

# CSCI 5582 Artificial Intelligence

Lecture 9  
Jim Martin

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## Today 9/28

- Review propositional logic
- Reasoning with Models
- Break
- More reasoning

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## Knowledge Representation

- A knowledge representation is a formal scheme that dictates how an agent is going to represent its knowledge.
  - Syntax: Rules that determine the possible strings in the language.
  - Semantics: Rules that determine a mapping from sentences in the representation to situations in the world.

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## Propositional Logic

- Atomic Propositions
- That are **true** or **false**
  - And stay that way
- Connectives to form sentences that receive truth conditions based on a compositional semantics

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## Semantics

- Compositional semantics
- Modus ponens
- Resolution
- Model-based semantics

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## Compositional Semantics

- The semantics of a complex sentence is derived from the semantics of its parts  
a

$$A \vee B$$

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## Compositional Semantics

- Syntactic Manipulations
  - And elimination
  - And introduction
  - Or introduction
  - Double negation removal

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## Compositional Semantics

- And introduction
- You know

$A$

$B$

- You can add

$A \wedge B$

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## Modus Ponens

- You know

$A$

- What can you conclude?

$A \rightarrow B$

$B$

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## Resolution

- You know

$$A \vee B$$

- What can you conclude?

$$\neg B \vee C$$

$$A \vee C$$

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## Modeling Wumpus World

- Environmental state
- No stench in 1,1

$$\neg S_{1,1}$$

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## Modeling Wumpus World

- Long term rules of the world
  - Breezes are found in states adjacent to pits
  - Stenches are found in states adjacent to Wumpi
  - No stench means no Wumpus nearby
- For example...
$$\neg S_{1,1} \rightarrow \neg W_{1,1} \wedge \neg W_{2,1} \wedge \neg W_{1,2}$$

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## Alternative Schemes

- Wumpuses cause stench

Or 
$$W_{1,1} \rightarrow S_{1,1} \wedge S_{1,2} \wedge S_{2,1}$$

$S_{1,1}$  implies  $W_{1,1}$  or  $W_{1,2}$  or  $W_{2,1}$

$$S_{1,1} \rightarrow W_{1,1} \vee W_{1,2} \vee W_{2,1}$$

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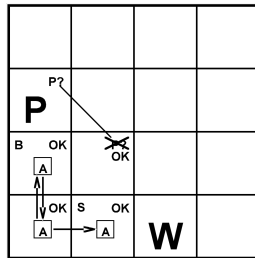
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## Inference in Wumpus World



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## Organizing Inference

- By itself, the semantics of a logic does not provide a computationally tractable method for inference. It just defines a space of reasonable things to try.
- But first...

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## Organizing Inference

- Two ways to think about this...
  - Reason directly about models (today)
    - This turns the inference process into a search process
  - Directly harness the various rules of inference (next time)
    - This turns the inference process into a search process

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## Break

- Last quiz discussion
  - 1. True
  - 2.  $H = \text{Max}(h_i)$
  - 5. False
  - 6. 81
  - 7. Number of leaves examined (number of times the eval function is called).

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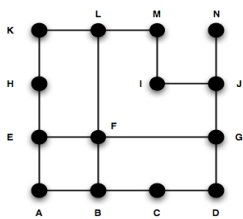
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## Quiz

Question 2: Start F, Goal J

Question 3: Start F, Goal N



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## Quiz: Uniform-Cost

Question 2: Start F, Goal J  
Question 3: Start F, Goal N

```

    graph TD
      A --- B
      B --- C
      C --- D
      E --- F
      F --- G
      H --- I
      I --- J
      K --- L
      L --- M
      M --- N
      A --- E
      E --- H
      H --- K
      B --- F
      F --- I
      I --- L
      C --- G
      G --- J
      J --- M
      D --- J
      J --- N
  
```

F  
 BEGL  
 EACGL  
 HACGL  
 ACGLK  
 CGLK  
 GLDK  
 LJDK  
 MJDK  
 JDJI  
 Done

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## Quiz: A\*

Question 2: Start F, Goal J  
Question 3: Start F, Goal N

```

    graph TD
      A --- B
      B --- C
      C --- D
      E --- F
      F --- G
      H --- I
      I --- J
      K --- L
      L --- M
      M --- N
      A --- E
      E --- H
      H --- K
      B --- F
      F --- I
      I --- L
      C --- G
      G --- J
      J --- M
      D --- J
      J --- N
  
```

F  
 $G_4 L_4 B_{4.6} E_{4.6}$   
 $J_4 L_4 B_{4.6} E_{4.6} D_6$   
 $N_4 L_4 B_{4.6} E_{4.6} I_{5.4} D_6$   
 Done.

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## Break

Readings for logic

- Chapter 7 all except circuit-agent material
- Chapter 8 all
- Chapter 9
  - 272-290, 295-300
- Chapter 10
  - 320-331, Sec 10.5

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## Models

- Inference, entailment, satisfiability, validity, possible worlds, etc, ugh...
- Let's go back and cover something I skipped last time...
  - What's a model
    - A possible world
      - Possible?

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## Models

- Assume for a moment that there's only one pit.

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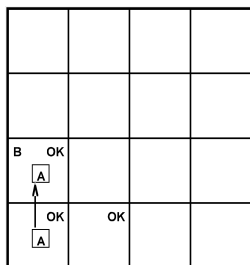
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## Percept [Breeze]



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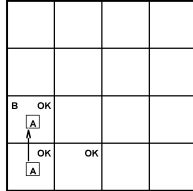
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## Models

- Can there be a pit in 4,4?
- Can there be a pit in 3,1?
- Does there have to be a pit in either 3,1 or 2,2?
- Is there gold in 4,1?



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## Models

- Can there be a pit in 4,4?
  - No, because there are no models with a pit there.
- Can there be a pit in 3,1?
  - Yes, because there is a model with a pit there.
- Does there have to be a pit in either 3,1 or 2,2?
  - Yes, because that statement is true in all the models.
- Is there gold in 4,1?
  - Dunno. Some models have it there, some don't.

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## Models

- So... reasoning with models gives you all you need to answer questions.
  - Yes, no, maybe
    - Yes: True in all possible worlds
    - No: False in all possible worlds
    - Could be: True in some worlds, false in others

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## Model Checking

- If you ask me if something **is** true or false all I have to do is enumerate models.
  - If it's true in **all** it's true, false in all it's false.
- If you ask me if something **could be** true or false then I just need to find **a** model where its true or false.
  - If I can't find any model where it could be true then it's false.

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## Entailment

- One thing follows from another  
 $KB \models \alpha$
- KB entails sentence  $\alpha$  *if and only if*  $\alpha$  is true in all the worlds where KB is true.
- Entailment is a relationship between sentences that is based on semantics.

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## Models

- Logicians typically think in terms of models, which are formally structured worlds with respect to which truth can be evaluated.
- $m$  is a model of a sentence  $\alpha$  if  $\alpha$  is true in  $m$
- $M(\alpha)$  is the set of all models of  $\alpha$

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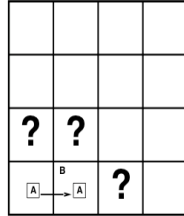
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## Wumpus world model

Situation after detecting nothing in [1,1],  
moving right, breeze in [2,1]

Consider possible models for ?s  
assuming only pits

3 Boolean choices  $\Rightarrow$  8 possible models



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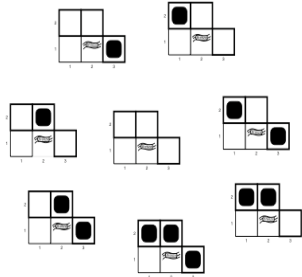
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## Wumpus world model



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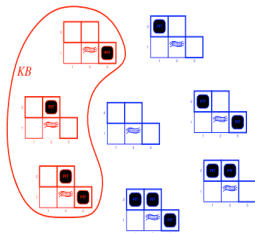
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## Wumpus world model



$KB$  = wumpus-world rules + observations

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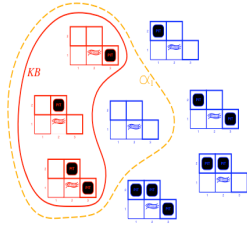
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## Wumpus world model



$KB$  = wumpus-world rules + observations

$\alpha_1 = \text{"[1,2] is safe"}$ ,  $KB \models \alpha_1$ , proved by model checking

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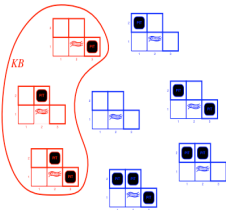
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## Wumpus world model



$KB$  = wumpus-world rules + observations

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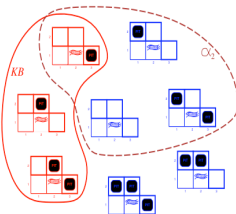
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## Wumpus world model



$KB$  = wumpus-world rules + observations

$\alpha_2 = \text{"[2,2] is safe"}$ ,  $KB \not\models \alpha_2$

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## Logical inference

- The notion of entailment can be used for logic inference.
  - Model checking: enumerate all possible models and check whether  $\alpha$  is true.
- If an algorithm only derives entailed sentences it is called *sound* or *truth preserving*.
  - Otherwise it is just makes things up.
- **Completeness** : the algorithm can derive any sentence that is entailed.

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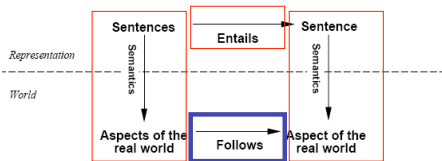
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## Schematic perspective



If KB is true in the real world, then any sentence  $\alpha$  derived From KB by a sound inference procedure is also true in the real world.

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## Next time

- Focus on inference algorithms
  - Resolution
  - Forward and backward chaining
  - DPLL
  - WalkSat

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