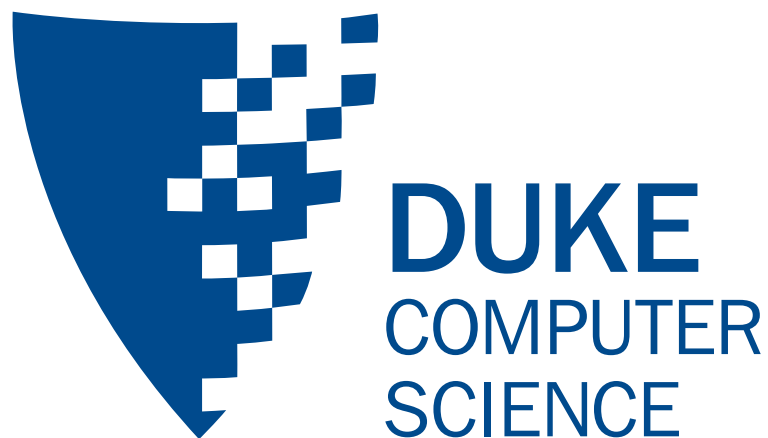
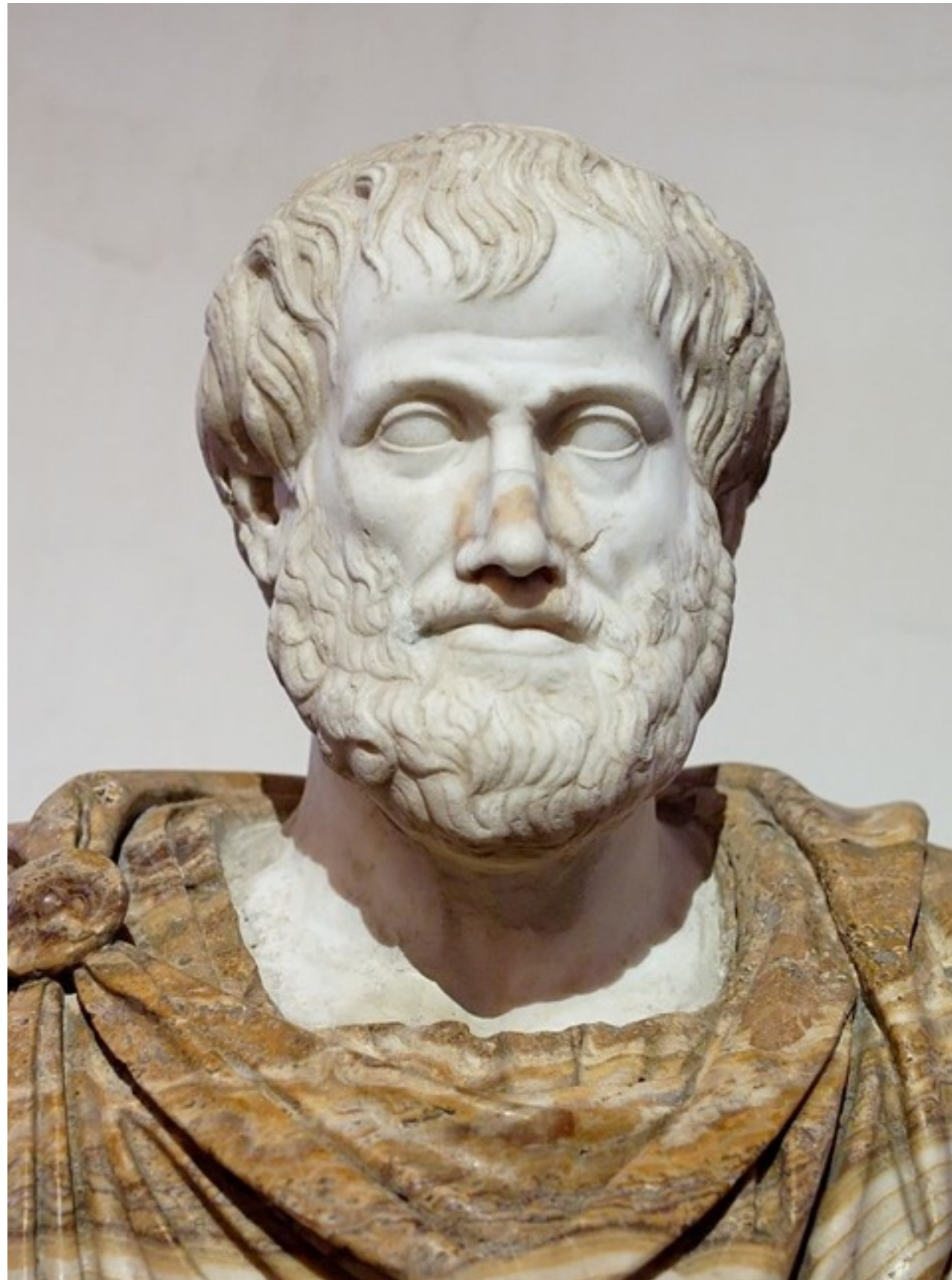


First-Order Logic

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First-Order Logic

More sophisticated representation language.

World can be described by:

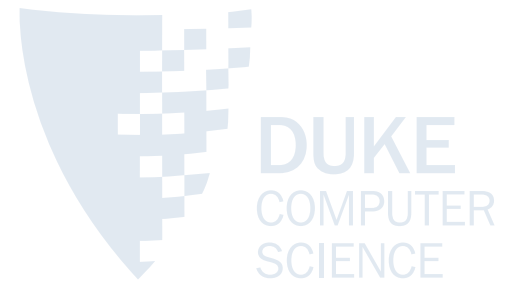


objects

Color(.)
functions

Adjacent(.,.)
IsApple(.)
relations

First-Order Logic



Objects:

- A “thing in the world”
 - Apples
 - Red
 - The Internet
 - Team Edward
 - Reddit
- A *name* that references something.
- Cf. a *noun*.

MyApple271

TheInternet

CompSci270

Ennui

First-Order Logic

Functions:

- Operator that maps object(s) to single object.
 - *ColorOf*(.)
 - *ObjectNextTo*(.)
 - *SocialSecurityNumber*(.)
 - *DateOfBirth*(.)
 - *Spouse*(.)

$$\textit{ColorOf}(\textit{MyApple271}) = \textit{Red}$$

First-Order Logic

Relations (also called *predicates*):

Like a function, but returns *True* or *False* - holds or does not.

- *IsApple*(.)
- *ParentOf*(., .)
- *BiggerThan*(., .)
- *HasA*(., .)

These are like *verbs* or *verb phrases*.

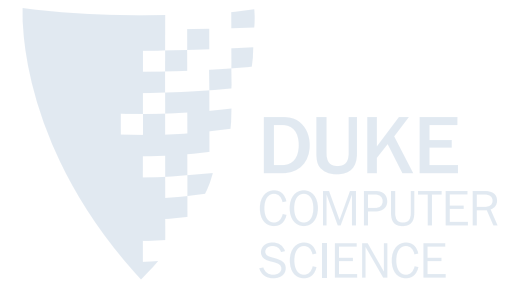
First-Order Logic

We can build up complex sentences using logical connectives, as in propositional logic:

- $Fruit(X) \implies Sweet(X)$
- $Food(X) \implies (Savory(X) \vee Sweet(X))$
- $ParentOf(Bob, Alice) \wedge ParentOf(Alice, Humphrey)$
- $Fruit(X) \implies Tasty(X) \vee (IsTomato(X) \wedge \neg Tasty(X))$

Predicates can appear where a propositions appear in propositional logic, but *functions cannot*.

Models for First-Order Logic



Recall from Propositional Logic!

A *model* is a formalization of a “world”:

- Set the value of every variable in the KB to *True* or *False*.
- 2^n models possible for n propositions.

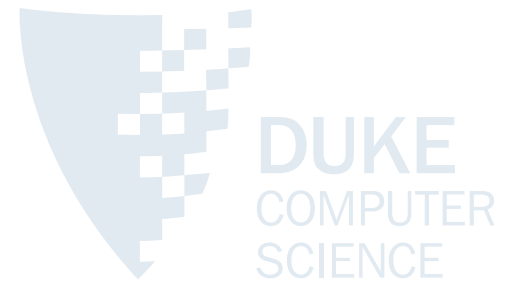
Proposition	Value
Cold	False
Raining	False
Cloudy	False
Hot	False

Proposition	Value
Cold	True
Raining	False
Cloudy	False
Hot	False

...

Proposition	Value
Cold	True
Raining	True
Cloudy	True
Hot	True

Models for First-Order Logic

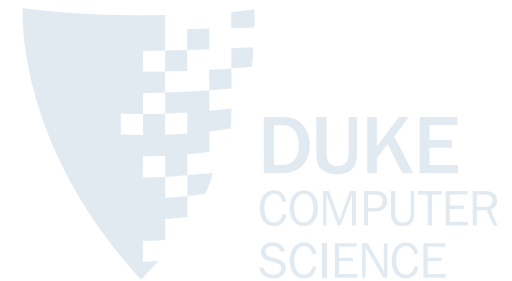


The situation is much more complex for FOL.

A model in FOL consists of:

- A set of objects.
- A set of functions + *values for all inputs*.
- A set of predicates + *values for all inputs*.

Models for First-Order Logic



Consider:

Objects

Orange

Apple

Predicates

IsRed(.)

HasVitaminC(.)

Functions

OppositeOf(.)

Example model:

Predicate	Argument	Value
<i>IsRed</i>	<i>Orange</i>	<i>False</i>
<i>IsRed</i>	<i>Apple</i>	<i>True</i>
<i>HasVitaminC</i>	<i>Orange</i>	<i>True</i>
<i>HasVitaminC</i>	<i>Apple</i>	<i>True</i>

Function	Argument	Return
<i>OppositeOf</i>	<i>Orange</i>	<i>Apple</i>
<i>Opposite</i>	<i>Apple</i>	<i>Orange</i>

Knowledge Bases in FOL

A KB is now:

- A set of objects.
- A set of predicates.
- A set of functions.
- A set of sentences using the predicates, functions, and objects, and asserted to be true.

Objects

Orange

Apple

Predicates

IsRed(.)

HasVitaminC(.)

Functions

OppositeOf(.)

IsRed(*Apple*)

HasVitaminC(*Orange*)

Knowledge Bases in FOL

Listing everything is tedious ...

- Especially when general relationships hold.

We would like a way to say more general things about the world than explicitly listing truth values for each object.

Quantifiers

New weapon:

- **Quantifiers.**

Quantifiers allow us to make generic statements about properties that hold for the *entire collection of objects* in our KB.

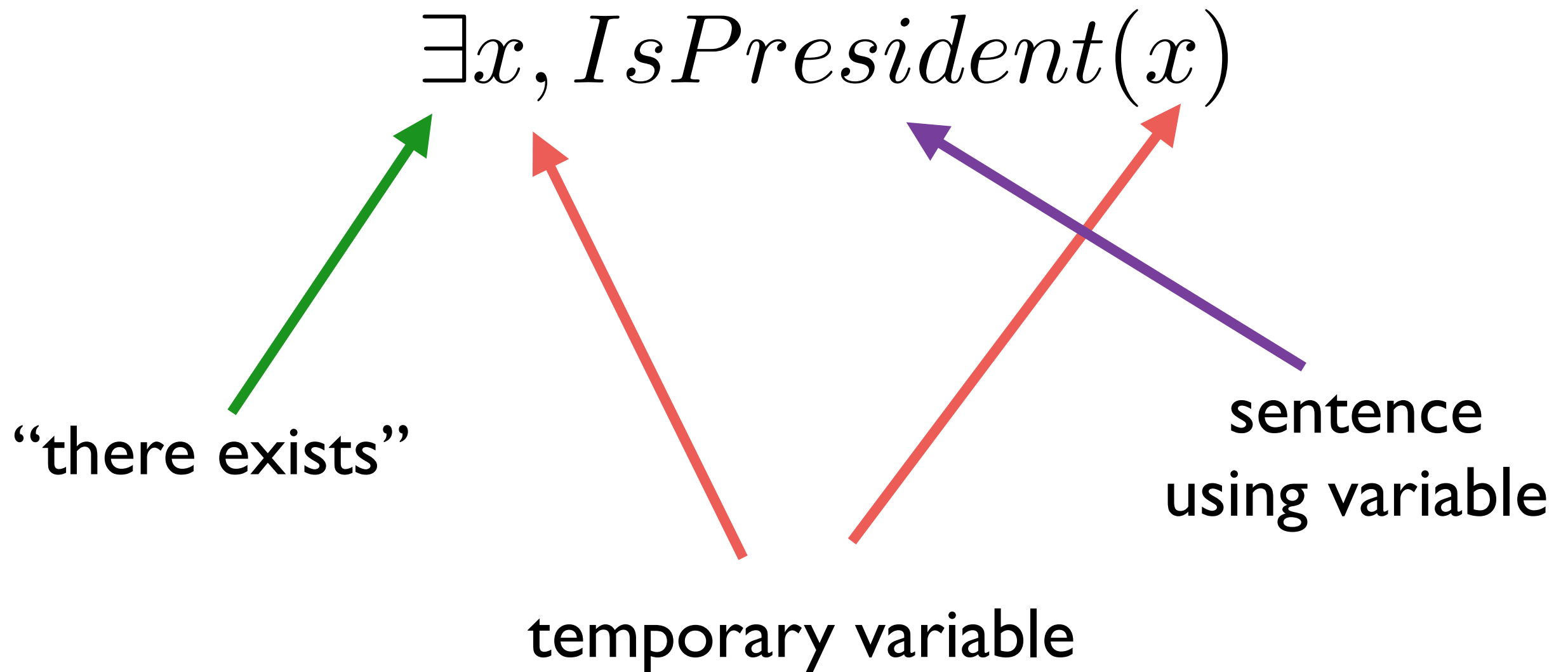
Natural way to say things like:

- All fish have fins.
- All books have pages.
- There is a textbook about AI.

Key idea: **variable + binding rule.**

Existential Quantifiers

There exists object(s) such that a sentence holds.



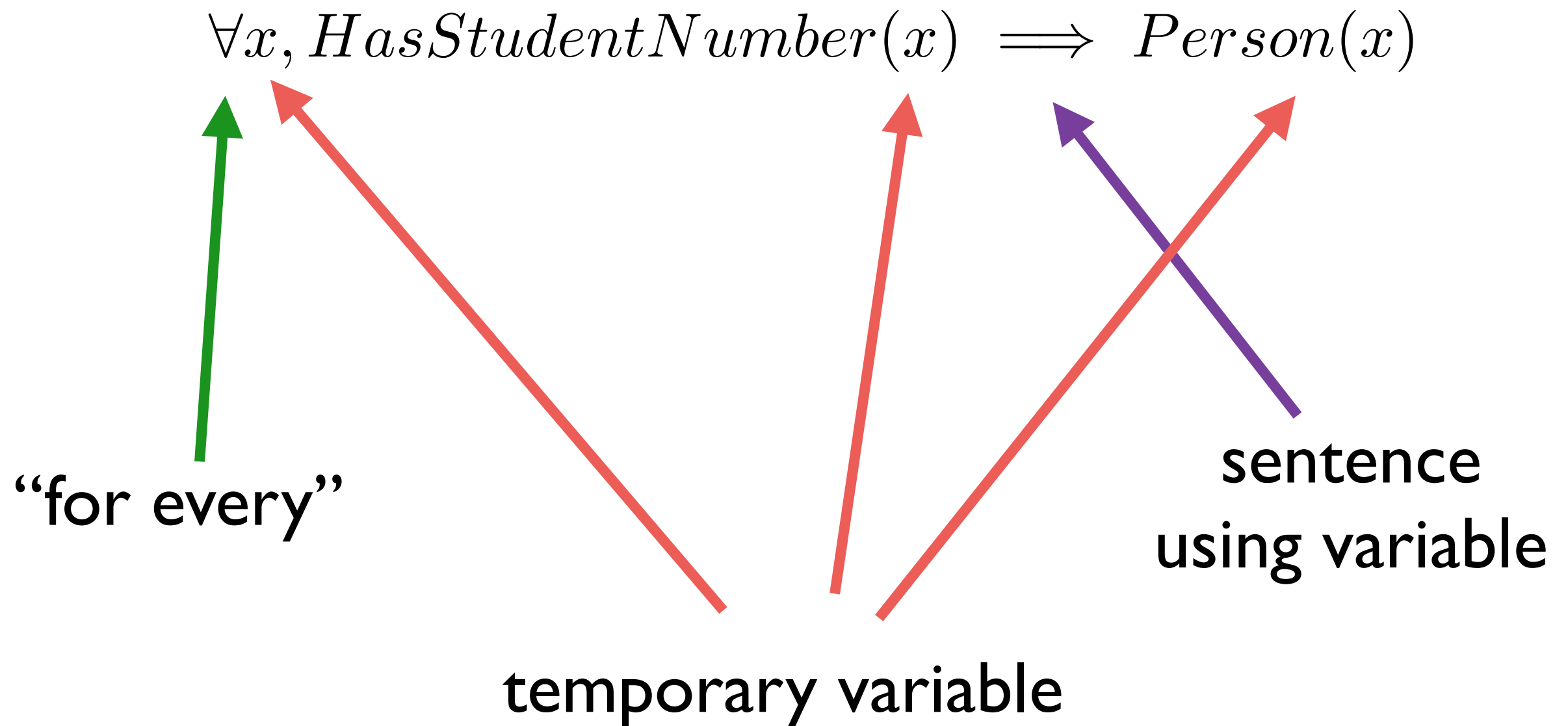
Existential Quantifiers

Examples:

- $\exists x, \textit{Person}(x) \wedge \textit{Name}(x, \textit{George})$
- $\exists x, \textit{Car}(x) \wedge \textit{ParkedIn}(x, \textit{E23})$
- $\exists x, \textit{Course}(x) \wedge \textit{Prerequisite}(x, \textit{CS270})$

Universal Quantifiers

A sentence holds for all object(s).



Universal Quantifiers

Examples

- $\forall x, Fruit(x) \implies Tasty(x)$
 - $\forall x, Bird(x) \implies Feathered(x)$
- $$\forall x, Book(x) \rightarrow HasAuthor(x)$$

Quantifiers

Difference in strength:

- Universal quantifier is **very strong**.
- So use **weak sentence**.

$$\forall x, Bird(x) \implies Feathered(x)$$

- Existential quantifier is **very weak**.
- So use **strong sentence**.

$$\exists x, Car(x) \wedge ParkedIn(x, E23)$$

Compound Quantifiers

$$\forall x, \exists y, Person(x) \implies Name(x, y)$$

“every person has a name”

Common Pitfalls

$$\forall x, \textit{Bird}(x) \wedge \textit{Feathered}(x)$$

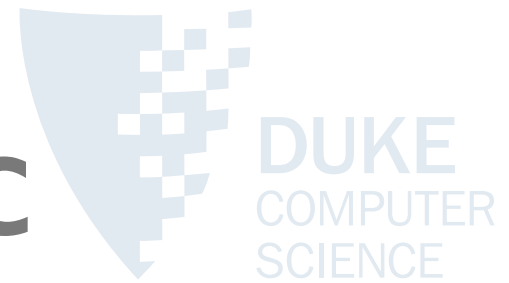
Common Pitfalls

$$\exists x, Car(x) \implies ParkedIn(x, E23)$$

Examples

...

Inference in First-Order Logic



Ground term, or literal - an actual object:

MyApple12

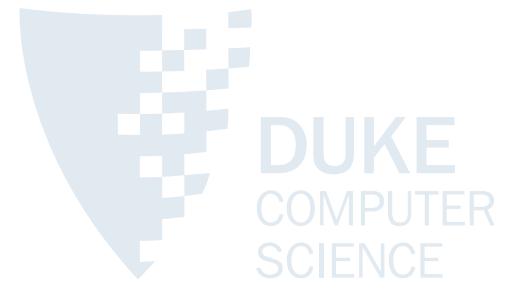
vs. a variable:

x

If you have only ground terms, you can convert to a propositional representation and proceed from there.

IsTasty(Apple) : IsTastyApple

Instantiation



Getting rid of variables: **instantiate** a variable to a literal.

Universally quantified:

$$\forall x, \textit{Fruit}(x) \implies \textit{Tasty}(x)$$

$$\textit{Fruit}(\textit{Apple}) \implies \textit{Tasty}(\textit{Apple})$$

$$\textit{Fruit}(\textit{Orange}) \implies \textit{Tasty}(\textit{Orange})$$

$$\textit{Fruit}(\textit{MyCar}) \implies \textit{Tasty}(\textit{MyCar})$$

$$\textit{Fruit}(\textit{TheSky}) \implies \textit{Tasty}(\textit{TheSky})$$

For every object in the KB, just write out the rule with the variables substituted.

Instantiation

Existentially quantified:

- Invent a new name (**Skolem constant**)

$$\exists x, Car(x) \wedge ParkedIn(x, E23)$$

$$Car(C) \wedge ParkedIn(C, E23)$$

- Name cannot be one you've already used.
- Rule can then be discarded.

PROLOG

PROgramming in LOGic (Colmerauer, 1970s)

- General-purpose AI programming language
- Based on First-Order Logic
- Declarative
- Use centered in Europe and Japan
- Fifth-Generation Computer Project
- Some parts of Watson (pattern matching over NLP)
- Often used as component of a system.