

# PRINCIPLES OF INTELLIGENT SYSTEMS: FIRST-ORDER LOGIC\*

## LECTURE 10

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\*These slides are based on Chapter 8 of Russell and Norvig's *Artificial Intelligence: A modern approach* (<http://aima.eecs.berkeley.edu/slides-pdf/>)

## Problems with propositional logic

From the last lecture: propositional logic lacks the expressive power to describe a complex environment *concisely*

For example we needed a separate rule for breezes and pits for each square:

$$B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$

Whereas we really wanted to say: **Squares adjacent to pits are breezy**

We need something more like natural language to express problems concisely **but** we need a context-independent, unambiguous language with which we can reason using computational methods

**Answer:** First-order logic

# Propositional versus first-order logic

Propositional logic assumes the world is up of facts that are either true or false

First-order logic assumes more: the world is made up of objects that can have relations between them that either do or do not hold

First-order logic can express relations between objects, such as one wumpus square (object) being adjacent to another, or properties of an object, such as a square being breezy.

In addition first-order logic can express functions:  
a function is a relation in which there is only one value for any given input

For example, “brother of” is a relation between two objects whereas “father of” is a function, because (biologically) a person can only have one father, but can have many brothers

# Symbols

First-order logic has three basic syntactic elements:

**Constant symbols** which stand for objects

**Predicate symbols** which stand for relations

**Function symbols** which stand for functions

In the example from the book, modelling the world of King Richard and King John, there are:

the constant symbols *John* and *Richard* (representing them as objects)

the predicate symbols *Brother*, *OnHead*, *Person*, *King* and *Crown*

the function symbol *LeftLeg*

(because it is assumed an object can have only **one** left leg)

# Semantics and Interpretations

**Semantics** relate sentences to models in order to determine truth.

For this we need an **interpretation** that specifies exactly which objects, relations and functions are referred to by the constant, predicate and function symbols.

The **intended interpretation** of the world of John and Richard is:

- *Richard* refers to Richard the Lionheart and *John* to good King John
- *Brother* refers to the brotherhood relation (John is the brother of Richard *and* Richard is the brother of John); *OnHead* refers to the “on head” relation that holds between the crown and King John; *Person*, *King* and *Crown* refer to the sets of objects that are persons kings and crowns.
- *LeftLeg* refers to the “left leg” function, that is the mapping of a left leg to Richard and John.

## Terms

A **term** is a logical expression that refers to an object

Hence a **constant symbol** is a term. However it is often impractical to have a distinct symbol to name every object (for example to name every possible shift a nurse could work in a nurse roster)

This is what function symbols are for: to refer to a particular object in terms of something else

For example  $LeftLeg(John)$  refers to John's left leg without giving the leg a name

Or  $Shift(Jane, Sunday)$  could refer to the shift Jane is working this Sunday.

The point is a function is simply a complex kind of name.

## Atomic sentences

Putting terms (referring to objects) together with predicate symbols (referring to relations) gives an **atomic sentence**

This is a predicate symbol followed by a parenthesized list of terms, e.g.:

*Brother(Richard, John).*

Atomic sentences can also be given complex terms (i.e. functions) as arguments, e.g:

*Married(Father(Richard), Mother(John)).*

*An atomic sentence is true in a given model, under a given interpretation, if the relation referred to by the predicate symbol holds among the objects referred to by the arguments*

## Complex sentences

As with the propositions of propositional logic, we can use **logical connectives** to construct more complex first-order sentences:

$\neg \text{Brother}(\text{LeftLeg}(\text{Richard}), \text{John})$

$\text{Brother}(\text{Richard}, \text{John}) \wedge \text{Brother}(\text{John}, \text{Richard})$

$\text{King}(\text{Richard}) \vee \text{King}(\text{John})$

$\neg \text{King}(\text{Richard}) \Rightarrow \text{King}(\text{John}).$

# Universal quantifiers and variables

The main difficulty with propositional logic was the inability to express general rules that apply to collections of objects.

First-order logic allows this by introducing **quantifiers** and **variables**

**Universal quantification** allows us to construct sentences that can say things like “All kings are persons”, as follows:

$$\forall x \text{ King}(x) \Rightarrow \text{Person}(x).$$

This reads: “For all  $x$ , if  $x$  is a king, then  $x$  is a person”

The symbol  $x$  is a **variable**

By convention variables are lowercase letters

A variable is a term in its own right and can be the argument of a function, e.g.:  $\text{LeftLeg}(x)$

A term with no variables is called a **ground term**, i.e. the interpretation grounds it in an actual object in the world

## Existential quantifiers

A universal quantifier allows us to make statements about *all* objects, whereas an **existential quantifier** allows us to make a statement about *some* object without actually naming it

For example, to say that King John has a crown on his head, we write:

$$\exists x \text{ Crown}(x) \wedge \text{OnHead}(x, \text{John}).$$

This reads:

“There exists an  $x$  such that  $x$  is a crown and  $x$  is on John’s head”

Quantifiers can be mixed and nested. For example, to say that “Everybody loves somebody” we write:

$$\forall x \exists y \text{ Loves}(x, y).$$

# Equality

Finally, first-order logic contains the **equality symbol** which allow statements to the effect that two terms refer to the same object, for instance:

$$\textit{Father}(\textit{John}) = \textit{Henry}$$

This allows the expression of things being **not equal** as follows:

$$\exists x, y \textit{Brother}(x, \textit{Richard}) \wedge \textit{Brother}(y, \textit{Richard}) \wedge \neg(x = y).$$

The intended meaning of this sentence is that Richard has at least two brothers

Omitting  $\neg(x = y)$  would allow  $x = y$  and hence both  $x$  and  $y$  could be assigned to *John* making the sentence true in the case where Richard only has one brother

# Syntax summary

*Sentence*  $\rightarrow$  *AtomicSentence*

| (*Sentence* *Connective* *Sentence*)

| *Quantifier* *Variable*, ... *Sentence*

|  $\neg$  *Sentence*

*AtomicSentence*  $\rightarrow$  *Function*(*Term*, ...)

*Term*  $\rightarrow$  *Function*(*Term*, ...)

| *Constant*

| *Variable*

*Connective*  $\rightarrow$   $\Rightarrow$  |  $\wedge$  |  $\vee$  |  $\Leftrightarrow$

*Quantifier*  $\rightarrow$   $\forall$  |  $\exists$

*Constant*  $\rightarrow$  *A* | *X*<sub>1</sub> | *John* | ...

*Variable*  $\rightarrow$  *a* | *x* | *s* | ...

*Predicate*  $\rightarrow$  *Brother* | *OnHead* | *Person* | ...

*Function*  $\rightarrow$  *LeftLeg* | *Father* | ...