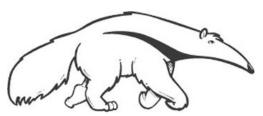
Propositional Logic B: Inference, Reasoning, Proof

CS271P, Fall Quarter, 2019
Introduction to Artificial Intelligence
Prof. Richard Lathrop



Read Beforehand: R&N 7.1-7.5 (optional: 7.6-7.8)





You will be expected to know

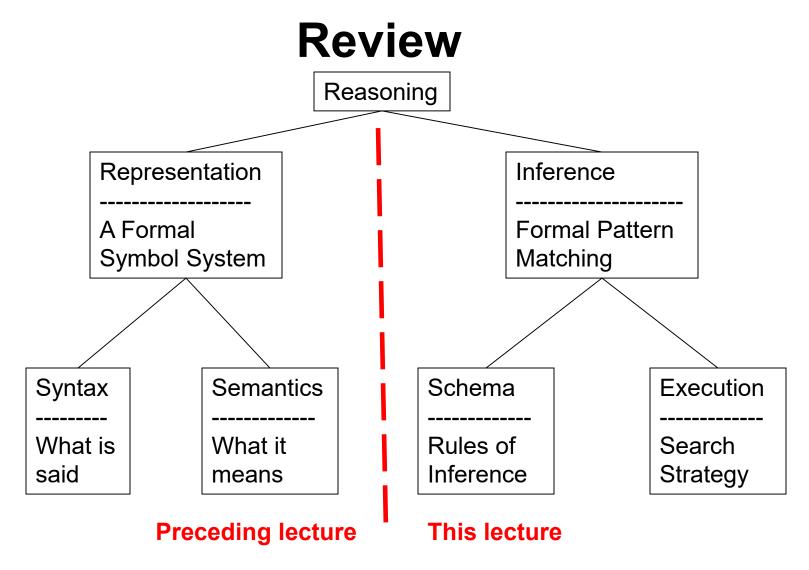
- Basic definitions
 - Inference, derive, sound, complete
- Conjunctive Normal Form (CNF)
 - Convert a Boolean formula to CNF
- Do a short resolution proof
- Horn Clauses
- Do a short forward-chaining proof
- Do a short backward-chaining proof
- Model checking with backtracking search
- Model checking with local search

Review: Inference in Formal Symbol Systems Ontology, Representation, Inference

- Formal Symbol Systems
 - Symbols correspond to things/ideas in the world
 - Pattern matching & rewrite corresponds to inference
- Ontology: What exists in the world?
 - What must be represented?
- Representation: Syntax vs. Semantics
 - What's Said vs. What's Meant
- Inference: Schema vs. Mechanism
 - Proof Steps vs. Search Strategy

Ontology:

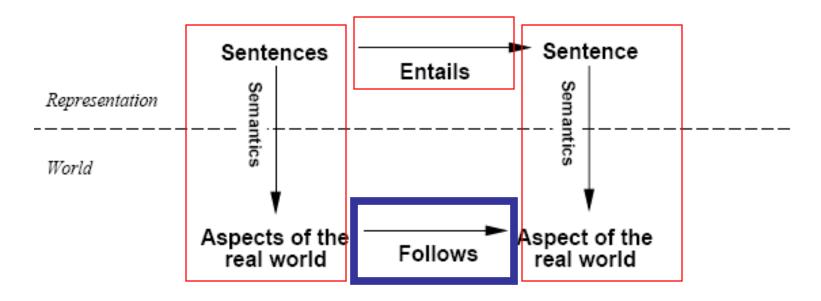
What kind of things exist in the world?
What do we need to describe and reason about?



Review

- Definitions:
 - Syntax, Semantics, Sentences, Propositions, Entails, Follows,
 Derives, Inference, Sound, Complete, Model, Satisfiable, Valid (or Tautology), etc.
- Syntactic Transformations:
 - E.g., $(A \Rightarrow B) \Leftrightarrow (\neg A \lor B)$
- Semantic Transformations:
 - E.g., (KB $|= \alpha$) \equiv (|= (KB $\Rightarrow \alpha$))
- Truth Tables
 - Negation, Conjunction, Disjunction, Implication, Equivalence (Biconditional)
 - Inference by Model Enumeration

Review: Schematic perspective



If KB is true in the real world, then any sentence α entailed by KB is also true in the real world.

For example: If I tell you (1) Sue is Mary's sister, and (2) Sue is Amy's mother, then it necessarily follows in the world that Mary is Amy's aunt, even though I told you nothing at all about aunts. This sort of reasoning pattern is what we hope to capture.

So --- how do we keep it from "Just making things up."?

Is this inference correct?

How do you know? How can you tell?



How can we **make correct** inferences? How can we **avoid incorrect** inferences?

"Einstein Simplified: Cartoons on Science" by Sydney Harris, 1992, Rutgers University Press

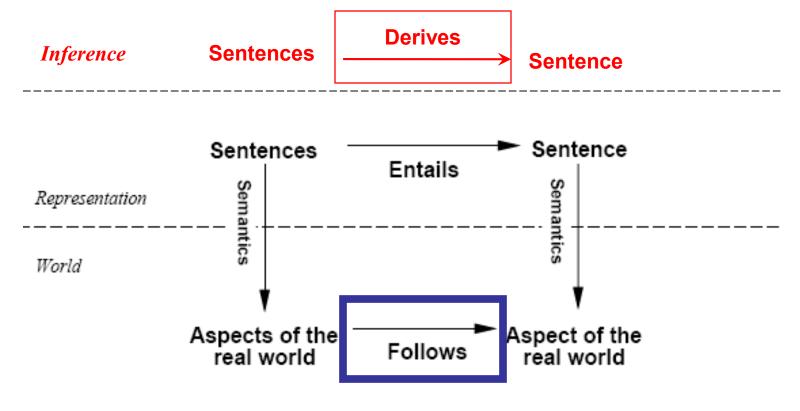
So --- how do we keep it from "Just making things up."?

Is this inference correct?

All men are people;
 How do you know?
 How can you tell?
 Half of all people are women;
 Therefore, half of all men are women.

Penguins are black and white;
 Some old TV shows are black and white;
 Therefore, some penguins are old TV shows.

Schematic perspective



If KB is true in the real world,
then any sentence \(\mathcal{Q} \) derived from KB
by a sound inference procedure
is also true in the real world.

Logical inference

- The notion of entailment can be used for logic inference.
 - Model checking (see wumpus example): enumerate all possible models and check whether α is true.
- KB $I_{-i} \alpha$ means KB derives a sentence α using inference procedure i
- <u>Sound</u> (or truth preserving):

The algorithm **only** derives entailed sentences.

- Otherwise it just makes things up. i is sound iff whenever KB |-| α it is also true that KB|=| α
- E.g., model-checking is sound
 Refusing to infer any sentence is Sound; so, <u>Sound is weak alone.</u>
- *Complete*:

The algorithm can derive **every** entailed sentence.

i is complete iff whenever KB \mid = α it is also true that KB \mid - $_i$ α Deriving every sentence is Complete; so, Complete is weak alone.

Proof methods

Proof methods divide into (roughly) two kinds:

Application of inference rules:

Legitimate (sound) generation of new sentences from old.

- Resolution --- KB is in Conjunctive Normal Form (CNF)
- Forward & Backward chaining

Model checking:

Searching through truth assignments.

- Improved backtracking: Davis-Putnam-Logemann-Loveland (DPLL)
- Heuristic search in model space: Walksat.

Examples of Sound Inference Patterns

Classical Syllogism (due to Aristotle)

All Ps are Qs All Men are Mortal X is a P Socrates is a Man

Therefore, X is a Q Therefore, Socrates is Mortal

<u>Implication (Modus Ponens)</u>

P implies Q Smoke implies Fire Why is this different from:

P Smoke All men are people

Therefore, Q Therefore, Fire Half of people are women

So half of men are women

Contrapositive (Modus Tollens)

P implies Q Smoke implies Fire

Not Q Not Fire

Therefore, Not P Therefore, not Smoke

Law of the Excluded Middle (due to Aristotle)

A Or B Alice is a Democrat or a Republican

Not A Alice is not a Democrat

Therefore, B Therefore, Alice is a Republican

Inference by Resolution

- KB is represented in CNF
 - KB = AND of all the sentences in KB
 - KB sentence = clause = OR of literals
 - Literal = propositional symbol or its negation
- Find two clauses in KB, one of which contains a literal and the other its negation
 - Cancel the literal and its negation
 - Bundle everything else into a new clause
 - Add the new clause to KB
 - Repeat

Conjunctive Normal Form (CNF)

- Boolean formulae are central to CS
 - Boolean logic is the way our discipline works
- Two canonical Boolean formulae representations:
 - <u>CNF = Conjunctive Normal Form</u>
 - A conjunct of disjuncts = (AND (OR ...) (OR ,...) Clause
 - "..." = a list of literals (= a variable or its negation)
 - CNF is used by Resolution Theorem Proving
 - DNF = Disjunctive Normal Form
 - A disjunct of conjuncts = (OR (AND ...) (AND ...) Term
 - DNF is used by Decision Trees in Machine Learning
- Can convert any Boolean formula to CNF or DNF

Conjunctive Normal Form (CNF)

We'd like to prove: KB \mid = α (This is equivalent to KB \wedge \neg α is unsatisfiable.)

We first rewrite $KB \wedge \neg \alpha$ into conjunctive normal form (CNF).

A "conjunction of disjunctions" literals $(A \vee \neg B) \wedge (B \vee \neg C \vee \neg D)$ Clause Clause

- Any KB can be converted into CNF.
- In fact, any KB can be converted into CNF-3 using clauses with at most 3 literals.

Review: Equivalence & Implication

Equivalence is a conjoined double implication

$$-(X \Leftrightarrow Y) = [(X \Rightarrow Y) \land (Y \Rightarrow X)]$$

Implication is (NOT antecedent OR consequent)

$$-(X \Rightarrow Y) = (\neg X \lor Y)$$

Review: de Morgan's rules

- How to bring inside parentheses
 - (1) Negate everything inside the parentheses
 - (2) Change operators to "the other operator"

•
$$\neg(X \land Y \land ... \land Z) = (\neg X \lor \neg Y \lor ... \lor \neg Z)$$

•
$$\neg(X \lor Y \lor ... \lor Z) = (\neg X \land \neg Y \land ... \land \neg Z)$$

Review: Boolean Distributive Laws

• **Both** of these laws are valid:

AND distributes over OR

$$- X \wedge (Y \vee Z) = (X \wedge Y) \vee (X \wedge Z)$$

$$- (W \lor X) \land (Y \lor Z) = (W \land Y) \lor (X \land Y) \lor (W \land Z) \lor (X \land Z)$$

OR distributes over AND

$$-X \vee (Y \wedge Z) = (X \vee Y) \wedge (X \vee Z)$$

$$- (W \wedge X) \vee (Y \wedge Z) = (W \vee Y) \wedge (X \vee Y) \wedge (W \vee Z) \wedge (X \vee Z)$$

Example: Conversion to CNF

Example: $B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$

- 1. Eliminate \Leftrightarrow by replacing $\alpha \Leftrightarrow \beta$ with $(\alpha \Rightarrow \beta) \land (\beta \Rightarrow \alpha)$. = $(B_{1,1} \Rightarrow (P_{1,2} \lor P_{2,1})) \land ((P_{1,2} \lor P_{2,1}) \Rightarrow B_{1,1})$
- 2. Eliminate \Rightarrow by replacing $\alpha \Rightarrow \beta$ with $\neg \alpha \lor \beta$ and simplify. = $(\neg B_{1,1} \lor P_{1,2} \lor P_{2,1}) \land (\neg (P_{1,2} \lor P_{2,1}) \lor B_{1,1})$
- 3. Move \neg inwards using de Morgan's rules and simplify.

$$\neg(\alpha\vee\beta)\equiv(\neg\alpha\wedge\neg\beta),\,\neg(\alpha\wedge\beta)\equiv(\neg\alpha\vee\neg\beta)$$
 = $(\neg\mathsf{B}_{1,1}\vee\mathsf{P}_{1,2}\vee\mathsf{P}_{2,1})\wedge((\neg\mathsf{P}_{1,2}\wedge\neg\mathsf{P}_{2,1})\vee\mathsf{B}_{1,1})$

4. Apply distributive law (\land over \lor) and simplify. = $(\neg B_{1,1} \lor P_{1,2} \lor P_{2,1}) \land (\neg P_{1,2} \lor B_{1,1}) \land (\neg P_{2,1} \lor B_{1,1})$

Example: Conversion to CNF

Example:
$$B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$

From the previous slide we had:

$$= (\neg B_{1,1} \lor P_{1,2} \lor P_{2,1}) \land (\neg P_{1,2} \lor B_{1,1}) \land (\neg P_{2,1} \lor B_{1,1})$$

5. KB is the conjunction of all of its sentences (all are true), so write each clause (disjunct) as a sentence in KB:

Inference by Resolution

- KB is represented in CNF
 - KB = AND of all the sentences in KB
 - KB sentence = clause = OR of literals
 - Literal = propositional symbol or its negation
- Find two clauses in KB, one of which contains a literal and the other its negation
 - Cancel the literal and its negation
 - Bundle everything else into a new clause
 - Add the new clause to KB
 - Repeat

Resolution = Efficient Implication

```
Recall that (A => B) = ( (NOT A) OR B)

and so:

(Y OR X) = ( (NOT X) => Y)

(NOT Y) OR Z) = (Y => Z)

which yields:

( (Y OR X) AND ( (NOT Y) OR Z) ) |= ( (NOT X) => Z) = (X OR Z)
```

```
(OR A B C D) ->Same -> (NOT (OR B C D)) => A
(OR ¬A E F G) ->Same -> (NOT (OR B C D)) => (OR E F G)
(NOT (OR B C D)) => (OR E F G)
(OR B C D E F G)
```

Recall: All clauses in KB are conjoined by an implicit AND (= CNF representation).

false, B or C or D or E must be true."

Resolution: inference rule for CNF: sound and complete! *

$$(A \vee B \vee C)$$

 $(\neg A)$

"If A or B or C is true, but not A, then B or C must be true."

"If A is false then B or C must be true, or if A is true

then D or E must be true, hence since A is either true or

$$\therefore (B \vee C)$$

$$(A \vee B \vee C)$$

$$(\neg A \lor D \lor E)$$

$$\therefore (B \vee C \vee D \vee E)$$

$$(A \vee B)$$

$$(\neg A \lor B)$$

$$\therefore (B \vee B) \equiv B \quad \longleftarrow$$

"If A or B is true, and not A or B is true, then B must be true."

Simplification is done always.

* Resolution is "refutation complete" in that it can prove the truth of any entailed sentence by refutation.

* You can start two resolution proofs in parallel, one for the sentence and one for its negation, and see which branch returns a correct proof.

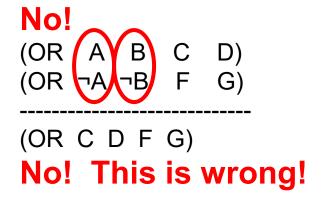
More Resolution Examples

- (P Q ¬R S) with (P ¬Q W X) yields (P ¬R S W X)
 - Order of literals within clauses does not matter.
- (P Q ¬R S) with (¬P) yields (Q ¬R S)
- (¬R) with (R) yields () or FALSE
- (PQ¬RS) with (PR¬SWX) yields (PQ¬RRWX) or (PQS¬SWX) or TRUE
- (P ¬Q R ¬S) with (P ¬Q R ¬S) yields None possible
- (P ¬Q ¬S W) with (P R ¬S X) yields None possible
- ((¬A)(¬B)(¬C)(¬D)) with ((¬C) D) yields ((¬A)(¬B)(¬C))
- ((¬A)(¬B)(¬C)) with ((¬A)C) yields ((¬A)(¬B))
- ((¬A)(¬B)) with (B) yields (¬A)
- (A C) with (A (¬ C)) yields (A)
- (¬ A) with (A) yields () or FALSE

Only Resolve ONE Literal Pair!

If more than one pair, result always = TRUE.

<u>Useless!!</u> Always simplifies to TRUE!!



(Resolution theorem provers routinely pre-scan the two clauses for two complementary literals, and if they are found won't resolve those clauses.)

Resolution Algorithm

- The resolution algorithm tries to prove:
- $KB \models \alpha$ equivalent to $KB \land \neg \alpha$ unsatisfiable
- Generate all new sentences from KB and the (negated) query.
- One of two things can happen:
- 1. We find $P \land \neg P$ which is unsatisfiable. I.e.* we <u>can</u> entail the query.
- 2. We find no contradiction: there is a model that satisfies the sentence $KB \land \neg \alpha$ (non-trivial) and hence we **cannot** entail the query.
- * I.e. = *id est* = that is

Stated in English

- "Laws of Physics" in the Wumpus World:
 - "A breeze in B11 is equivalent to a pit in P12 or a pit in P21."
- Particular facts about a specific instance:
 - "There is no breeze in B11."

- Goal or query sentence:
 - "Is it true that P12 does not have a pit?"

Stated in Propositional Logic

- "Laws of Physics" in the Wumpus World:
 - "A breeze in B11 is equivalent to a pit in P12 or a pit in P21."

$$(B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1}))$$

We converted this sentence to CNF in the CNF example we worked above.

- Particular facts about a specific instance:
 - "There is no breeze in B11."

$$(\neg B_{1,1})$$

- Goal or query sentence:
 - "Is it true that P12 does not have a pit?"

$$(\neg P_{1,2})$$

Resulting Knowledge Base stated in CNF

"Laws of Physics" in the Wumpus World:

$$(\neg B_{1,1} \quad P_{1,2} \quad P_{2,1})$$

 $(\neg P_{1,2} \quad B_{1,1})$
 $(\neg P_{2,1} \quad B_{1,1})$

Particular facts about a specific instance:

$$(\neg B_{1,1})$$

Negated goal or query sentence:

$$(P_{1.2})$$

A Resolution proof ending in ()

Knowledge Base at start of proof:

```
(\neg B_{1,1} \quad P_{1,2} \quad P_{2,1})

(\neg P_{1,2} \quad B_{1,1})

(\neg P_{2,1} \quad B_{1,1})

(\neg B_{1,1})

(P_{1,2})
```

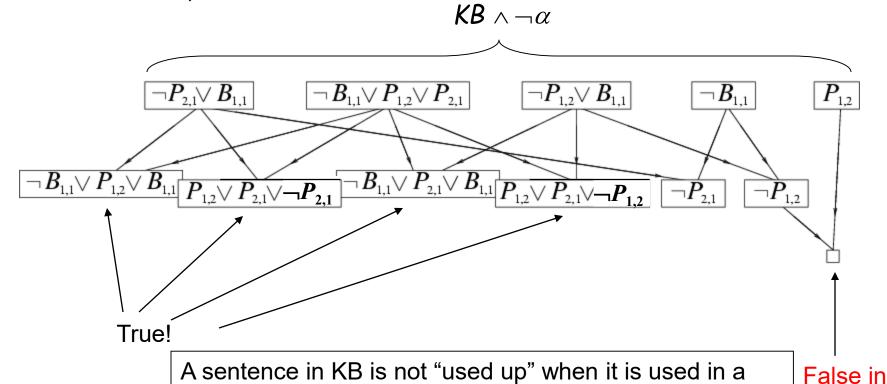
A resolution proof ending in ():

- Resolve $(\neg P_{1,2} \ B_{1,1})$ and $(\neg B_{1,1})$ to give $(\neg P_{1,2})$
- Resolve $(\neg P_{1,2})$ and $(P_{1,2})$ to give ()
- Consequently, the goal or query sentence is entailed by KB.
- Of course, there are many other proofs, which are OK iff correct.

Graphical view of the proof

•
$$KB = (B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})) \land \neg B_{1,1}$$

•
$$\alpha = \neg P_{1,2}$$



resolution step. It is true, remains true, and is still in KB.

all worlds

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

Problem 7.2, R&N page 280. (Adapted from Barwise and Etchemendy, 1993.)

Note for non-native-English speakers: immortal = not mortal

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

- First, Ontology: What do we need to describe and reason about?
- Use these propositional variables ("immortal" = "not mortal"):

Y = unicorn is mYthical

R = unicorn is moRtal

M = unicorn is a maMmal

H = unicorn is Horned

G = unicorn is maGical

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

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M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

- Second, translate to Propositional Logic, then to CNF:
- Propositional logic (prefix form, aka Polish notation):

```
- (=> Y (NOT R)); same as (Y => (NOT R)) in infix form
```

- CNF (clausal form) ; recall (A => B) = ((NOT A) OR B)
 - ((NOT Y) (NOT R))

Prefix form is often a better representation for a parser, since it looks at the first element of the list and dispatches to a handler for that operator token.

In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

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```
Y = unicorn is m\underline{Y}thical R = unicorn is mo\underline{R}tal
```

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

- Second, translate to Propositional Logic, then to CNF:
- Propositional logic (prefix form):

```
- (=> (NOT Y) (AND R M)) ;same as ( (NOT Y) => (R AND M)) in infix form
```

- CNF (clausal form)
 - (M Y)
 - (R Y)

If you ever have to do this "for real" you will likely invent a new domain language that allows you to state important properties of the domain --- then parse that into propositional logic, and then CNF.

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

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Y = unicorn is mYthical R = unicorn is moRtal

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

- Second, translate to Propositional Logic, then to CNF:
- Propositional logic (prefix form):

```
— (=> (OR (NOT R) M) H) ; same as ( (Not R) OR M) => H in infix form
```

- CNF (clausal form)
 - (H (NOT M))
 - (H R)

• **In words:** If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

Y = unicorn is mYthical R = unicorn is moRtal

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

- Second, translate to Propositional Logic, then to CNF:
- Propositional logic (prefix form)

```
- (=> H G); same as H => G in infix form
```

- CNF (clausal form)
 - ((NOT H) G)

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

Y = unicorn is m \underline{Y} thical R = unicorn is mo \underline{R} tal

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

<u>Current KB</u> (in CNF clausal form) =

((NOT Y) (NOT R)) (M Y) (R Y) (H (NOT M)) (H R) ((NOT H) G)

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

Y = unicorn is mYthical R = unicorn is moRtal

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

- Third, negated goal to Propositional Logic, then to CNF:
- Goal sentence in propositional logic (prefix form)
 - (AND H G) ; same as H AND G in infix form
- Negated goal sentence in propositional logic (prefix form)
 - (NOT (AND H G)) = (OR (NOT H) (NOT G))
- CNF (clausal form)
 - ((NOT G)(NOT H))

• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

Y = unicorn is mYthical R = unicorn is moRtal

M = unicorn is a maMmal H = unicorn is Horned

G = unicorn is maGical

Current KB + negated goal (in CNF clausal form) =

((NOT Y) (NOT R)) (M Y) (R Y) (H (NOT M)) (H R) ((NOT H) G) (NOT H))

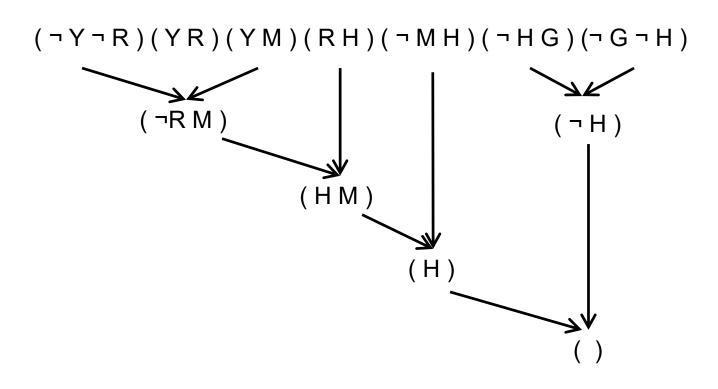
• In words: If the unicorn is mythical, then it is immortal, but if it is not mythical, then it is a mortal mammal. If the unicorn is either immortal or a mammal, then it is horned. The unicorn is magical if it is horned.

Prove that the unicorn is both magical and horned.

```
( (NOT Y) (NOT R) ) (M Y) (R Y) (H (NOT M) )
(H R) ( (NOT H) G) ( (NOT G) (NOT H) )
```

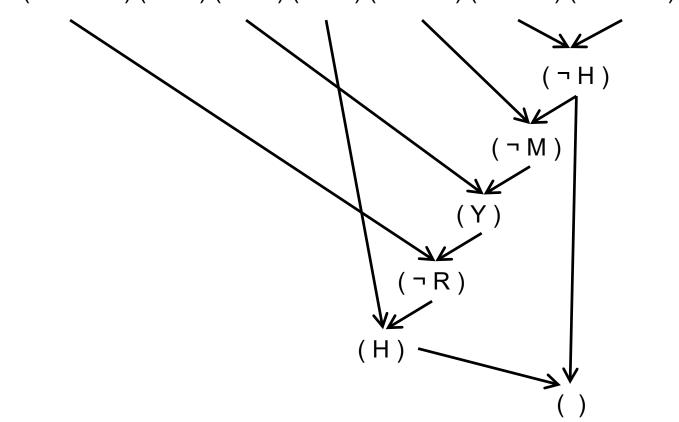
- Fourth, produce a resolution proof ending in ():
- Resolve (¬H¬G) and (¬H G) to give (¬H)
- Resolve (¬Y¬R) and (Y M) to give (¬R M)
- Resolve (¬R M) and (R H) to give (M H)
- Resolve (M H) and (¬M H) to give (H)
- Resolve (¬H) and (H) to give ()
- Of course, there are many other proofs, which are OK iff correct.

Detailed Resolution Proof Example Graph view of proof



Detailed Resolution Proof Example Graph view of a different proof

(¬Y¬R)(YR)(YM)(RH)(¬MH)(¬HG)(¬G¬H)



Horn Clauses

- Resolution can be exponential in space and time.
- If we can reduce all clauses to "Horn clauses" inference is linear in space and time

A clause with at most 1 positive literal.

e.g.
$$A \vee \neg B \vee \neg C$$

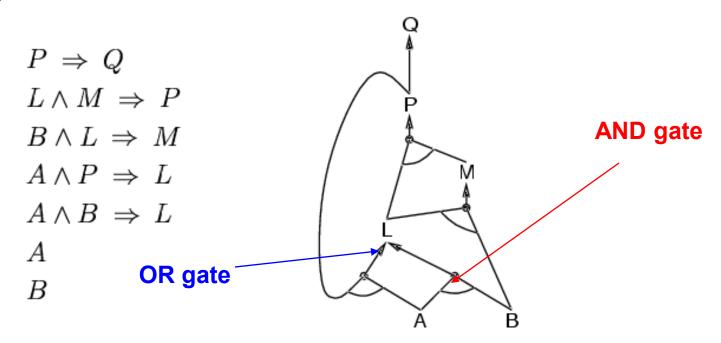
• Every Horn clause can be rewritten as an implication with a conjunction of positive literals in the premises and at most a single positive literal as a conclusion.

e.g.
$$A \vee \neg B \vee \neg C \equiv B \wedge C \Rightarrow A$$

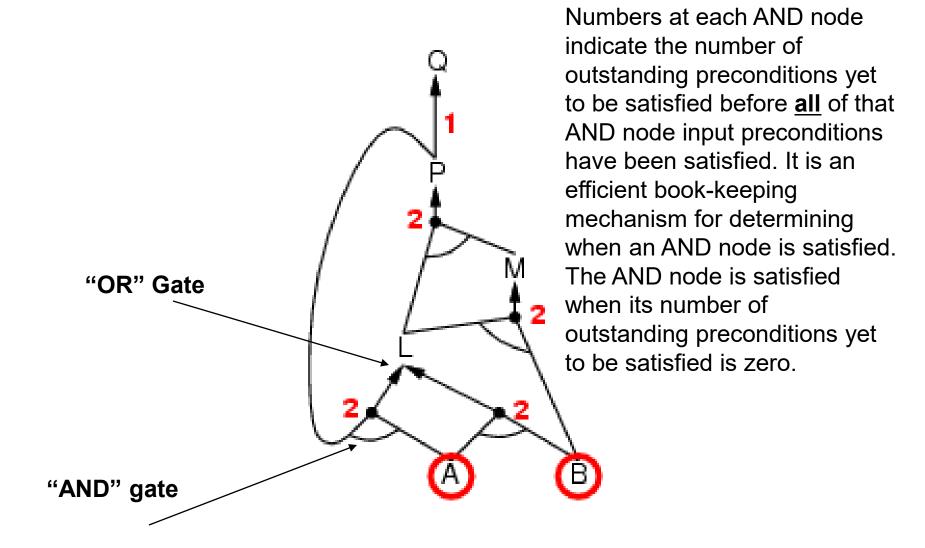
- 1 positive literal and ≥ 1 negative literal: definite clause (e.g., above)
- 0 positive literals: integrity constraint or goal clause e.g. $(\neg A \lor \neg B) \equiv (A \land B \Rightarrow False)$ states that $(A \land B)$ must be false
- 0 negative literals: fact
 e.g., (A) ≡ (True ⇒ A) states that A must be true.
- Forward Chaining and Backward chaining are sound and complete with Horn clauses and run linear in space and time.

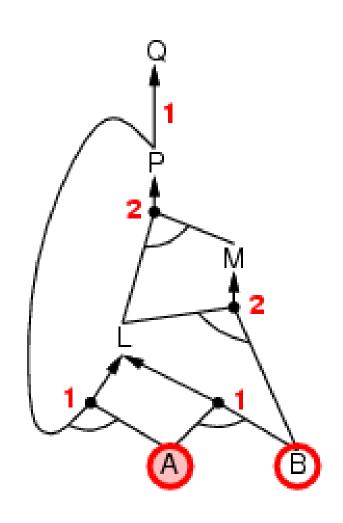
Forward chaining (FC)

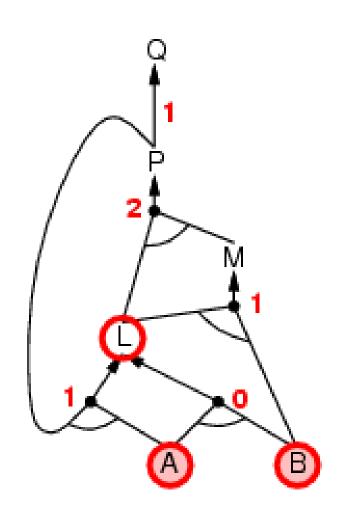
- Idea: fire any rule whose premises are satisfied in the KB, add its conclusion to the KB, until Query is found.
- This proves that $KB \Rightarrow Query$ is true in all possible worlds (i.e. trivial), and hence it proves entailment.

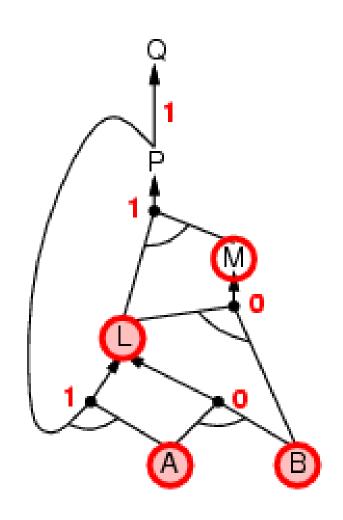


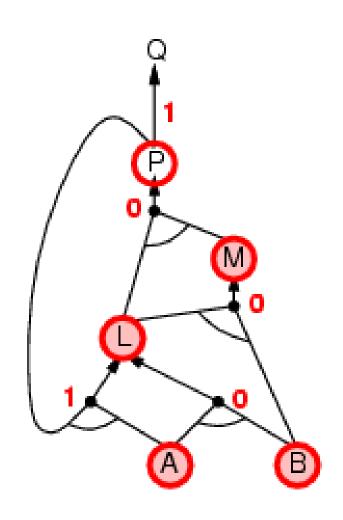
Forward chaining is sound and complete for Horn KB

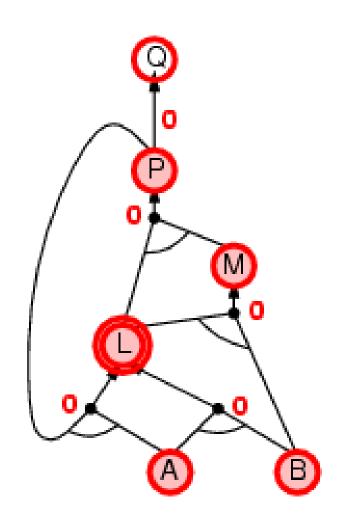


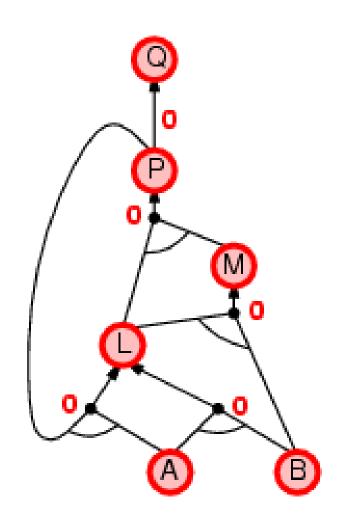












Backward chaining (BC)

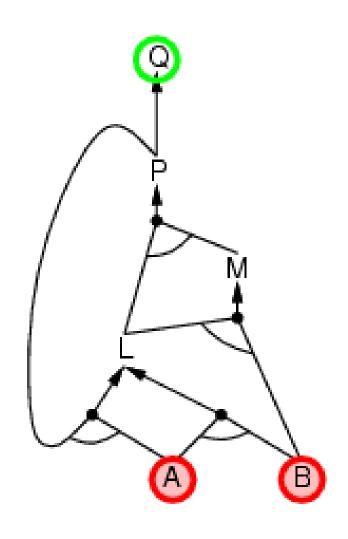
Idea: work backwards from the query q

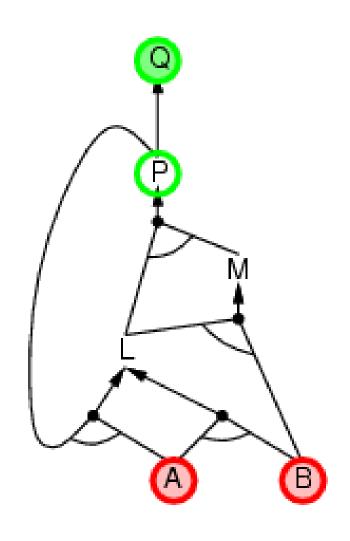
- check if q is known already, or
- prove by BC all premises of some rule concluding q
- Hence BC maintains a stack of sub-goals that need to be proved to get to q.

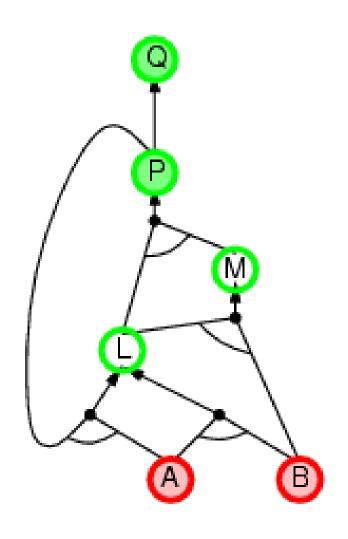
Avoid loops: check if new sub-goal is already on the goal stack

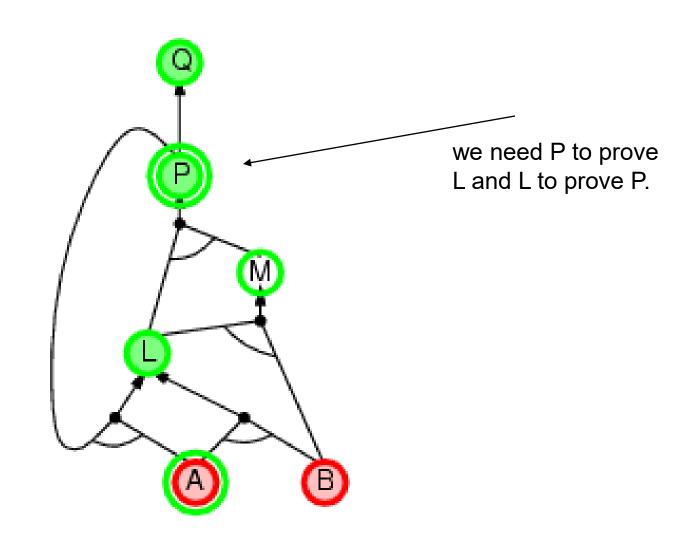
Avoid repeated work: check if new sub-goal

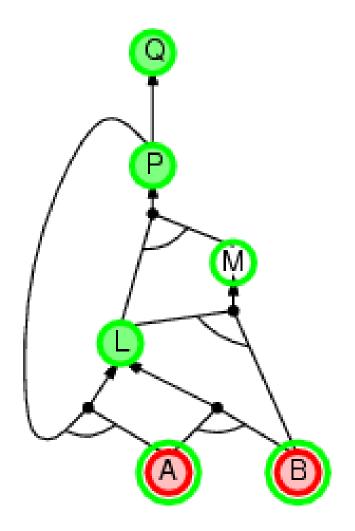
- 1. has already been proved true, or
- 2. has already failed



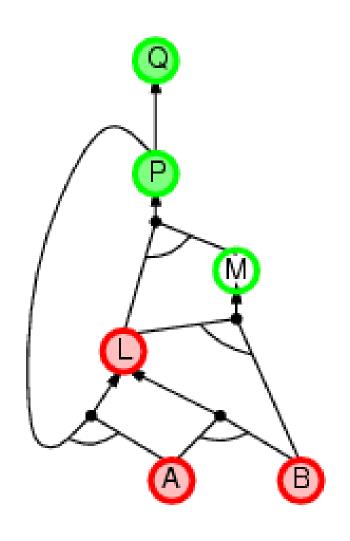


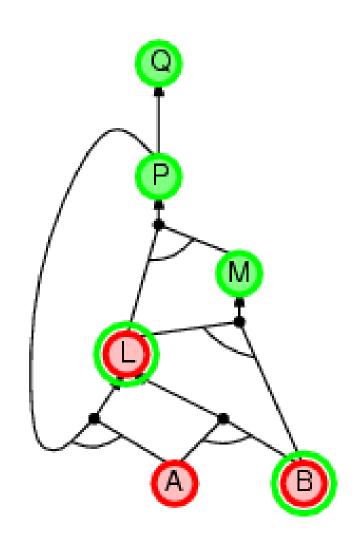


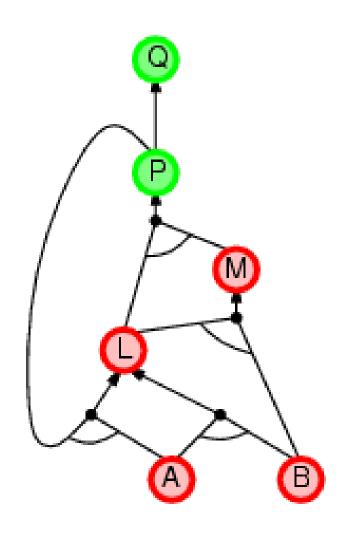


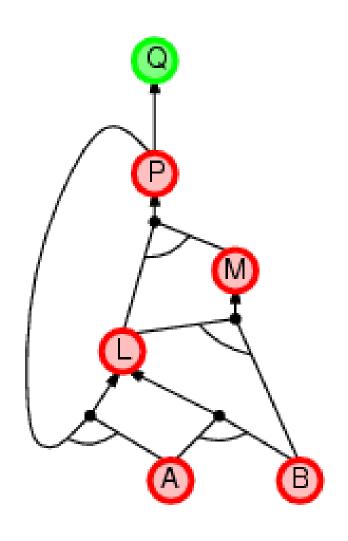


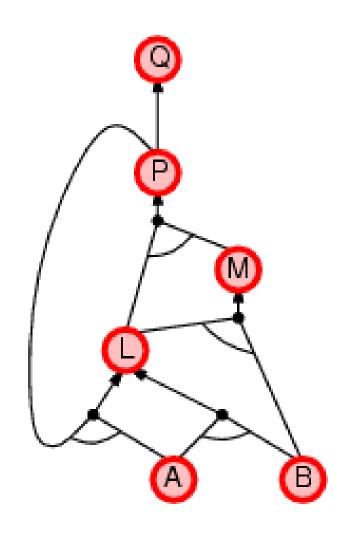
As soon as you can move forward, do so.











Forward vs. backward chaining

- FC is data-driven, automatic, unconscious processing,
 - e.g., object recognition, routine decisions
- May do lots of work that is irrelevant to the goal
- BC is goal-driven, appropriate for problem-solving,
 - e.g., Where are my keys? How do I get into a PhD program?
- Complexity of BC can be much less than linear in size of KB

Model Checking

Two families of efficient algorithms:

- Complete backtracking search algorithms:
 - E.g., DPLL algorithm
- Incomplete local search algorithms
 - E.g., WalkSAT algorithm

The DPLL algorithm

Determine if an input propositional logic sentence (in CNF) is satisfiable. This is just backtracking search for a CSP.

Improvements:

- Early termination
 - A clause is true if any literal is true.
 - A sentence is false if any clause is false.
- 2. Pure symbol heuristic

Pure symbol: always appears with the same "sign" in all clauses.

e.g., In the three clauses (A $\vee \neg$ B), (\neg B $\vee \neg$ C), (C \vee A), A and B are pure, C is impure.

Make a pure symbol literal true. (if there is a model for S, then making a pure symbol true is also a model).

- 3 Unit clause heuristic
 - Unit clause: only one literal in the clause

The only literal in a unit clause must be true.

Note: literals can become a pure symbol or a unit clause when other literals obtain truth values. e.g.

$$(A \lor True) \land (\neg A \lor B)$$

 $A = pure$

The WalkSAT algorithm

- Incomplete, local search algorithm
- Evaluation function: The min-conflict heuristic of minimizing the number of unsatisfied clauses
- Balance between greediness and randomness

Walksat Procedure

Start with random initial assignment.

Pick a random unsatisfied clause.

Select and flip a variable from that clause:

With probability p, pick a random variable.

With probability 1-p, pick greedily

a variable that minimizes the number of unsatisfied clauses

Repeat to predefined maximum number flips; if no solution found, restart.

Hard satisfiability problems

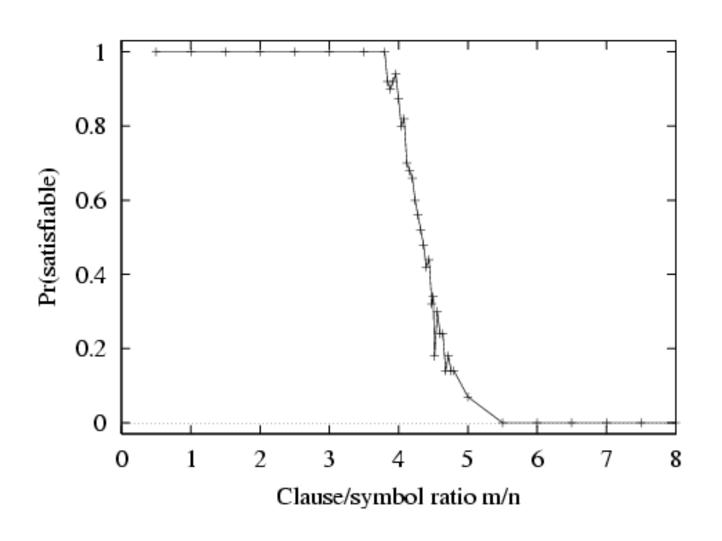
Consider random 3-CNF sentences. e.g.,

$$(\neg D \lor \neg B \lor C) \land (B \lor \neg A \lor \neg C) \land (\neg C \lor \neg B \lor E) \land (E \lor \neg D \lor B) \land (B \lor E \lor \neg C)$$

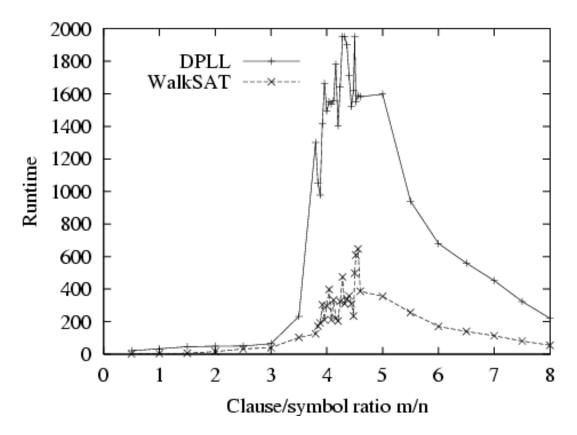
m = number of clauses (5) n = number of symbols (5)

- Hard problems seem to cluster near m/n = 4.3 (critical point)

Hard satisfiability problems



Hard satisfiability problems



• Median runtime for 100 satisfiable random 3-CNF sentences, n = 50

Hardness of CSPs

- $x_1 \dots x_n$ discrete, domain size d: O(d^n) configurations
- "SAT": Boolean satisfiability: d=2
 - The first known NP-complete problem
- "3-SAT"
 - Conjunctive normal form (CNF)
 - At most 3 variables in each clause:

$$(x_1 \vee \neg x_7 \vee x_{12}) \wedge (\neg x_3 \vee x_2 \vee x_7) \wedge \dots$$

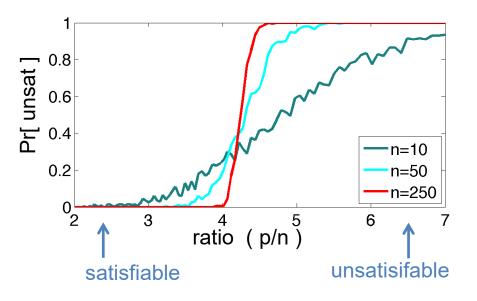
Still NP-complete

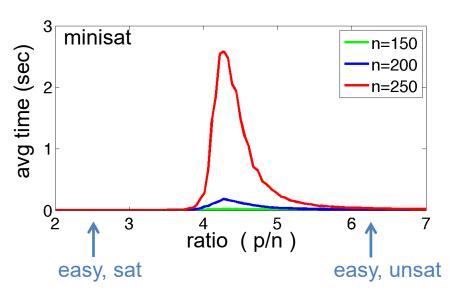
CNF clause: rule out one configuration

How hard are "typical" problems?

Hardness of random CSPs

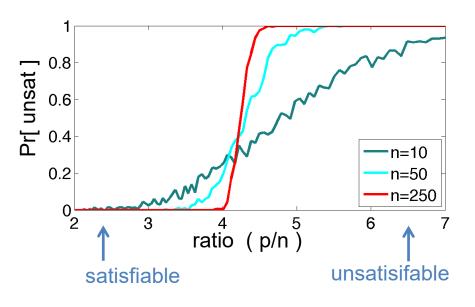
- Random 3-SAT problems:
 - n variables, p clauses in CNF: $(x_1 \vee \neg x_7 \vee x_{12}) \wedge (\neg x_3 \vee x_2 \vee x_7) \wedge \dots$
 - Choose any 3 variables, signs uniformly at random
 - What's the probability there is **no** solution to the CSP?
 - Phase transition at (p/n) ¼ 4.25
 - "Hard" instances fall in a very narrow regime around this point!

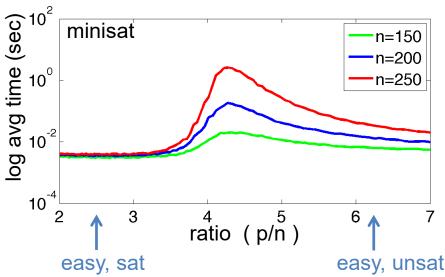




Hardness of random CSPs

- Random 3-SAT problems:
 - n variables, p clauses in CNF: $(x_1 \vee \neg x_7 \vee x_{12}) \wedge (\neg x_3 \vee x_2 \vee x_7) \wedge \dots$
 - Choose any 3 variables, signs uniformly at random
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Common Sense Reasoning

Example, adapted from Lenat

You are told: John drove to the grocery store and bought a pound of noodles, a pound of ground beef, and two pounds of tomatoes.

- Is John 3 years old?
- Is John a child?
- What will John do with the purchases?
- Did John have any money?
- Does John have less money after going to the store?
- Did John buy at least two tomatoes?
- Were the tomatoes made in the supermarket?
- Did John buy any meat?
- Is John a vegetarian?
- Will the tomatoes fit in John's car?
- Can Propositional Logic support these inferences?

Summary

- Logical agents apply inference to a knowledge base to derive new information and make decisions
- Basic concepts of logic:
 - syntax: formal structure of sentences
 - semantics: truth of sentences wrt models
 - entailment: necessary truth of one sentence given another
 - inference: deriving sentences from other sentences
 - soundness: derivations produce only entailed sentences
 - completeness: derivations can produce all entailed sentences
- Resolution is complete for propositional logic.
 Forward and backward chaining are linear-time, complete for Horn clauses
- Propositional logic lacks expressive power