



- Reducing first-order inference to propositional inference
- Unification
- Generalized Modus Ponens
- Forward chaining
- Backward chaining
- Resolution



Universal instantiation (UI)

• Every instantiation of a universally quantified sentence is entailed by it:

 $\forall v \alpha$

Subst($\{v/g\}, \alpha$)

for any variable v and ground term g

■ E.g., $\forall x \ King(x) \land Greedy(x) \Rightarrow Evil(x)$ yields:

 $King(John) \wedge Greedy(John) \Rightarrow Evil(John)$ $King(Richard) \wedge Greedy(Richard) \Rightarrow Evil(Richard)$ $King(Father(John)) \wedge Greedy(Father(John)) \Rightarrow Evil(Father(John))$

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Existential instantiation (EI)

■ For any sentence α , variable v, and constant symbol k that does not appear elsewhere in the knowledge base:

$$\exists v \alpha$$
Subst($\{v/k\}, \alpha$)

■ E.g., $\exists x \ Crown(x) \land OnHead(x,John)$ yields:

$$Crown(C_1) \wedge OnHead(C_1, John)$$

provided C_I is a new constant symbol, called a Skolem constant

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Existential instantiation cont'd

- UI can be applied several times to *add* new sentences; the new KB is logically equivalent to the old.
- EI can be applied once to replace the existential sentence; the new KB is not equivalent to the old but is satisfiable if the old KB was satisfiable.

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Reduction to propositional inference

Suppose the KB contains just the following:

 $\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$ King(John) Greedy(John) Brother(Richard,John)

Instantiating the universal sentence in all possible ways, we have:

King(John) ∧ Greedy(John) ⇒ Evil(John)
King(Richard) ∧ Greedy(Richard) ⇒ Evil(Richard)
King(John)
Greedy(John)
Brother(Richard,John)

 The new KB is propositionalized: proposition symbols are King(John), Greedy(John), Evil(John), King(Richard), etc.

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Reduction contd.

- *CLAIM*: A ground sentence is entailed by a new KB iff entailed by the original KB.
- *CLAIM*: Every FOL KB can be propositionalized so as to preserve entailment
- *IDEA*: propositionalize KB and query, apply resolution, return result
- *PROBLEM*: with function symbols, there are infinitely many ground terms,

e.g., Father(Father(Father(John)))

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Reduction contd.

- *THEOREM*: Herbrand (1930). If a sentence α is entailed by an FOL KB, it is entailed by a finite subset of the propositionalized KB
- IDEA: For n = 0 to ∞ do
 - $\ \square$ create a propositional KB by instantiating with depth-n terms
 - $\hfill\Box$ see if α is entailed by this KB
- *PROBLEM*: works if α is entailed, loops if α is not entailed
- THEOREM: Turing (1936), Church (1936) Entailment for FOL is semidecidable
 - algorithms exist that say yes to every entailed sentence, but no algorithm exists that also says no to every nonentailed sentence.



Problems with propositionalization

- Propositionalization seems to generate lots of irrelevant sentences.
 - □ E.g., from:

 $\forall x \text{ King}(x) \land \text{Greedy}(x) \Rightarrow \text{Evil}(x)$

King(John)

∀y Greedy(y)

Brother(Richard, John)

- It seems obvious that *Evil(John)*, but propositionalization produces lots of facts such as *Greedy(Richard)* that are irrelevant.
 - □ With p k-ary predicates and n constants, there are $p \cdot n^k$ instantiations!

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Unification

• We can get the inference immediately if we can find a substitution α such that King(x) and Greedy(x) match King(John) and Greedy(y)

 $\alpha = \{x/John, y/John\}$ works

• Unify(α , β) = θ if $\alpha\theta = \beta\theta$

2 (/1 /	'	
p	q	θ
Knows(John,x)	Knows(John,Jane)	
Knows(John,x)	Knows(y,OJ)	
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,OJ)	

■ Standardizing apart eliminates overlap of variables, e.g., Knows(z₁₇,OJ)



Unification

- We can get the inference immediately if we can find a substitution α such that King(x) and Greedy(x) match King(John) and Greedy(y)
- $\alpha = \{x/John, y/John\}$ works
- Unify(α , β) = θ if $\alpha\theta = \beta\theta$

p	q	θ
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,OJ)	
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,OJ)	

■ Standardizing apart eliminates overlap of variables, e.g., Knows(z₁₇,OJ)

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Unification

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- $\alpha = \{x/John, y/John\}$ works
- Unify(α , β) = θ if $\alpha\theta = \beta\theta$

p	q	θ
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,OJ)	{x/OJ,y/John}
Knows(John,x)	Knows(y,Mother(y))	
Knows(John,x)	Knows(x,OJ)	

■ Standardizing apart eliminates overlap of variables, e.g., Knows(z₁₇,OJ)



Unification

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- Unify(α , β) = θ if $\alpha\theta = \beta\theta$

p	q	θ
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,OJ)	{x/OJ,y/John}
Knows(John,x)	Knows(y,Mother(y))	{y/John,x/Mother(John)}}
Knows(John,x)	Knows(x,OJ)	

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Unification

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- $\alpha = \{x/John, y/John\}$ works
- Unify(α , β) = θ if $\alpha\theta = \beta\theta$

p	q	θ
Knows(John,x)	Knows(John,Jane)	{x/Jane}
Knows(John,x)	Knows(y,OJ)	{x/OJ,y/John}
Knows(John,x)	Knows(y,Mother(y))	{y/John,x/Mother(John)}}
Knows(John,x)	Knows(x,OJ)	{fail}

■ Standardizing apart eliminates overlap of variables, e.g., Knows(z₁₇,OJ)

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Unification

- To unify Knows(John,x) and Knows(y,z), $\alpha = \{y/John, x/z\}$ or $\alpha = \{y/John, x/John, z/John\}$
- The first unifier is more general than the second.
- There is a single most general unifier (MGU) that is unique up to renaming of variables.

```
MGU = \{ y/John, x/z \}
```

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The unification algorithm

```
function UNIFY(x, y, \theta) returns a substitution to make x and y identical inputs: x, a variable, constant, list, or compound y, a variable, constant, list, or compound \theta, the substitution built up so far if \theta = failure then return failure else if x = y then return \theta else if Variable?(x) then return Unify-Var(x, y, \theta) else if Variable?(x) then return Unify-Var(x, x, \theta) else if Compound?(x) and Compound?(x) then return Unify(Args[x], Args[x], Unify(Op[x], Op[x], Op[x]) else if List?(x) and List?(x) then return Unify(Rest[x], Rest[x], Unify(First[x], First[x], \theta)) else return failure
```



The unification algorithm

```
function UNIFY-VAR(var, x, \theta) returns a substitution inputs: var, a variable x, any expression \theta, the substitution built up so far if \{var/val\} \in \theta then return UNIFY(val, x, \theta) else if \{x/val\} \in \theta then return UNIFY(var, val, \theta) else if OCCUR-CHECK?(var, x) then return failure else return add \{var/x\} to \theta
```

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 $q\theta$ is Evil(John)

Generalized Modus Ponens (GMP)

 $p_{1}', p_{2}', \dots, p_{n}', (p_{1} \land p_{2} \land \dots \land p_{n} \Rightarrow q)$ $q\theta$ $p_{1}' \text{ is } \textit{King}(\textit{John}) \qquad p_{1} \text{ is } \textit{King}(x)$ $p_{2}' \text{ is } \textit{Greedy}(y) \qquad p_{2} \text{ is } \textit{Greedy}(x)$ $\theta \text{ is } \{x/\text{John}, y/\text{John}\} \qquad q \text{ is } \textit{Evil}(x)$

- GMP used with KB of definite clauses (exactly one positive literal).
- All variables assumed universally quantified.



Soundness of GMP

Need to show that

$$p_1', ..., p_n', (p_1 \land ... \land p_n \Rightarrow q) \mid = q\theta$$

provided that $p_i'\theta = p_i\theta$ for all I

■ *LEMMA*: For any sentence p, we have $p \models p\theta$ by UI

- 1. $(p_1 \land \dots \land p_n \Rightarrow q) \models (p_1 \land \dots \land p_n \Rightarrow q)\theta = (p_1\theta \land \dots \land p_n\theta \Rightarrow q\theta)$
- 2. $p_1', ..., p_n' = p_1' \land ... \land p_n' = p_1' \theta \land ... \land p_n' \theta$
- From 1 and 2, $q\theta$ follows by ordinary Modus Ponens.

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Example knowledge base

- The law says that it is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles, and all of its missiles were sold to it by Colonel West, who is American.
- Prove that Col. West is a criminal



... it is a crime for an American to sell weapons to hostile nations:

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Example knowledge base contd.

... it is a crime for an American to sell weapons to hostile nations:

**American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)



... it is a crime for an American to sell weapons to hostile nations: $American(x) \land Weapon(y) \land Sells(x,y,z) \land Hostile(z) \Rightarrow Criminal(x)$ Nono ... has some missiles

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Example knowledge base contd.

... it is a crime for an American to sell weapons to hostile nations:

**American(x) \(\lambda \) Weapon(y) \(\lambda \) Sells(x,y,z) \(\lambda \) Hostile(z) \(\neq \) Criminal(x)

Nono ... has some missiles, i.e., \(\frac{1}{2}x \) Owns(Nono,x) \(\lambda \) Missile(x):

Owns(Nono,M₁) and Missile(M₁)



... it is a crime for an American to sell weapons to hostile nations:

American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)

Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):

Owns(Nono,M₁) and Missile(M₁)

... all of its missiles were sold to it by Colonel West

... an of its imissines were sold to it by coloner west

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Example knowledge base contd.

... it is a crime for an American to sell weapons to hostile nations:
 American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)
 Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):
 Owns(Nono,M₁) and Missile(M₁)
 ... all of its missiles were sold to it by Colonel West
 Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)



... it is a crime for an American to sell weapons to hostile nations:
 American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)
 Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):
 Owns(Nono,M₁) and Missile(M₁)
 ... all of its missiles were sold to it by Colonel West
 Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)
 Missiles are weapons:

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Example knowledge base contd.

... it is a crime for an American to sell weapons to hostile nations:
 American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)
 Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):
 Owns(Nono,M₁) and Missile(M₁)
 ... all of its missiles were sold to it by Colonel West
 Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)
 Missiles are weapons:
 Missile(x) ⇒ Weapon(x)



```
    ... it is a crime for an American to sell weapons to hostile nations:
        American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)

    Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):
        Owns(Nono,M₁) and Missile(M₁)
        ... all of its missiles were sold to it by Colonel West
        Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)

    Missiles are weapons:
```

Missile(x) ⇒ Weapon(x)
An enemy of America counts as "hostile":

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Example knowledge base contd.



```
... it is a crime for an American to sell weapons to hostile nations:

American(x) ∧ Weapon(y) ∧ Sells(x,y,z) ∧ Hostile(z) ⇒ Criminal(x)

Nono ... has some missiles, i.e., ∃x Owns(Nono,x) ∧ Missile(x):

Owns(Nono,M₁) and Missile(M₁)

... all of its missiles were sold to it by Colonel West

Missile(x) ∧ Owns(Nono,x) ⇒ Sells(West,x,Nono)

Missiles are weapons:

Missile(x) ⇒ Weapon(x)

An enemy of America counts as "hostile":

Enemy(x,America) ⇒ Hostile(x)

West, who is American ...
```

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Example knowledge base contd.



```
... it is a crime for an American to sell weapons to hostile nations:
```

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

Nono ... has some missiles, i.e., $\exists x \text{ Owns}(\text{Nono},x) \land \text{Missile}(x)$:

Owns(Nono,M₁) and Missile(M₁)

... all of its missiles were sold to it by Colonel West

 $Missile(x) \land Owns(Nono,x) \Rightarrow Sells(West,x,Nono)$

Missiles are weapons:

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

An enemy of America counts as "hostile":

Enemy(x,America) ⇒ Hostile(x)

West, who is American ...

American(West)

The country Nono, an enemy of America ...

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Example knowledge base contd.

```
... it is a crime for an American to sell weapons to hostile nations:
```

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

Nono ... has some missiles, i.e., $\exists x \text{ Owns}(\text{Nono},x) \land \text{Missile}(x)$:

Owns(Nono,M₁) and Missile(M₁)

... all of its missiles were sold to it by Colonel West

 $Missile(x) \land Owns(Nono,x) \Rightarrow Sells(West,x,Nono)$

Missiles are weapons:

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

An enemy of America counts as "hostile":

Enemy(x,America) ⇒ Hostile(x)

West, who is American ...

American(West)

The country Nono, an enemy of America ...

Enemy(Nono, America)



Forward chaining algorithm

```
function FOL-FC-Ask(KB, \alpha) returns a substitution or false repeat until new is empty new \leftarrow \{\} for each sentence r in KB do (p_1 \wedge \ldots \wedge p_n \Rightarrow q) \leftarrow \text{STANDARDIZE-APART}(r) for each \theta such that (p_1 \wedge \ldots \wedge p_n)\theta = (p'_1 \wedge \ldots \wedge p'_n)\theta for some p'_1, \ldots, p'_n in KB q' \leftarrow \text{SUBST}(\theta, q) if q' is not a renaming of a sentence already in KB or new then do add q' to new \phi \leftarrow \text{UNIFY}(q', \alpha) if \phi is not fail then return \phi add fail fail
```

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Forward chaining proof

American(West)

Missile(M1)

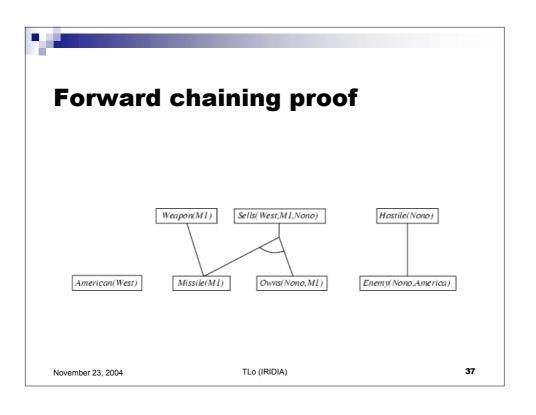
Owns(Nono, M1)

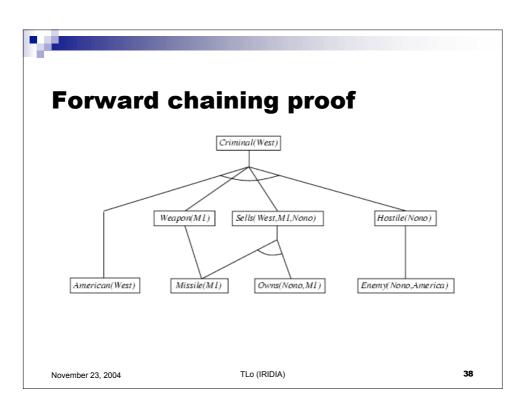
Enemy(Nono,America)

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Properties of forward chaining

- Sound and complete for first-order definite clauses.
 - ☐ Cfr. Propositional logic proof.
- *Datalog* = first-order definite clauses + *no functions* (e.g. crime KB)
 - □ FC terminates for Datalog in finite number of iterations
- May not terminate in general if α is not entailed
 - This is unavoidable: entailment with definite clauses is semidecidable

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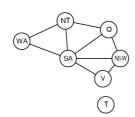


Efficiency of forward chaining

- *Incremental forward chaining*: no need to match a rule on iteration *k* if a premise wasn't added on iteration *k-1*
 - match each rule whose premise contains a newly positive literal.
- Matching itself can be expensive:
- Database indexing allows O(1) retrieval of known facts
 - \square e.g., query *Missile(x)* retrieves *Missile(M₁)*
- Matching conjunctive premises against known facts is NP-hard.
- Forward chaining is widely used in deductive databases



Hard matching example



 $Diff(wa,nt) \land Diff(wa,sa) \land Diff(nt,q) \land Diff(nt,sa) \land Diff(q,nsw) \land Diff(q,sa) \land Diff(nsw,v) \land Diff(nsw,sa) \land Diff(v,sa) \Rightarrow Colorable()$

Diff(Red,Blue) Diff (Red,Green)
Diff(Green,Red) Diff(Green,Blue)
Diff(Blue,Red) Diff(Blue,Green)

- *Colorable*() is inferred iff the CSP has a solution
- CSPs include 3SAT as a special case, hence matching is NP-hard

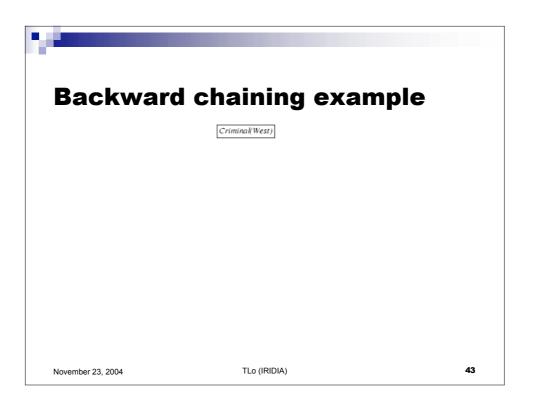
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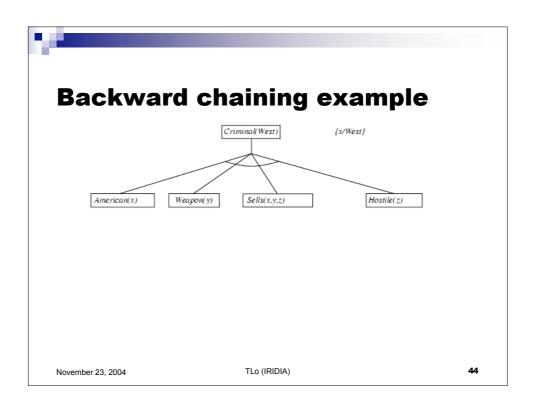


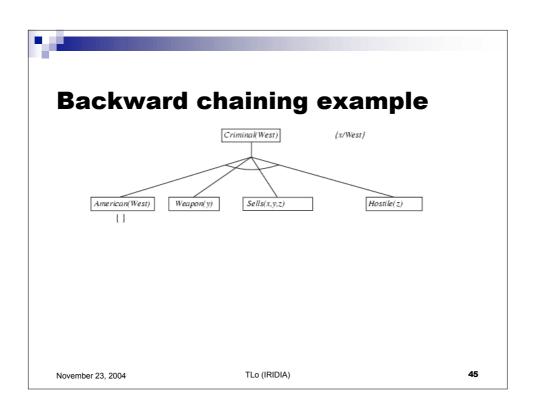
Backward chaining algorithm

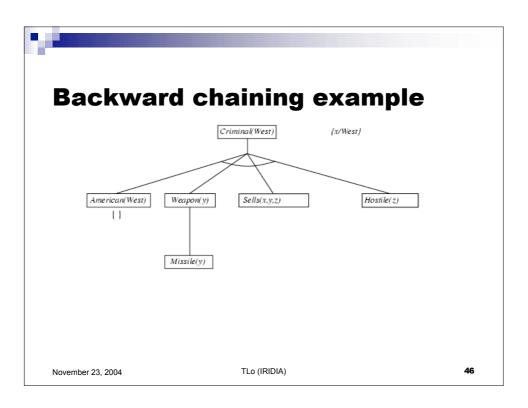
```
function FOL-BC-ASK(KB, goals, \theta) returns a set of substitutions inputs: KB, a knowledge base goals, a list of conjuncts forming a query \theta, the current substitution, initially the empty substitution \{\ \} local variables: ans, a set of substitutions, initially empty if goals is empty then return \{\theta\} q' \leftarrow \text{SUBST}(\theta, \text{FIRST}(goals)) for each r in KB where STANDARDIZE-APART(r) = (p_1 \land \ldots \land p_n \Rightarrow q) and \theta' \leftarrow \text{UNIFY}(q, q') succeeds ans \leftarrow \text{FOL-BC-ASK}(KB, [p_1, \ldots, p_n | \text{REST}(goals)], \text{Compose}(\theta, \theta')) \cup ans return ans
```

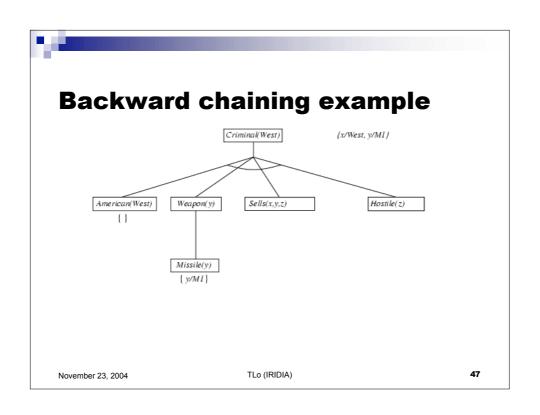
SUBST(COMPOSE(α_1, α_2), p) = SUBST(α_2 , SUBST(α_1 , p))

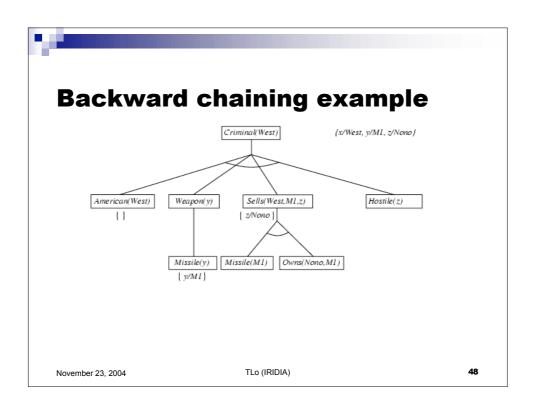


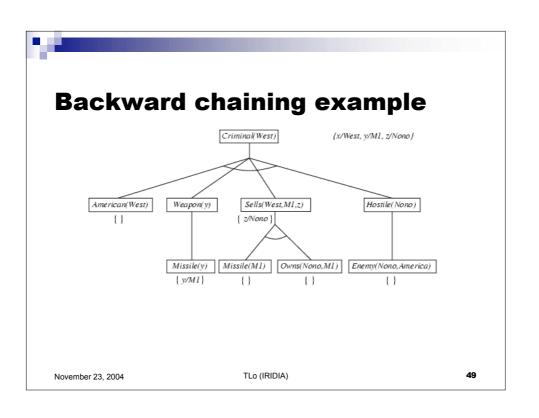


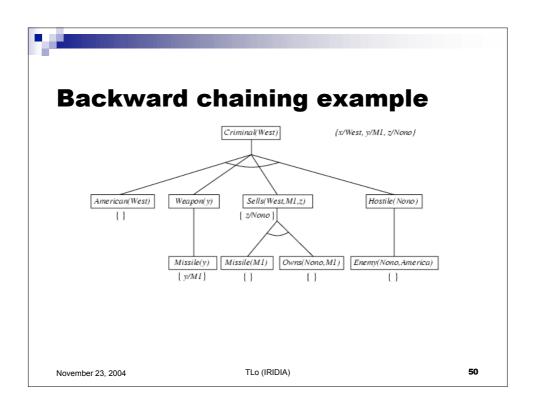














Properties of backward chaining

- Depth-first recursive proof search: space is linear in size of proof.
- Incomplete due to infinite loops
 - □ fix by checking current goal against every goal on stack
- Inefficient due to repeated subgoals (both success and failure)
 - □ fix using caching of previous results (extra space!!)
- Widely used for logic programming

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Logic programming

- Logic programming
 - Identify problem
 - □ Assemble information
 - <coffee break>
 - □ Encode info in KB
 - □ Encode problem instances as facts
 - Ask queries
 - Find false facts.

- Procedural programming
 - □ Indentify problem
 - □ Assemble information
 - □ Figure out solution
 - □ Program solution
 - □ Encode problem instance as data
 - □ Apply program to data
 - Debug procedural errors

Should be easier to debug Capital(NY, US) than x=x+2



Logic programming: Prolog

- BASIS: backward chaining with Horn clauses + bells & whistles
 Widely used in Europe, Japan (basis of 5th Generation project)
 Compilation techniques ⇒ 60 million LIPS
- Efficient unification and retrieval of matching clauses.
- Depth-first, left-to-right backward chaining
- Built-in predicates for arithmetic etc., e.g., X is Y*Z+3
- Built-in predicates that have side effects (e.g., input and output predicates, assert/retract predicates)
- Closed-world assumption ("negation as failure")

```
    e.g., given alive(X) :- not dead(X).
    alive(joe) succeeds if dead(joe) fails
```

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Prolog

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Appending two lists to produce a third:

```
\begin{split} & \text{append}([],Y,Y) \; . \\ & \text{append}([X|L],Y,[X|Z]) \; :- \; \text{append}(L,Y,Z) \; . \end{split}
```

- query: append(A,B,[1,2]) ?
- answers: A = [] B = [1,2] A = [1] B = [2] A = [1,2] B = []



Resolution: brief summary

Full first-order version:

$$(I_1 \vee \cdots \vee I_k) \qquad m_1 \vee \cdots \vee m_n$$

$$(I_1 \vee \cdots \vee I_{i-1} \vee I_{i+1} \vee \cdots \vee I_k \vee m_1 \vee \cdots \vee m_{j-1} \vee m_{j+1} \vee \cdots \vee m_n)\theta$$

where $Unify(I_i, \neg m_i) = \theta$.

- The two clauses are assumed to be standardized apart so that they share no variables.
- For example,

$$\frac{\neg Rich(x) \lor Unhappy(x)}{Rich(Ken)}$$
$$\frac{Unhappy(Ken)}{Unhappy(Ken)}$$

with $\theta = \{x/Ken\}$

■ Apply resolution steps to $CNF(KB \land \neg \alpha)$; complete for FOL

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Conversion to CNF

- Everyone who loves all animals is loved by someone:
 - $\forall x \ [\forall y \ \textit{Animal}(y) \Rightarrow \textit{Loves}(x,y)] \Rightarrow [\exists y \ \textit{Loves}(y,x)]$
- Eliminate biconditionals and implications
 - $\forall x [\neg \forall y \neg Animal(y) \lor Loves(x,y)] \lor [\exists y Loves(y,x)]$
- Move ¬ inwards: ¬ $\forall x p \equiv \exists x \neg p$, ¬ $\exists x p \equiv \forall x \neg p$ $\forall x [\exists y \neg (\neg Animal(y) \lor Loves(x,y))] \lor [\exists y Loves(y,x)]$
 - $\forall x [\exists y \neg \neg Animal(y) \land \neg Loves(x,y)] \lor [\exists y Loves(y,x)]$
 - $\forall x [\exists y \ Animal(y) \land \neg Loves(x,y)] \lor [\exists y \ Loves(y,x)]$



Conversion to CNF contd.

- Standardize variables: each quantifier should use a different one: $\forall x [\exists y \ Animal(y) \land \neg Loves(x,y)] \lor [\exists z \ Loves(z,x)]$
- Skolemize: a more general form of existential instantiation. Each existential variable is replaced by a Skolem function of the enclosing universally quantified variables:

 $\forall x [Animal(F(x)) \land \neg Loves(x,F(x))] \lor Loves(G(x),x)$

- Drop universal quantifiers: $[Animal(F(x)) \land \neg Loves(x,F(x))] \lor Loves(G(x),x)$
- Distribute \vee over \wedge : $[Animal(F(x)) \vee Loves(G(x),x)] \wedge [\neg Loves(x,F(x)) \vee Loves(G(x),x)]$

