

CS 520: Introduction to Artificial Intelligence

Prof. Louis Steinberg

Lecture 9: First-order Logic

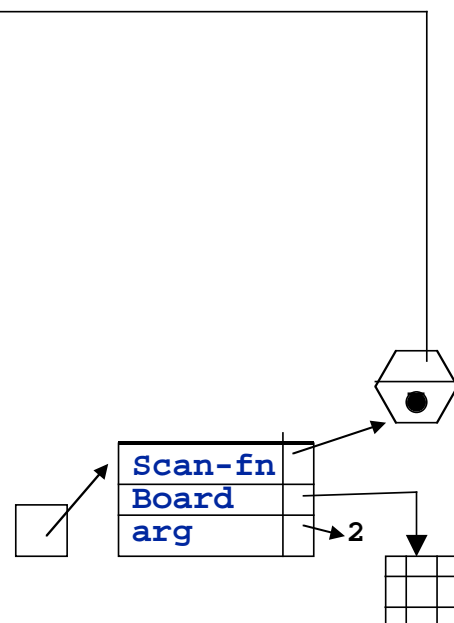
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Lecture 09

1

List-scan

```
(defun scan-row
  (board row function)
  (dotimes (column 3)
    (funcall
      function
      (aref board row column)
      row
      column)))
(defun list-scan
  (scan-fn board arg)
  (let ((result nil))
    (funcall scan-fn board arg
      #'(lambda (mark row column)
          (push mark result)))
    result))
```



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Lecture 09

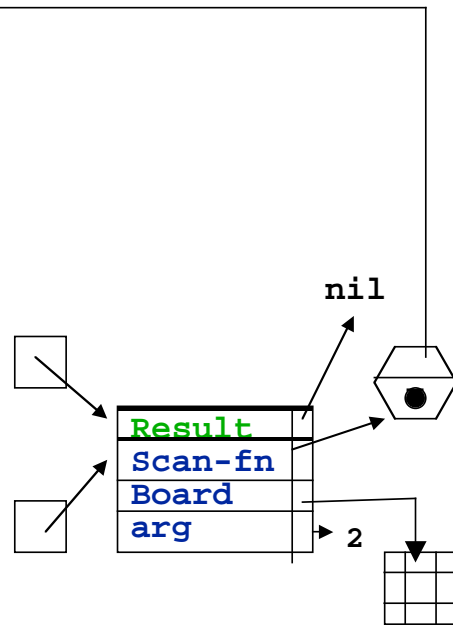
2

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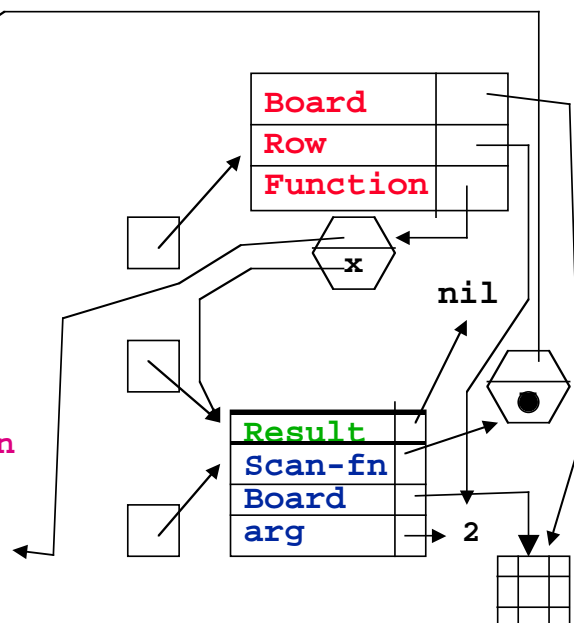


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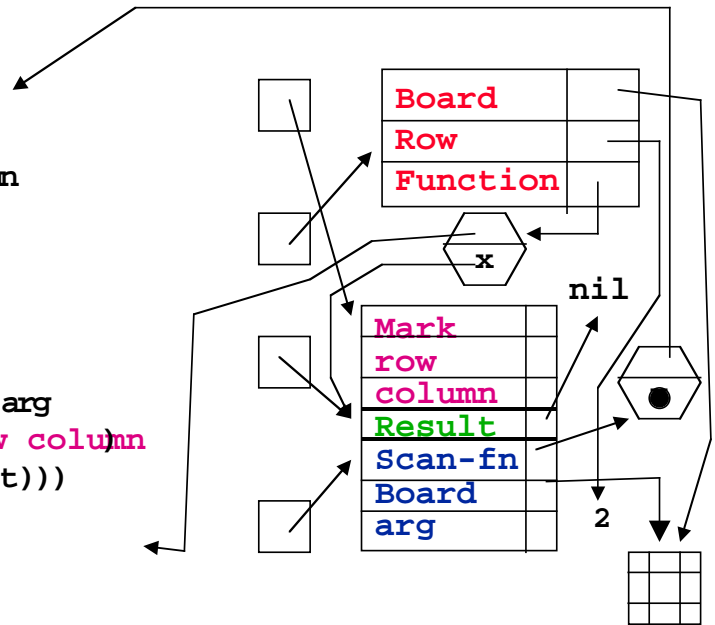


List-scan

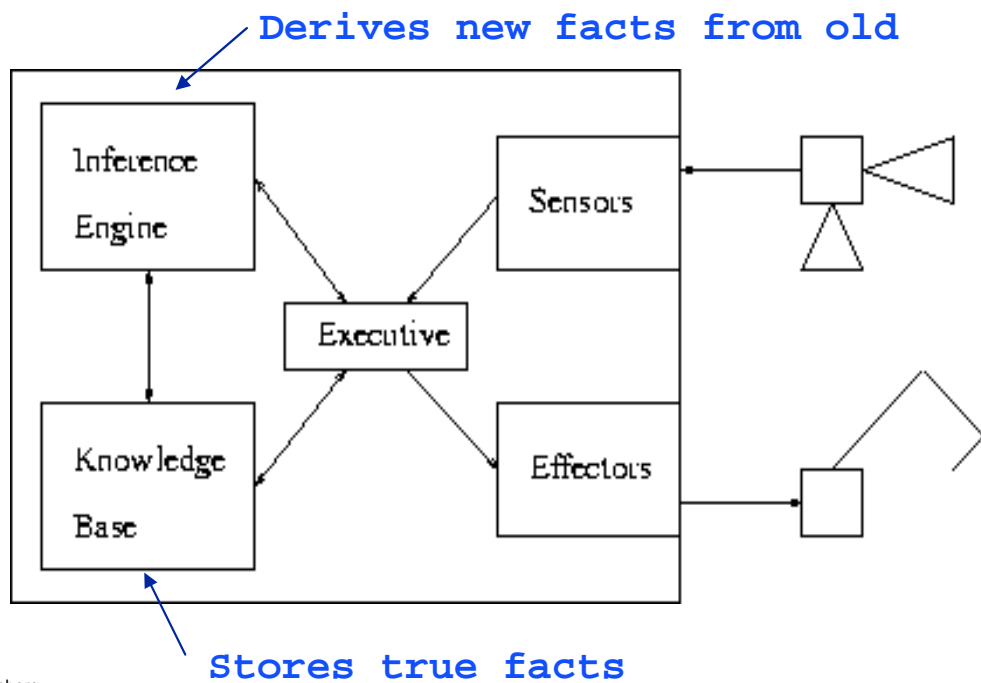
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```



Knowledge-based Agent Architecture



Review

Assertions and Queries

- **Executive asserts (tells KB) “I sense”**
- **Executive queries (asks KB) “What should I do?”**
- **Internal assertions and queries of KB**
 - Sense and Do
 - State of the world

Goal:

- **System designer enters a set of facts**
- **System decides for itself how & when to use the facts**

Review

- **A logic consists of**
 - Formal language: sentences
 - Inference mechanism:
- **Model: a mapping to the real world**
 - Tautology, satisfiable, contradiction
- **Validity, soundness, completeness**
- **Propositional Logic**
 - Language: symbols, \neg , \wedge , \vee , \Rightarrow , ()
 - Inference: truth tables
 - Inference: rules
 - Resolution

Resolution

$$\frac{\alpha \vee \beta \quad \neg \alpha \vee \gamma}{\beta \vee \gamma}$$

There is a pit in (1, 2) or there is a pit in (2, 1).

$$\alpha \vee \beta$$

There is not a pit in (1, 2) or there is a breeze in (1, 3)

$$\neg \alpha \vee \gamma$$

there is a pit in (2, 1) or there is a breeze in (1, 3)

$$\beta \vee \gamma$$

Example Proof

Meanings:

P12 = There is a pit in (1, 2)

P21 = There is a pit in (2, 1)

B11 = There is a breeze in (1, 1)

B13 = There is a breeze in (1, 3)

Facts:

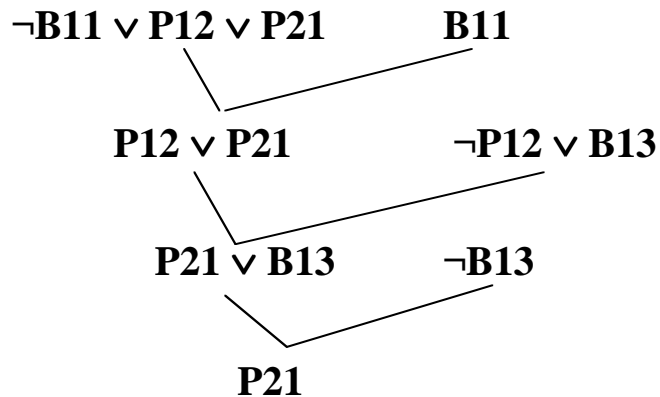
$\neg B11 \vee P12 \vee P21$ breeze in (1, 1) \Rightarrow pit in (1,2) or (2,1)

$\neg P12 \vee B13$ pit in (1, 2) \Rightarrow breeze in (1, 3)

B11 breeze in (1, 1)

$\neg B13$ no breeze in (1, 3)

Proof



Limitations of the Propositional Agent

- **Cannot generalize rules over the domain.**
For example,
 - we need separate rules for each square.
 - Need time-dependent versions of each rule at each square to account for changes in time.
- **First-order logic will solve these problems**

First-Order Logic

makes stronger ontological commitments than propositional logic.

- the world consists of objects that have properties
- relations, including functions, are defined on
- objects.

Examples

- **objects:** dogs, computers, people, exams, LISP assignments
- **relations:** larger than, above, part of, friend of, afraid of
- **Properties:** green, large, incomplete
- **Functions:** mother of, one more than

Example Sentences

Brother(Richard,John)

Brother(Richard,John) ^ Brother(John,Richard)

Older(John,30) => ¬ Younger(John,30)

- **Relations are defined by a set of tuples that satisfy the relation. For**
- **example, the Brother relation could be defined as {<John,Richard>,<Richard,John>}**

Quantifiers

Universal Quantification:

- $\forall x \text{ Cat}(x) \Rightarrow \text{Mammal}(x)$
- means "for any object x , if x is a cat, then x is a mammal."

Existential Quantification:

- $\exists x \text{ Sister}(x, \text{Morris}) \wedge \text{Cat}(x)$
- means "Morris has a sister who is a cat"

Nested Quantifiers

- What do the following mean?
 - $\forall x, y \text{ Parent}(x, y) \Rightarrow \text{Child}(y, x)$
 - $\forall x, y \text{ Brother}(x, y) \Rightarrow \text{Sibling}(y, x)$
 - $\forall x \exists y \text{ Loves}(x, y)$
 - $\exists y \forall x \text{ Loves}(x, y)$

Connections between Quantifiers

$\forall x \neg \text{Likes}(x, \text{Morris}) \equiv \neg \exists x \text{ Likes}(x, \text{Morris})$

$\exists x \neg \text{Likes}(x, \text{Morris}) \equiv \neg \forall x \text{ Likes}(x, \text{Morris})$

English into first-order logic

- “You can fool some of the people all of the time.”
- “You can fool all of the people some of the time.”
- “You cannot ever fool your mother.”

- **Answers**

$(\forall t) (\exists p) \text{ Time}(t) \wedge \text{Person}(p) \Rightarrow \text{Foolable}(p, t)$

$(\exists p) (\forall t) \text{ Time}(t) \wedge \text{Person}(p) \Rightarrow \text{Foolable}(p, t)$

$(\exists t) (\forall p) \text{ Time}(t) \wedge \text{Person}(p) \Rightarrow \text{Foolable}(p, t)$

$(\forall p) (\exists t) \text{ Time}(t) \wedge \text{Person}(p) \Rightarrow \text{Foolable}(p, t)$

$(\forall t) \neg \text{Foolable}(\text{Mother}(\text{you}), t)$

$(\forall p) (\forall t) \neg \text{Foolable}(\text{Mother}(\text{you}), t)$

First-order logic into English

$(\forall x) \text{Hesitates}(x) \Rightarrow \text{Lost}(x)$

$\neg(\exists x) \text{Business}(x) \wedge \text{Like}(x, \text{Showbusiness})$

$(\forall x) \text{Glitters}(x) \Rightarrow \neg \text{Gold}(x)$

$(\exists x) \text{Glitters}(x) \wedge \neg \text{Gold}(x)$

- **answers**
 - He who hesitates is lost.
 - There's no business like show business.
 - All that glitters is not gold.
 - Nothing that glitters is gold.
 - Not all that glitters is gold.

Some Extensions

- Higher-Order Logics allow quantification over functions and relations in addition to objects.
- The lambda-operator builds predicates and functions from simpler components.
- The uniqueness quantifier $\exists!$ means "there is exactly one".