CSE 473 Lecture 13 Chapter 9

#### Reasoning with First-Order Logic

Resolution

#### Chaining



RESOLUTIONS Day 1



Compilation to SAT



## FOL Reasoning: Motivation

What if we want to use modus ponens?
 Propositional Logic:
 a ∧ b, a ∧ b ⇒ c

С

- In First-Order Logic?  $\forall x \text{ Monkey}(x) \Rightarrow \text{Curious}(x)$ Monkey(George) ????
- Must "unify" x with George: Need to substitute {x/George} in Monkey(x) ⇒ Curious(x) to infer Curious(George)

#### What is Unification?









Not this kind of unification...

#### What is Unification?

• Match up expressions by *finding variable values that make the expressions identical* 

Unify city(x) and city(seattle) using {x/seattle}

• Unify(a, b) returns most general unifier (MGU)

#### Most General Unifier



- Unify(a, b) returns most general unifier (MGU)
- MGU places fewest restrictions on values of variables
- Examples:

Unify(city(x), city(seattle)) returns {x/seattle} Unify(PokesInTheEyes(Moe,x), PokesInTheEyes(y,z)) returns {y/Moe,z/x}

{y/Moe,x/Moe,z/Moe} also possible but not MGU

#### Unification and Substitution

- Unification produces a mapping from variables to values (e.g., {x/seattle,y/tacoma})
- Substitution: Subst(mapping,sentence) returns new sentence with variables replaced by values

Subst({x/seattle,y/tacoma}),connected(x, y)), returns connected(seattle, tacoma)

## Unification Examples I

- Unify(road(x, kent), road(seattle, y)) Returns {x / seattle, y / kent} When substituted in both expressions, the resulting expressions match: Each is (road(seattle, kent))
- Unify(road(x, x), road(seattle, kent)) Not possible - Fails!
   x can't be seattle and kent at the same time!

## Unification Examples II

- Unify(f(g(x, dog), y)), f(g(cat, y), dog) {x / cat, y / dog}
- Unify(f(g(x)), f(x))

Fails: no substitution makes them identical. E.g.  $\{x / g(x)\}$  yields f(g(g(x))) and f(g(x)) which are not identical!

 Thus: A variable may not *contain* itself in a substitution Directly or indirectly

## Unification Examples III

- Unify(f(g(cat, y), y), f(x, dog)) {x / g(cat, dog), y / dog}
- Unify(f(g(y)), f(x)) {x / g(y)}
- Back to curious monkeys:

Monkey(x) → Curious(x) Monkey(George)



Curious(George)

Unify and then use modus ponens = generalized modus ponens (GMP) ("Lifted" version of modus ponens)

## Inference I: Forward Chaining

#### The algorithm: Start with the KB Add any fact you can generate with GMP (i.e., unify expressions and use modus ponens) Repeat until: goal reached or generation halts



- It is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles. All of its missiles were sold to it by Colonel West, who is American.
- Is Col. West a criminal?
- KB of definite clauses (exactly 1 positive literal):

   American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)
   Owns(Nono,M<sub>1</sub>) {Skolem constant}
   Missile(M<sub>1</sub>)
   Enemy(Nono,America)
   Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)
   American(West)
   Missile(x) ⇒ Weapon(x)
   Enemy(x,America) ⇒ Hostile(x)

Missile(x) ⇒ Weapon(x) Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono) Enemy(x,America) ⇒ Hostile(x)



1  $Missile(x) \Rightarrow Weapon(x)$ 

- 2  $Missile(x) \land Owns(Nono, x) \Rightarrow Sells(West, x, Nono)$
- 3 Enemy(x, America)  $\Rightarrow$  Hostile(x)



#### Facts inferred after 1<sup>st</sup> iteration

American(x)  $\land$  Weapon(y)  $\land$  Sells(x, y, z)  $\land$  Hostile(z)  $\Rightarrow$  Criminal(x)



#### Facts inferred after 1<sup>st</sup> iteration

#### Col. West is a criminal



## Inference I: Forward Chaining

Sound? Complete? Decidable?

Yes; yes for definite KB; no (see p. 331 in text)

 Speed concerns? Inefficiencies due to: Unification via exhaustive pattern matching; premise rechecking on every iteration; irrelevant fact generation. (see Section 9.3.3 for strategies to increase speed)

# Inference II: Backward Chaining

- The algorithm:
  - Start with KB and goal.
  - Find all rules whose *results* unify with goal:
  - Add the *premises* of these rules to the goal list Remove the corresponding result from the goal list
  - Stop when:
    - Goal list is empty (SUCCEED) or
    - Progress halts (FAIL)

Goal

Criminal(West)

American(x)  $\land$  Weapon(y)  $\land$  Sells(x, y, z)  $\land$  Hostile(z)  $\Rightarrow$  Criminal(x)



Depth-first traversal



KB has:  $Missile(y) \Rightarrow Weapon(y)$  $Missile(M_1)$ 



KB has:  $Missile(y) \land Owns(Nono, y) \Rightarrow Sells(West, y, Nono)$   $Missile(M_1)$  $Owns(Nono, M_1)$ 





# Properties of backward chaining

- Depth-first recursive search: space is linear in size of proof
- Incomplete due to infinite loops (e.g. repeated states)  $\Rightarrow$  fix by checking current goal against goals on stack  $\Rightarrow$  Can't fix infinite paths though (similar to DFS)
- Inefficient due to repeated computations
   ⇒ fix using caching of previous results (extra space)
- Widely used for logic programming
   E.g., Prolog (logic programming language) see
   Section 9.4 in text

#### Inference III: Resolution





- Negation of *something which unifies* in other
- Result is disjunction of all other literals with substitution based on MGU

#### Inference using First-Order Resolution

- As before, use "proof by contradiction" To show KB = a, show KB \screw \screw a unsatisfiable
- Method
  - Let S = KB  $\land \neg$ goal Convert S to clausal form
  - Standardize variables (replace x in all with y, z,  $x_1$ , ...)
  - Move quantifiers to front, skolemize to remove  $\exists$
  - Replace  $\Rightarrow$  with  $\lor$  and  $\neg$
  - Use deMorgan's laws to get CNF (ands-of-ors) Resolve clauses in S until empty clause (unsatisfiable) or no new clauses added

#### Next Time

- Wrap up of FOL
- FOL Wumpus Agent
- To Do

Project #2 due this Saturday NOON Read chapter 9