# CS 4700: Foundations of Artificial Intelligence

Spring 2020 Prof. Haym Hirsh

Lecture 10 February 12, 2020

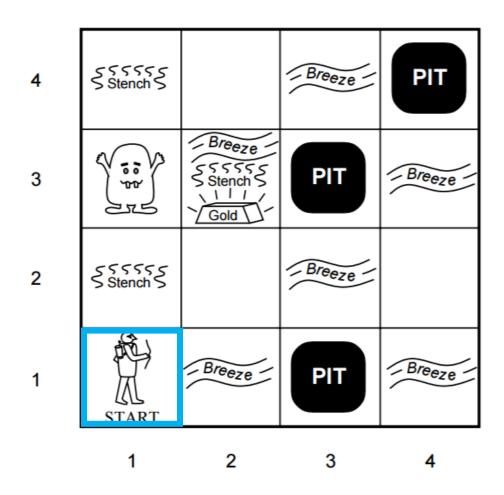
# Next Topic: Knowledge Representation and Reasoning Textbook Chapter 7

# Knowledge Representation and Reasoning

#### Agents:

- Represent what they know about the world
- Use inference to derive new information

Sometimes called the "Logicist Approach" to Al



Get points for taking gold
Die if in the same square as pit or wumpus
Can move Up, Down, Left, Right

- Stench: Wumpus is 1 away
- Breeze: Pit is 1 away

Sensors:

- Glitter: Gold is in current room
- States: [x, y, Stench?, Breeze?, Glitter?]
  - Initial state: [1,1,False,False,False]

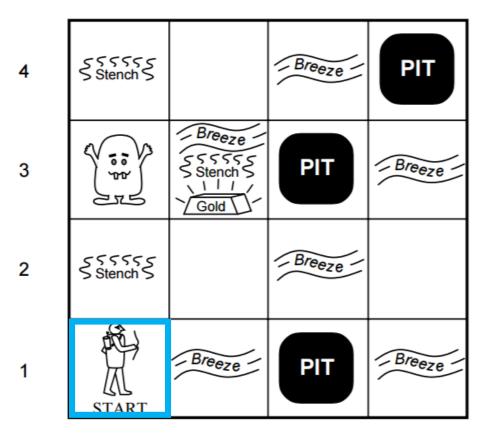
4	SSTSS Stench		-Breeze	PIT
3	(10 p	Breeze SSSSSS Gold	PIT	Breeze
2	SSSSS Stench		Breeze	
1	START	- Breeze	PIT	Breeze

Definition of world (not known to agent)

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2	2,2	3,2	4,2
1,1 A OK	2,1	3,1	4,1

State = [1,1,False,False,False]

What the agent knows



Definition of world (not known to agent)

1,4	2,4	3,4	4,4
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OK means "safe" (won't die)

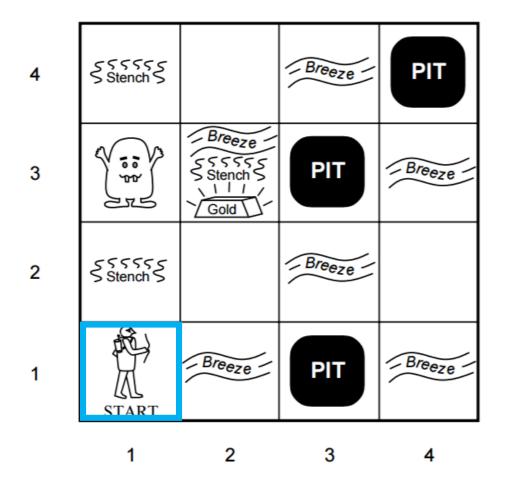
What the agent knows

4	SSTSS StenchS		- Breeze	PIT
3	(10 p	Breeze SSSENCH Gold	PIT	Breeze
2	55555 Stench S		Breeze -	
1	START	Breeze -	PIT	Breeze
	1	2	3	4

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2	2,2	3,2	4,2
1,1 A OK	2,1	3,1	4,1

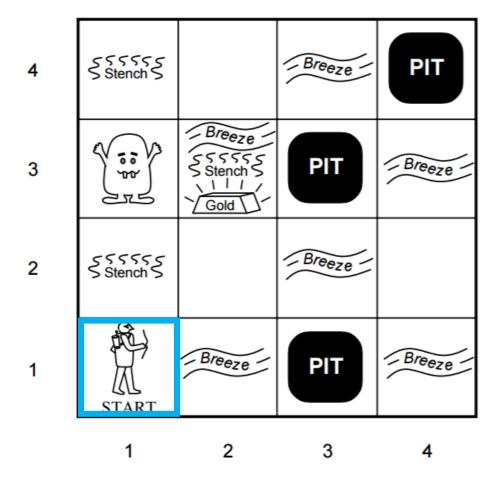
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1	START	- Breeze -	PIT	Breeze
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1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2	3,2	4,2
1,1 A OK	2,1 OK	3,1	4,1



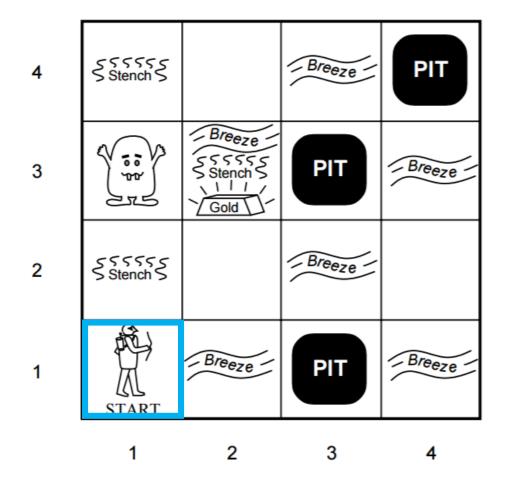
1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2	3,2	4,2
1,1 A	2,1	3,1	4,1
OK	OK		

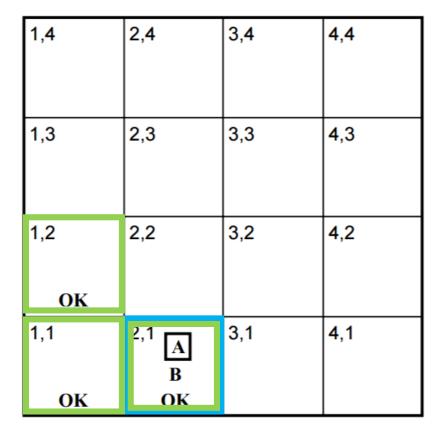
No stench => no Wumpus in adjacent squares No breeze => no pit in adjacent squares



1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2	3,2	4,2
1,1 A	2,1	3,1	4,1
OK	OK		

No glitter => no gold here





Wumpus moves Right

4	SSTSS Stench S		Breeze	PIT
3	(10 p	Breeze SSSSSS SStench Gold	PIT	Breeze
2	SSTSS Stench		Breeze	
1	START	Breeze -	PIT	Breeze
	1	2	3	4

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2	3,2	4,2
1,1 OK	2,1 A B OK	3,1	4,1

State = [2,1,False,True,False]

4	SSSSS Stench		- Breeze	PIT
3	الراق الم	Breeze SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS	PIT	Breeze
2	SSTSS Stench		Breeze	
1	START	Breeze -	PIT	Breeze
	1	2	3	4

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2 P?	3,2	4,2
1,1 OK	2,1 A B OK	<sup>3,1</sup> P?	4,1

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1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2 OK	2,2 P?	3,2	4,2
I,1:A OK	2,1 B OK	<sup>3,1</sup> P?	4,1

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1,3	2,3	3,3	4,3
I,2:A S OK	2,2 P?	3,2	4,2
1,1	2,1 B	<sup>3,1</sup> P?	4,1
OK	ОК		

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<sup>1,3</sup> W!	2,3	3,3	4,3
1,2A S OK	2,2 OK	3,2	4,2
1,1 OK	<sup>2,1</sup> в ок	3,1 P!	4,1

# Knowledge Representation and Reasoning

#### Agents:

- Represent what they know about the world
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Focus here will be on formal logic

- A. If the unicorn is mythical, then it is immortal, but if it is not mythical then it is a mortal mammal.
- B. If the unicorn is either immortal or a mammal, then it is horned.
- C. The unicorn is magical if it is horned.

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- Is the unicorn magical?

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- Is the unicorn magical?
  - It is either immortal or a mammal (A), which means it's horned (B), which means it's magical (C)

#### Example:

- A. If the unicorn is mythical, then it is immortal, but if it is not mythical then it is a mortal mammal.
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Starting "knowledge"

- Is the unicorn magical?
  - It is either immortal or a mammal (A), which means it's horned (B), which means it's magical (C)

"Derived" or "inferred" "knowledge"

#### Formulate the question in logic:

mythical — mythical

immortal — immortal

horned ¬ horned

magical — magical

- A. If the unicorn is mythical, then it is immortal, but if it is not mythical then it is a mortal mammal.
  - 1. mythical  $\Rightarrow$  immortal 2.  $\neg$  mythical  $\Rightarrow$  (mortal  $\land$  mammal)
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- C. The unicorn is magical if it is horned.
  - 4. horned  $\Rightarrow$  magical
- Is the unicorn magical?

- 1. mythical  $\Rightarrow$  immortal
- 2.  $\neg$  mythical  $\Rightarrow$  (mortal  $\land$  mammal)
- 3. (immortal  $\vee$  mammal)  $\Rightarrow$  horned
- 4. horned  $\Rightarrow$  magical

(mythical  $\vee$  – mythical)

- 1. mythical  $\Rightarrow$  immortal
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```
(mythical ∨ ¬ mythical)
(immortal ∨ ¬ mythical) [1]
```

```
1. mythical \Rightarrow immortal
```

- 2.  $\neg$  mythical  $\Rightarrow$  (mortal  $\land$  mammal)
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(mythical ∨ ¬ mythical)
(immortal ∨ ¬ mythical) [1]
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horned [3]
```

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(immortal ∨ (mortal ∧ mammal)) [2]
(immortal ∨ mammal)
horned [3]
magical [4]
```

```
1. mythical \Rightarrow immortal

2. \neg mythical \Rightarrow (mortal \land mammal)

3. (immortal \lor mammal) \Rightarrow horned

4. horned \Rightarrow magical

Is the unicorn magical? (mythical \lor \neg mythical) [1]

(immortal \lor \neg mythical) [1]

(immortal \lor mortal \land mammal)) [2]

(immortal \lor mammal)

horned [3]

magical [4]
```

Still too informal

- Inferences are made using *inference rules*
- Popular examples:
  - Modus ponens

$$\alpha \Rightarrow \beta$$

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- Popular examples:
  - Modus ponens

```
\begin{array}{ll} \alpha \Rightarrow \beta & (immortal \lor mammal) \Rightarrow horned \\ \underline{\alpha} & \underline{(immortal \lor mammal)} \\ \beta & horned \end{array}
```

- Inferences are made using *inference rules*
- Popular examples:
  - Modus ponens

$$\alpha \Rightarrow \beta$$
 $\alpha$ 
 $\beta$ 

(immortal ∨ mammal) ⇒ horned
(immortal ∨ mammal)
horned

• Conjuction elimination rule

$$\frac{\alpha \wedge \beta}{\alpha}$$
  $\frac{\alpha \wedge \beta}{\beta}$ 

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- Popular examples:
  - Modus ponens

$$\begin{array}{ll} \alpha \Rightarrow \beta & \text{(immortal} \vee \text{mammal)} \Rightarrow \text{horned} \\ \underline{\alpha} & \text{(immortal} \vee \text{mammal)} \\ \beta & \text{horned} \end{array}$$

• Conjuction elimination rule

$$\begin{array}{ccc} \underline{\alpha \wedge \beta} & \underline{\alpha \wedge \beta} & \underline{mortal \wedge mammal} \\ \alpha & \beta & \underline{mammal} \end{array}$$

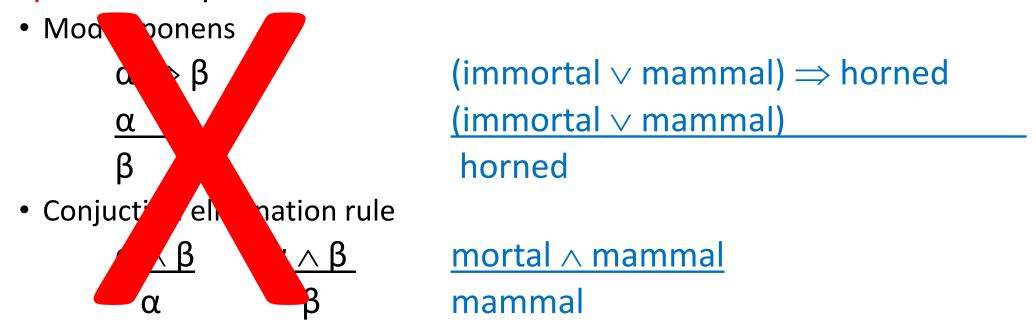
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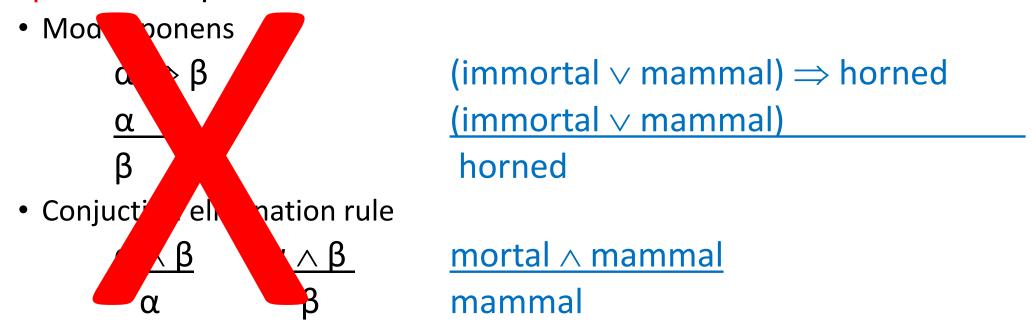
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- Inferences are made using *inference rules*
- Popular examples:



Forward pointer: We don't care about popular

- Inferences are made using *inference rules*
- Popular examples:



Forward pointer: We care if it can be automated

# Elements of Formal Logic

- Syntax: What you can write down
  - "mythical" could have been "m", or even "nuawerfbxcz"- they're the symbols we choose, and must use consistently
- Semantics: The connection between what you write down and their meaning in the world being represented
  - Whenever the sentence A is true and the sentence B is true, then the sentence A  $\wedge$  B must be true A  $\wedge$  B given the meaning of A and B
  - It's what lets us give meaning to the sentence
- Inference: Making new conclusions based on what you already know
  - If A is true and A ⇒ B is true, then Modus Ponens allows you to conclude that B is true
  - There are statements about what syntactic structures you can create from structures you already have

What is legal to write down in propositional logic:

Sentence → AtomicSentence | ComplexSentence

```
Sentence → AtomicSentence | ComplexSentence
AtomicSentence → T | F | < Propositional Symbol>
```

```
Sentence → AtomicSentence | ComplexSentence

AtomicSentence → T | F | < Propositional Symbol > /* string of alphanumerics */
```

```
Sentence → AtomicSentence | ComplexSentence
AtomicSentence → T | F | < Propositional Symbol > examples: magical, P, Q
```

```
Sentence \rightarrow AtomicSentence | ComplexSentence
AtomicSentence \rightarrow T | F | <PropositionalSymbol> examples: magical, P, Q
Later we'll also use "()" for this
```

```
Sentence → AtomicSentence | ComplexSentence

AtomicSentence → T | F | <PropositionalSymbol> /* string of alphanumerics */

ComplexSentence → ¬ Sentence

| Sentence ∨ Sentence
| Sentence ∧ Sentence
| Sentence ⇒ Sentence
| (Sentence)
| [Sentence]
```

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• Operator order of precedence:  $\neg$ ,  $\land$ ,  $\lor$ ,  $\Rightarrow$ 

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What is legal to write down in propositional logic:

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Sentence → AtomicSentence | ComplexSentence

AtomicSentence → T | F | <PropositionalSymbol> /* string of alphanumerics */

ComplexSentence → Sentence | Sentence ∨ Sentence | We will often treat ∨ and ∧ as sets when clear from context (won't worry if we say P∨Q or Q∨P)

| Sentence → Sentence | (Sentence ) | [Sentence ]
```

• Operator order of precedence:  $\neg$ ,  $\land$ ,  $\lor$ ,  $\Rightarrow$   $\neg$  P  $\lor$  Q vs  $\neg$ (P  $\lor$  Q)

Semantics is what connects symbols and sentences to meaning in the world being represented

Symbols T and F represent "true" and "false"

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Syntax

**Semantics** 

Semantics for propositional logic:

Define the semantics of a complex sentence from the semantics of its constituent parts

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Define the semantics of a complex sentence from the semantics of its constituent parts

**Truth Tables** 

#### **Truth Tables**

$oldsymbol{arphi}$	ψ	$\neg oldsymbol{arphi}$	$arphi \lor \psi$	$\varphi \wedge \psi$	$\varphi \Rightarrow \psi$
true	true	false	true	true	true
true	false	false	true	false	false
false	true	true	true	false	true
false	false	true	false	false	true

mythical	mortal	mammal	→ mythical	mortal ∧ mammal	¬ mythical ⇒ (mortal ∧ mammal)
true	true	true			
true	true	false			
true	false	true			
true	false	false			
false	true	true			
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true	false	true	false	false	
true	false	false	false	false	
false	true	true	true	true	
false	true	false	true	false	
false	false	true	true	false	
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true	true	false	false	false	true
true	false	true	false	false	true
true	false	false	false	false	true
false	true	true	true	true	true
false	true	false	true	false	false
false	false	true	true	false	false
false	false	false	true	false	false