First-Order Logic
Semantics & Inference

Review Chapters 8.3-8.5,
Read 9.1-9.2 (optional: 9.5)

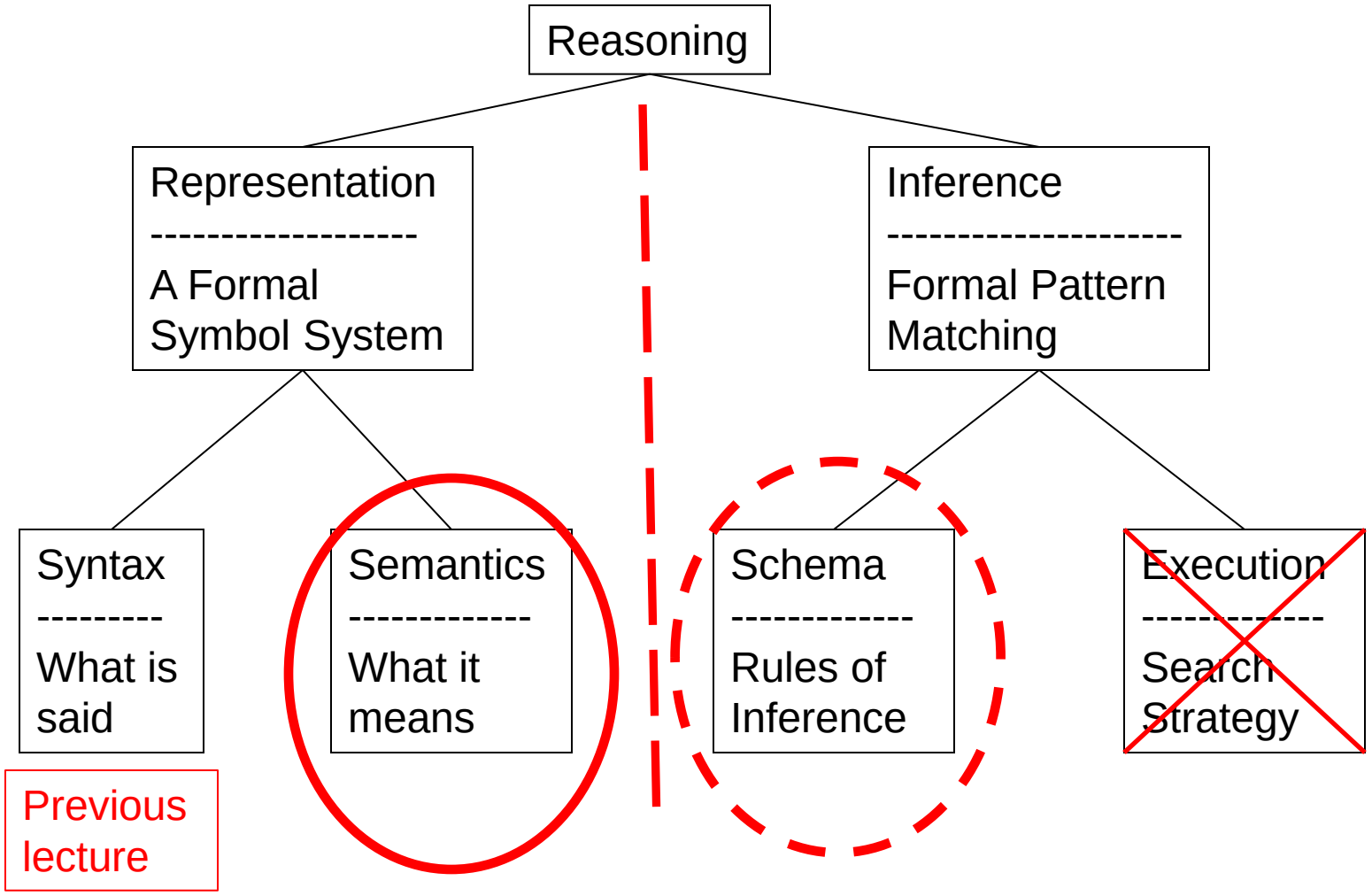
Next Lecture
Read Chapters 13, 14.1-14.5

FOL (or FOPC) Ontology:

What kind of things exist in the world?

What do we need to describe and reason about?

Objects --- with their relations, functions, predicates, properties, and general rules.



Review: KB |= S means |= (KB ⇒ S)

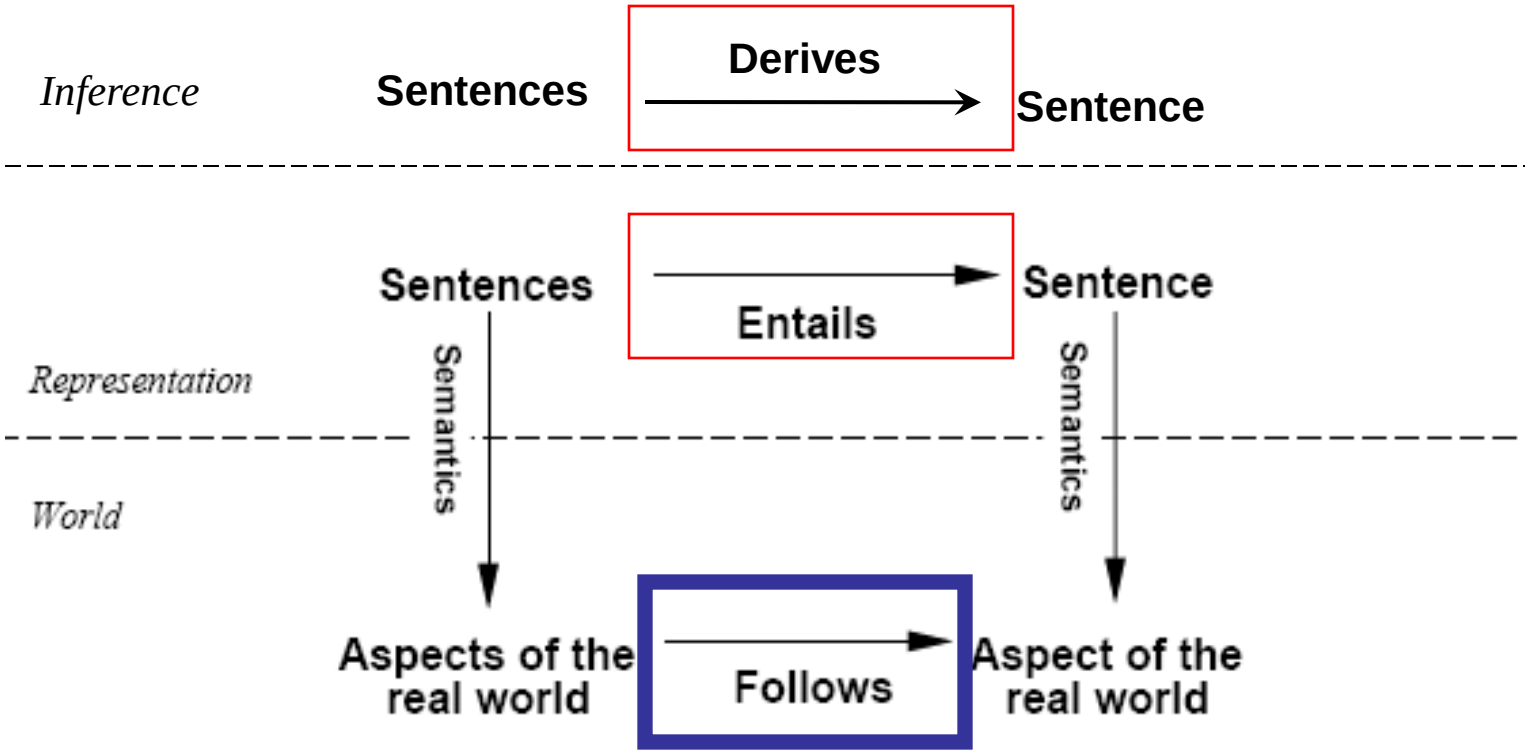
- KB |= S is read "KB entails S."
  - Means "S is true in every world (model) in which KB is true."
  - Means "In the world, S follows from KB."

- KB |= S is equivalent to |= (KB ⇒ S)
  - Means "(KB ⇒ S) is true in every world (i.e., is valid)."

- And so: {} |= S is equivalent to |= ({} ⇒ S)

- So what does ({} ⇒ S) mean?
  - Means "True implies S."
  - Means "S is valid."
  - In Horn form, means "S is a fact." p. 256 (R&N 3rd ed..)

Review: Schematic for Follows, Entails, and Derives



If KB is true in the real world,

then any sentence α ***entailed*** *by KB*

and any sentence α ***derived*** *from KB*

by a sound inference procedure

is also true in the real world.

Schematic Example: Follows, Entails, and Derives

Inference

"Mary is Sue's sister and Sue is Amy's parent."

"An aunt is a sister of a parent."

Derives →

Is it provable?

We can generate a proof: "Mary is Amy's aunt."

Representation

"Mary is Sue's sister and Sue is Amy's parent."

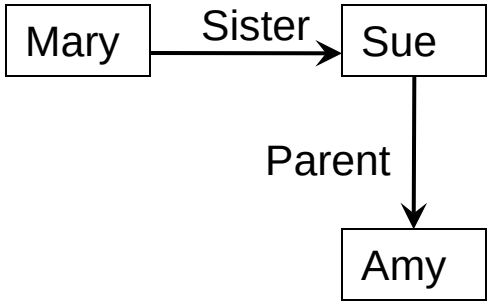
"An aunt is a sister of a parent."

Entails →

Is it true?

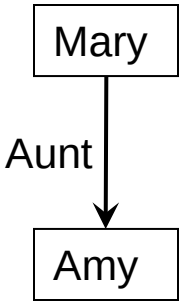
It is necessarily true: "Mary is Amy's aunt."

World



Follows →

Is it the case?

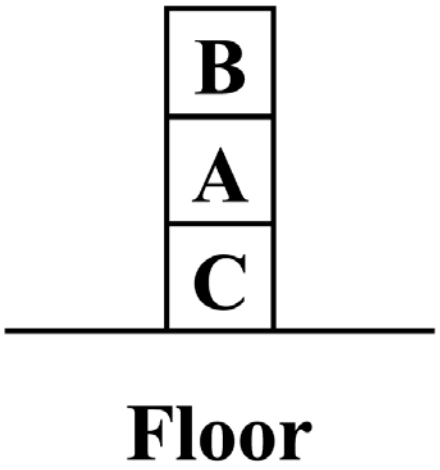


Building a more expressive language

Want to develop a better, more expressive language:

- Needs to refer to objects in the world,
- Needs to express general rules
  - On(x,y) → ~ clear(y)
  - All men are mortal
  - Everyone over age 21 can drink
  - One student in this class got a perfect score
  - Etc….
- First order logic, or "predicate calculus" allows more expressiveness

Example: “Blocks World” (abbreviated)



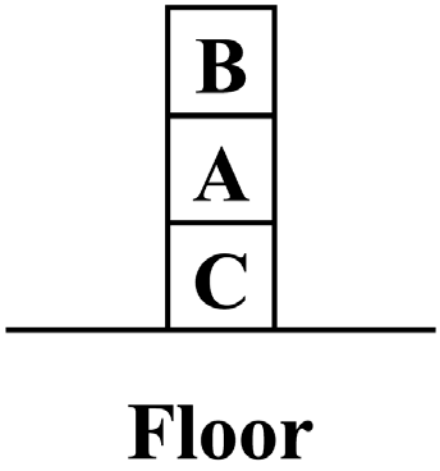
This is the world of children’s alphabet blocks. A robot may stack a clear block on top of a another clear block, or move a clear block to the floor

This is an abbreviated example, meant only to present the main ideas as a sketch of First Order Logic in action, so as to motivate intuitions. Several important frame and background axioms are omitted, for clarity.

Example: "Blocks World" (abbreviated)

This example is abbreviated because it omits the axiom that states
$\forall$ x Clear(x) $\Leftrightarrow$
$\forall$ y $\neg$ On(y, x)

- Ontology
  - Object constants: Floor; blocks A, B, C
  - Timestep integer t
  - Predicates: On(x,y, t), Clear(x, t), Block(x), Move(x, y, t)

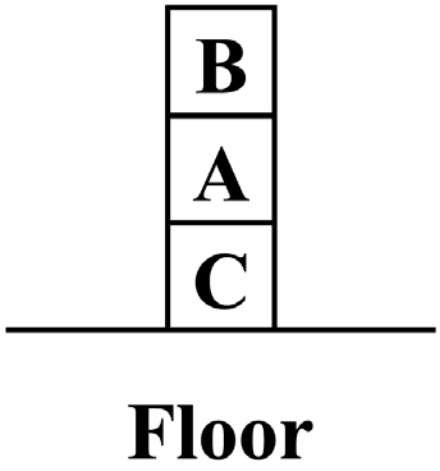


This example is abbreviated because it omits the "frame axioms" that state that anything not changed by the action at time=t persists unchanged into time =t+1.

Example: "Blocks World" (abbreviated)

This example is abbreviated for the reasons mentioned above It is only a cartoon sketch, in order to motivate intuition.

- Ontology
  - Object constants: Floor; blocks A, B, C
  - Timestep integer t
  - Predicates: On(x,y, t), Clear(x, t), Block(x), Move(x, y, t)
- Laws of Physics" (abbreviated)
  - $\forall$ t Clear(Floor, t)
  - $\forall$ x, y, z, t Clear(x, t) ^ On(x, y, t)
    ^ Clear(z, t) ^ **Block(z)** ^ Move(x, z, t)
    $\Rightarrow$ On(x, z, t+1) ^ $\neg$ On(x, y, t+1) ^ Clear(x, t+1)
    ^ Clear (y, t+1)^ $\neg$ Clear(z, t+1)
  - $\forall$ x, y, t Clear(x, t) ^ On(x, y, t) ^ Block(y)
    ^ Move(x, **Floor**, t)
    $\Rightarrow$ On(x, **Floor**, t+1) ^ Clear(x, t+1) ^ Clear (y, t+1)
    ^ $\neg$ On(x, y, t+1)



These axioms are set up to prevent the system from moving a block from the Floor to another place on the Floor, which would be a useless action.

Example: "Blocks World" (abbreviated)

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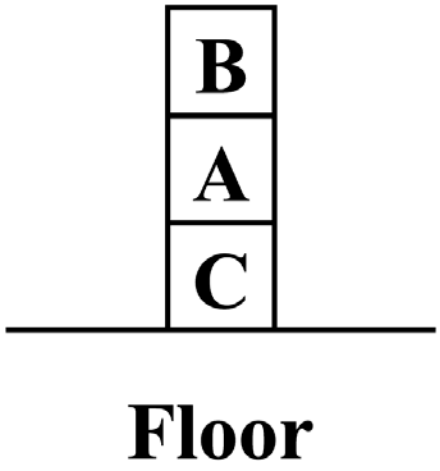
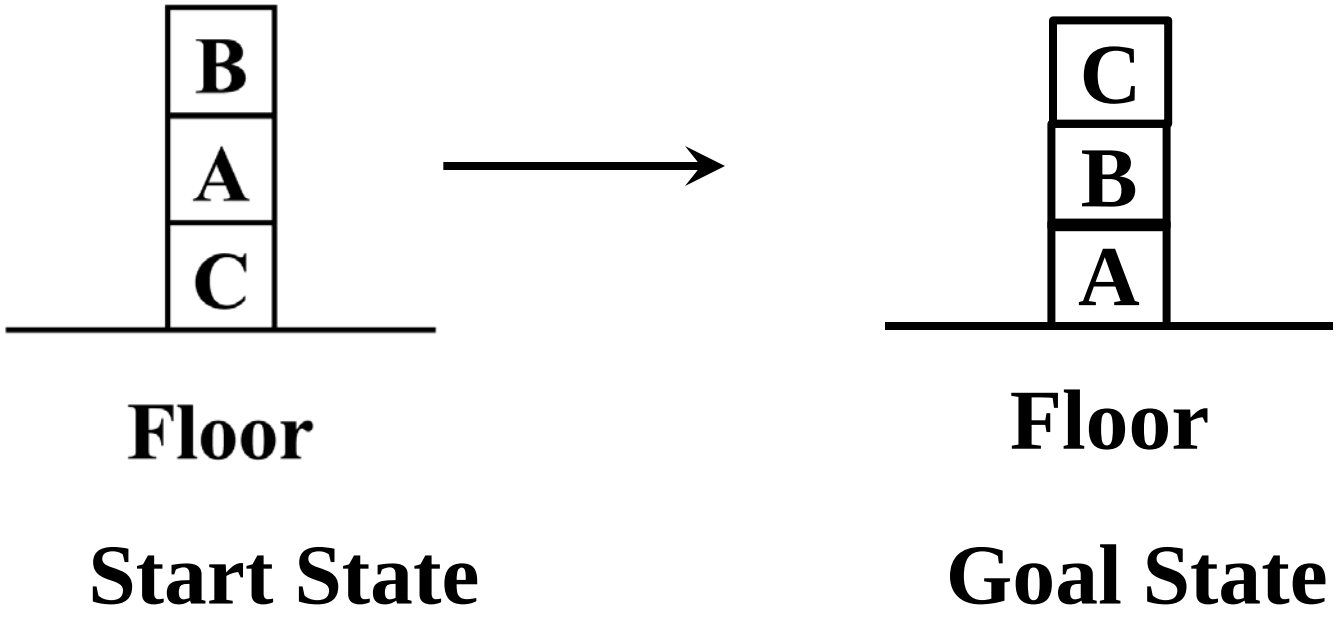


- Ontology
  - Object constants: Floor; blocks A, B, C
  - Timestep integer t
  - Predicates: On(x,y, t), Clear(x, t), Block(x), Move(x, y, t)
- Laws of Physics" (abbreviated)
  - $\forall$ t Clear(Floor, t)
  - $\forall$ x, y, z, t Clear(x, t) ^ On(x, y, t)
    ^ Clear(z, t) ^ **Block(z)** ^ Move(x, z, t)
    $\Rightarrow$ On(x, z, t+1) ^ $\neg$ On(x, y, t+1) ^ Clear(x, t+1)
    ^ Clear (y, t+1)^ $\neg$ Clear(z, t+1)
  - $\forall$ x, y, t Clear(x, t) ^ On(x, y, t) ^ Block(y)
    ^ Move(x, **Floor**, t)
    $\Rightarrow$ On(x, **Floor**, t+1) ^ Clear(x, t+1) ^ Clear (y, t+1)
    ^ $\neg$ On(x, y, t+1)
- Specific Problem Instance

  On(B, A, 0) ^ On(A, C, 0) ^ On(C, Floor, 0) ^ (Clear(B, 0)

Example: “Blocks World” (abbreviated)

- **Start State**
  - On(C, Floor, 0) ^ On(A, C, 0) ^ On(B, A, 0) ^ (Clear(B, 0)
- **Goal State**
  - ∃ t On(A, Floor, t) ^ On(B, A, t) ^ On(C, B, t) ^ Clear(C, t)



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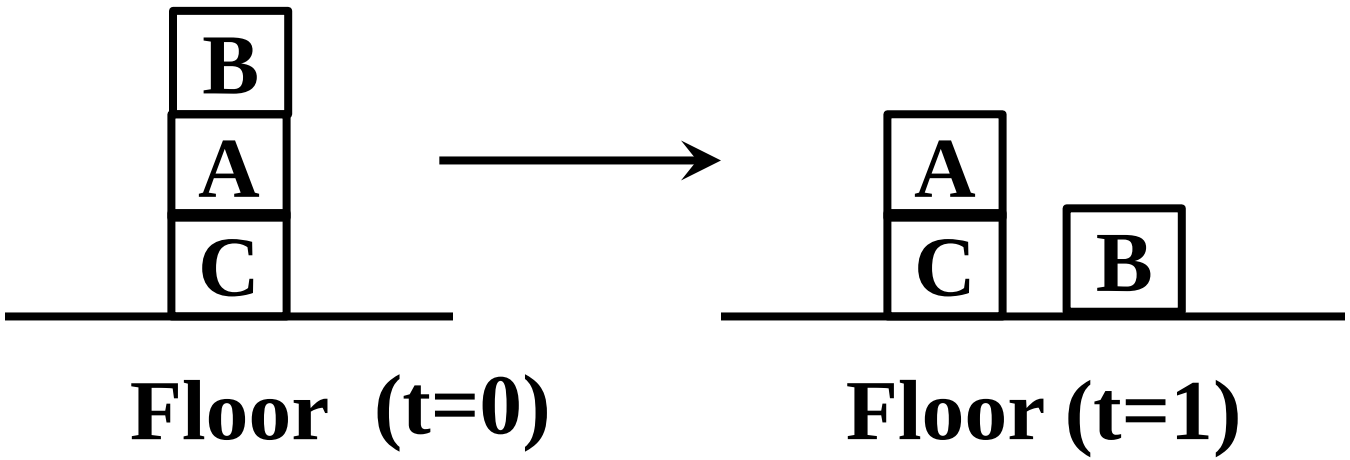
Example: "Blocks World" (abbreviated)

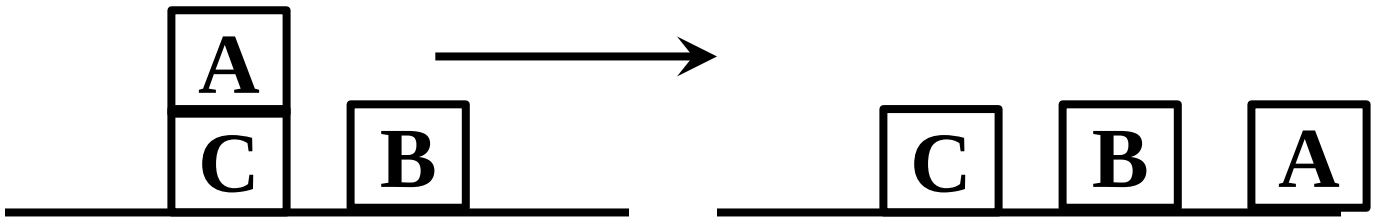


This example is abbreviated for the reasons mentioned above. It is only a cartoon sketch, in order to motivate intuition.

- **Start State (t=0)**
  - On(B, A, 0) ^ On(A, C, 0) ^ On(C, Floor, 0) ^ Clear(B, 0)
- **Action = Move(B, Floor, 0)** [assume derived as part of some proof]
- **"Laws of Physics" after unification {x/B, y/A, t/0}**
  - Clear(B, 0) ^ On(B, A, 0) ^ Block(A) ^ Move(B, Floor, 0)
    $\Rightarrow$ On(B, Floor, 1) ^ Clear(B, 1) ^ Clear (A, 1) ^ $\neg$ On(B, A, 1)
- **Resulting State (t=1)**
  - On(B, Floor, 1) ^ On(A, C, 1) ^ On(C, Floor, 1) ^ (Clear(B, 1)
    ^ (Clear(A, 1) ^ $\neg$ On(B, A, 1)

Example: "Blocks World" (abbreviated)

This example is abbreviated for the reasons mentioned above. It is only a cartoon sketch, in order to motivate intuition.

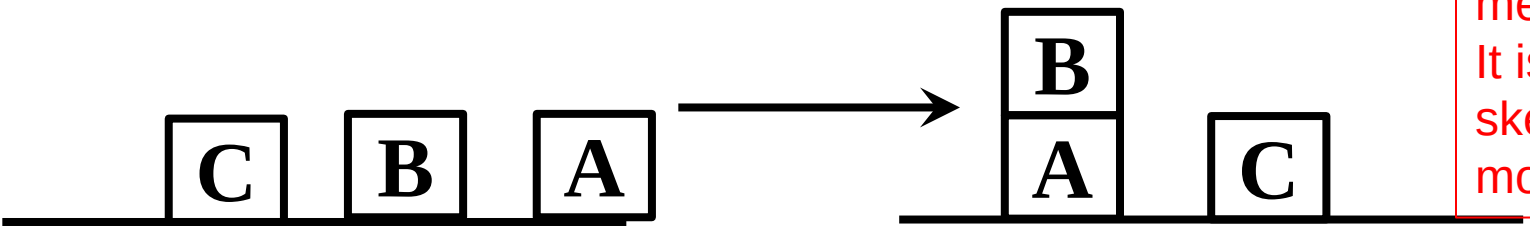


Floor (t=1) **Floor (t=2)**

- **Previous State (t=1)**
  - On(B, Floor, 1) ^ On(A, C, 1) ^ On(C, Floor, 1) ^ (Clear(B, 1)^ (Clear(A, 1) ^ ¬ On(B, A, 1)
- **Action = Move(A, Floor, 1)** [assume derived as part of some proof]
- **"Laws of Physics" after unification {x/A, y/C, t/1}**
  - Clear(A, 1) ^ On(A, C, 1) ^ Block(A) ^ Move(A, Floor, 1)
    ⇒On(A, Floor, 2) ^ Clear(C, 2) ^ Clear (B, 2)^ Clear (A, 2)
    ^ ¬ On(A, C, 2)
- **Resulting State (t=2)**
  - On(A, Floor, 2) ^ On(B, Floor, 2) ^ On(C, Floor, 2) ^ (Clear(A, 2)
    ^ (Clear(B, 2) ^ (Clear(C, 2) ^ ¬ On(B, A, 2) ^ ¬ On(A, C, 2)

Example: "Blocks World" (abbreviated)

This example is abbreviated for the reasons mentioned above. It is only a cartoon sketch, in order to motivate intuition.



Floor (t=2) **Floor (t=3)**

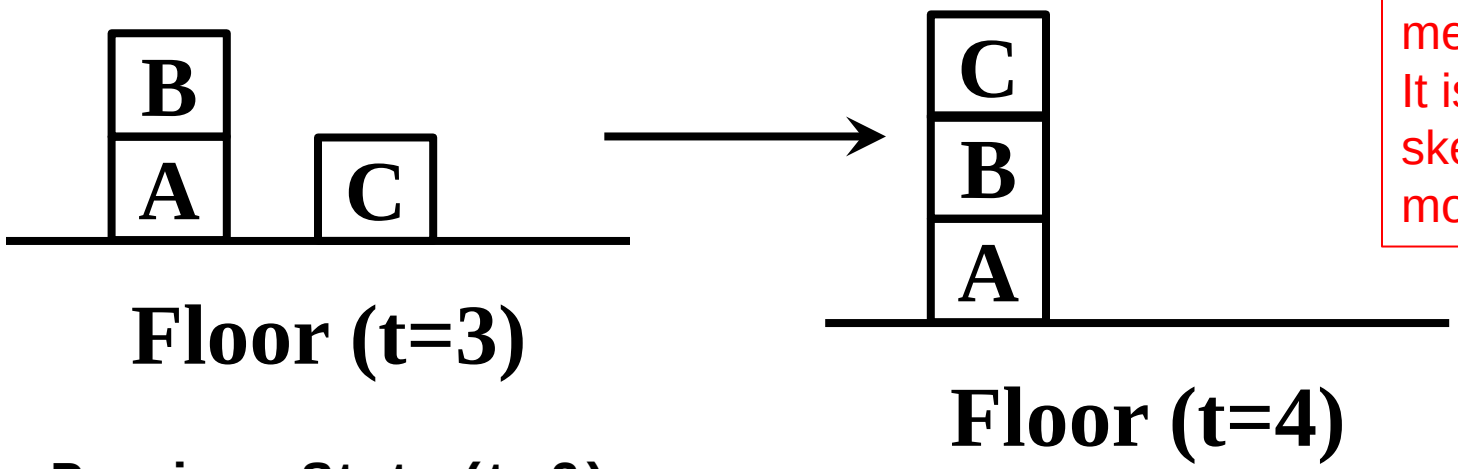
- **Previous State (t=2)**
  - On(A, Floor, 2) ^ On(B, Floor, 2) ^ On(C, Floor, 2)^ (Clear(A, 2) ^ (Clear(B, 2) ^ (Clear(C, 2) ^ ¬ On(B, A, 2) ^ ¬ On(A, C, 2)
- **Action = Move(B, A, 2)** [assume derived as part of some proof]
- **"Laws of Physics" after unification {x/B, y/Floor, z/A, t/2}**
  - Clear(B, 2) ^ On(A, Floor, 2) ^ Clear(A, 2) ^ Block(A) ^ Move(B, A, 2)
    ⇒ On(B, A, 3) ^ ¬ On(B, Floor, 3) ^ Clear(B. 3)
    ^ Clear (Floor, 3)^ ¬ Clear(A, 3)

Resulting State (t=3)

- On(A, Floor, 3) ^ On(B, A, 3) ^ On(C, Floor, 3) ^ ¬(Clear(A, 3)
  ^ (Clear(B, 3) ^ (Clear(C, 3)

Example: "Blocks World" (abbreviated)

This example is abbreviated for the reasons mentioned above. It is only a cartoon sketch, in order to motivate intuition.



- **Previous State (t=3)**
  - On(A, Floor, 3) ^ On(B, A, 3) ^ On(C, Floor, 3) ^ ¬(Clear(A, 3) ^ (Clear(B, 3) ^ (Clear(C, 3)
- **Action = Move(C, B, 3)** [assume derived as part of some proof]
- **"Laws of Physics" after unification {x/C, y/Floor, z/B, t/3}**
  - Clear(C, 3) ^ On(C, Floor, 3) ^ Clear(B, 3) ^ Block(B) ^ Move(C, B, 3) ⇒ On(C, B, 4) ^ ¬ On(C, Floor, 4) ^ Clear(C. 4) ^ Clear (Floor, 4)^ ¬ Clear(B, 4)

Resulting State (t=4)

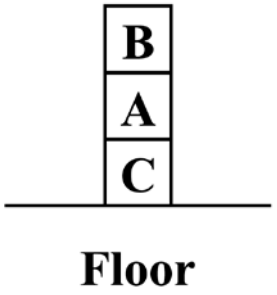
- On(A, Floor, 4) ^ On(B, A, 4) ^ On(C, B, 4) ^ ¬(Clear(A, 4) ^ ¬(Clear(B, 4) ^ (Clear(C, 4) ^ (Clear(Floor, 4)

Semantics: Worlds

- The **world** consists of **objects** that have **properties**.
  - There are **relations** and **functions** between these objects
  - Objects in the world, individuals: people, houses, numbers, colors, baseball games, wars, centuries
    - Clock A, John, 7, the-house in the corner, Tel-Aviv
  - Functions on individuals:
    - father-of, best friend, third inning of, one more than
  - Relations:
    - brother-of, bigger than, inside, part-of, has color, occurred after
  - Properties (a relation of arity 1):
    - red, round, bogus, prime, multistoried, beautiful

Semantics: Interpretation

- An interpretation of a sentence (wff) is an assignment that maps
  - Object constants to objects in the worlds,
  - n-ary function symbols to n-ary functions in the world,
  - n-ary relation symbols to n-ary relations in the world
- Given an interpretation, an atomic sentence has the value "true" if it denotes a relation that holds for those individuals denoted in the terms. Otherwise it has the value "false"
  - Example: Block world:
    - A,B,C,floor, On, Clear
  - World:
  - On(A,B) is false, Clear(B) is true, On(C,Floor) is true...



Review: Models (and in FOL, Interpretations)

- Models are formal worlds within which truth can be evaluated
- Interpretations map symbols in the logic to the world
  - Constant symbols in the logic map to objects in the world
  - n-ary functions/predicates map to n-ary functions/predicates in the world

- We say *m* is a model given an interpretation i of a sentence α if and only if α is true in the world *m* under the mapping *i.*

- *M(α)* is the set of all models of α

- Then KB $\models$ α iff *M(KB)* $\subseteq$ *M(*α)
  - E.g. *KB,* = "Mary is Sue's sister and Amy is Sue's daughter."
  - α = "Mary is Amy's aunt." (Must Tell it about mothers/daughters)

- Think of KB and α as constraints, and models as states.
- M(KB) are the solutions to KB and M(α) the solutions to α.
- Then, KB $\models$ α, i.e., $\models$ (KB $\Rightarrow$ a) ,
  when all solutions to KB are also solutions to α.

Truth in first-order logic

- Sentences are true with respect to a model and an interpretation
- Model contains objects (domain elements) and relations among them
- Interpretation specifies referents for

constant symbols	→	objects
predicate symbols	→	relations
function symbols	→	functional relations

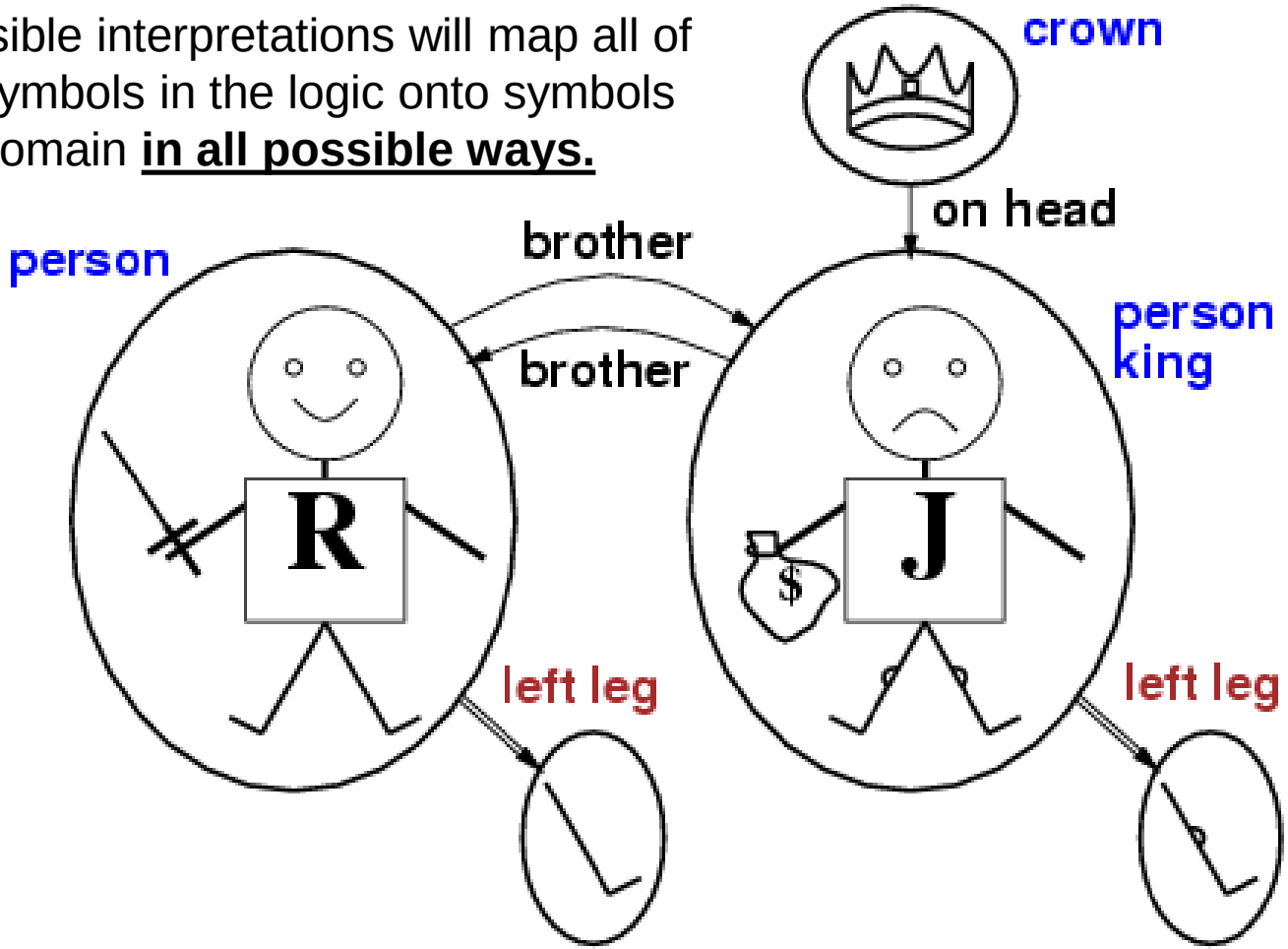
- An atomic sentence *predicate*($term_1$,...,$term_n$) is true iff the objects referred to by $term_1$,...,$term_n$ are in the relation referred to by *predicate*

Semantics: Models and Definitions

- An interpretation and possible world **satisfies** a wff (sentence) if the wff has the value “true” under that interpretation in that possible world.
- Model: A domain and an interpretation that satisfies a wff is a **model** of that wff
- Validity: Any wff that has the value “true” in all possible worlds and under all interpretations is **valid.**
- Any wff that does not have a model under any interpretation is inconsistent or **unsatisfiable.**
- Any wff that is true in at least one possible world under at least one interpretation is **satisfiable.**
- If a wff w has a value true under all the models of a set of sentences KB then KB logically **entails** w.

Models for FOL: Example

All possible interpretations will map all of these symbols in the logic onto symbols in the domain **in all possible ways.**



An interpretation maps all symbols in KB onto matching symbols in a possible world. All possible interpretations gives a combinatorial explosion of mappings. Your job, as a Knowledge Engineer, is to write the axioms in KB so **they are satisfied only under the intended interpretation in your own real world.**

Summary of FOL Semantics

- A well-formed formula ("wff") FOL is true or false with respect to a world and an interpretation (a model).
- The world has objects, relations, functions, and predicates.
- The interpretation maps symbols in the logic to the world.
- The wff is true if and only if (iff) its assertion holds among the objects in the world under the mapping by the interpretation.
- Your job, as a Knowledge Engineer, is to write sufficient KB axioms that ensure that KB is true in your own real world under your own intended interpretation.
  - **The KB axioms must rule out other worlds and interpretations.**

Conversion to CNF

- Everyone who loves all animals is loved by someone:

$$\forall x\ [\forall y\ \mathit{Animal}(y) \Rightarrow \mathit{Loves}(x,y)] \Rightarrow [\exists y\ \mathit{Loves}(y,x)]$$

1. Eliminate biconditionals and implications

$$\forall x\ [\neg\forall y\ \neg\mathit{Animal}(y) \vee \mathit{Loves}(x,y)] \vee [\exists y\ \mathit{Loves}(y,x)]$$

2. Move $\neg$ inwards:

$$\neg\forall x\ p \equiv \exists x\ \neg p, \quad \neg\exists x\ p \equiv \forall x\ \neg p$$

$$\forall x\ [\exists y\ \neg(\neg\mathit{Animal}(y) \vee \mathit{Loves}(x,y))] \vee [\exists y\ \mathit{Loves}(y,x)]$$
$$\forall x\ [\exists y\ \neg\neg\mathit{Animal}(y) \wedge \neg\mathit{Loves}(x,y)] \vee [\exists y\ \mathit{Loves}(y,x)]$$
$$\forall x\ [\exists y\ \mathit{Animal}(y) \wedge \neg\mathit{Loves}(x,y)] \vee [\exists y\ \mathit{Loves}(y,x)]$$

Conversion to CNF contd.

3. Standardize variables: each quantifier should use a different one

$\forall x\ [\exists y\ Animal(y) \land \neg Loves(x,y)] \lor [\exists z\ Loves(z,x)]$

4. Skolemize: a more general form of existential instantiation.
   Each existential variable is replaced by a Skolem function of the enclosing universally quantified variables:

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

5. Drop universal quantifiers:
   $[Animal(F(x)) \land \neg Loves(x,F(x))] \lor Loves(G(x),x)$

6. Distribute $\lor$ over $\land$:
   $[Animal(F(x)) \lor Loves(G(x),x)] \land [\neg Loves(x,F(x)) \lor Loves(G(x),x)]$

Unification

- Recall: Subst(θ, p) = result of substituting θ into sentence p

- Unify algorithm: takes 2 sentences p and q and returns a unifier if one exists

  Unify(p,q) = θ where Subst(θ, p) = Subst(θ, q)

- Example:

  p = Knows(John,x)

  q = Knows(John, Jane)

  Unify(p,q) = {x/Jane}

Unification examples

- simple example: query = Knows(John,x), i.e., who does John know?

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}

- Last unification fails: only because x can't take values John and OJ at the same time
  - But we know that if John knows x, and everyone (x) knows OJ, we should be able to infer that John knows OJ
- Problem is due to use of same variable x in both sentences
- Simple solution: Standardizing apart eliminates overlap of variables, e.g., Knows(z,OJ)

Unification

- To unify *Knows(John,x)* and *Knows(y,z)*,

  θ = {y/John, x/z } or θ = {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 }

- General algorithm in Figure 9.1 in the text

Unification Algorithm

function UNIFY(x, y, θ) **returns** a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
    y, a variable, constant, list, or compound expression
    θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure **then return** failure
  else if $x = y$ **then return** θ
  else if VARIABLE?(x) **then return** UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) **then return** UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) **and** COMPOUND?(y) **then**
    return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) **and** LIST?(y) **then**
    return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure

---

function UNIFY-VAR(var, x, θ) **returns** a substitution

  if $\{var/val\} \in \theta$ **then return** UNIFY(val, x, θ)
  else if $\{x/val\} \in \theta$ **then return** UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) **then return** failure
  else return add $\{var/x\}$ to θ

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

```
function UNIFY(x, y, θ) returns a substitution to make x and y identical
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          y, a variable, constant, list, or compound expression
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  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

If we have failed or succeeded, then fail or succeed.

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

```
function UNIFY(x, y, θ) returns a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
          y, a variable, constant, list, or compound expression
          θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

If we can unify a variable then do so.

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

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  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
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      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

```
function UNIFY-VAR(var, x, θ) returns a substitution
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  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

If we already have bound variable *var* to a value, try to continue on that basis.

Figur There is an implicit assumption that "{var/val} ∈ θ", if it
of the succeeds, binds val to the value that allowed it to succeed,
up alo
that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

```
function UNIFY(x, y, θ) returns a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
          y, a variable, constant, list, or compound expression
          θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

If we already have bound *x* to a value, try to continue on that basis.

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

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  inputs: x, a variable, constant, list, or compound expression
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          θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

If *var* occurs anywhere within *x*, then no substitution will succeed.

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

function UNIFY(x, y, θ) **returns** a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
    y, a variable, constant, list, or compound expression
    θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure **then return** failure
  else if $x = y$ **then return** θ
  else if VARIABLE?(x) **then return** UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) **then return** UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) **and** COMPOUND?(y) **then**
    return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) **and** LIST?(y) **then**
    return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure

---

function UNIFY-VAR(var, x, θ) **returns** a substitution

  if $\{var/val\} \in \theta$ **then return** UNIFY(val, x, θ)
  else if $\{x/val\} \in \theta$ **then return** UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) **then return** failure
  else return add $\{var/x\}$ to θ

Else, try to bind *var* to *x*, and recurse.

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

```
function UNIFY(x, y, θ) returns a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
          y, a variable, constant, list, or compound expression
          θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

If a predicate/function, unify the arguments.

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

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function UNIFY(x, y, θ) returns a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
          y, a variable, constant, list, or compound expression
          θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure then return failure
  else if x = y then return θ
  else if VARIABLE?(x) then return UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) then return UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) and COMPOUND?(y) then
      return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) and LIST?(y) then
      return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure
```

If unifying arguments, unify the remaining arguments.

```
function UNIFY-VAR(var, x, θ) returns a substitution

  if {var/val} ∈ θ then return UNIFY(val, x, θ)
  else if {x/val} ∈ θ then return UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) then return failure
  else return add {var/x} to θ
```

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Unification Algorithm

function UNIFY(x, y, θ) **returns** a substitution to make x and y identical
  inputs: x, a variable, constant, list, or compound expression
    y, a variable, constant, list, or compound expression
    θ, the substitution built up so far (optional, defaults to empty)

  if θ = failure **then return** failure
  else if $x = y$ **then return** θ
  else if VARIABLE?(x) **then return** UNIFY-VAR(x, y, θ)
  else if VARIABLE?(y) **then return** UNIFY-VAR(y, x, θ)
  else if COMPOUND?(x) **and** COMPOUND?(y) **then**
    return UNIFY(x.ARGS, y.ARGS, UNIFY(x.OP, y.OP, θ))
  else if LIST?(x) **and** LIST?(y) **then**
    return UNIFY(x.REST, y.REST, UNIFY(x.FIRST, y.FIRST, θ))
  else return failure Otherwise, fail.

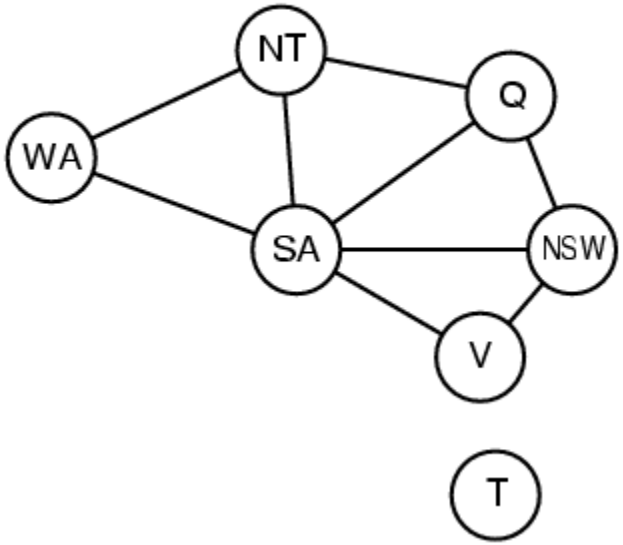
---

function UNIFY-VAR(var, x, θ) **returns** a substitution

  if $\{var/val\} \in \theta$ **then return** UNIFY(val, x, θ)
  else if $\{x/val\} \in \theta$ **then return** UNIFY(var, val, θ)
  else if OCCUR-CHECK?(var, x) **then return** failure
  else return add $\{var/x\}$ to θ

Figure 9.1 The unification algorithm. The algorithm works by comparing the structures of the inputs, element by element. The substitution θ that is the argument to UNIFY is built up along the way and is used to make sure that later comparisons are consistent with bindings that were established earlier. In a compound expression such as $F(A, B)$, the OP field picks out the function symbol F and the ARGS field picks out the argument list (A, B).

Hard matching example



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

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

- To unify the grounded propositions with premises of the implication you need to solve a CSP!
- *Colorable*() is inferred iff the CSP has a solution
- CSPs include 3SAT as a special case, hence matching is NP-hard

Resolution: brief summary

- Full first-order version:

$$\frac{\ell_1 \vee \cdots \vee \ell_k, \qquad m_1 \vee \cdots \vee m_n}{(\ell_1 \vee \cdots \vee \ell_{i-1} \vee \ell_{i+1} \vee \cdots \vee \ell_k \vee m_1 \vee \cdots \vee m_{j-1} \vee m_{j+1} \vee \cdots \vee m_n)\theta}$$

  where $\mathtt{Unify}(\ell_i, \neg m_j) = \theta$.

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

$$\frac{\neg \mathit{Rich}(x) \vee \mathit{Unhappy}(x) \qquad \mathit{Rich}(\mathit{Ken})}{\mathit{Unhappy}(\mathit{Ken})}$$

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

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

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

Example knowledge base contd.

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

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

Nono ... has some missiles, i.e., $\exists x\ Owns(Nono,x) \wedge Missile(x)$:

$Owns(Nono,M_1)$ and $Missile(M_1)$

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

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

Missiles are weapons:

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

An enemy of America counts as "hostile“:

$Enemy(x,America) \Rightarrow Hostile(x)$

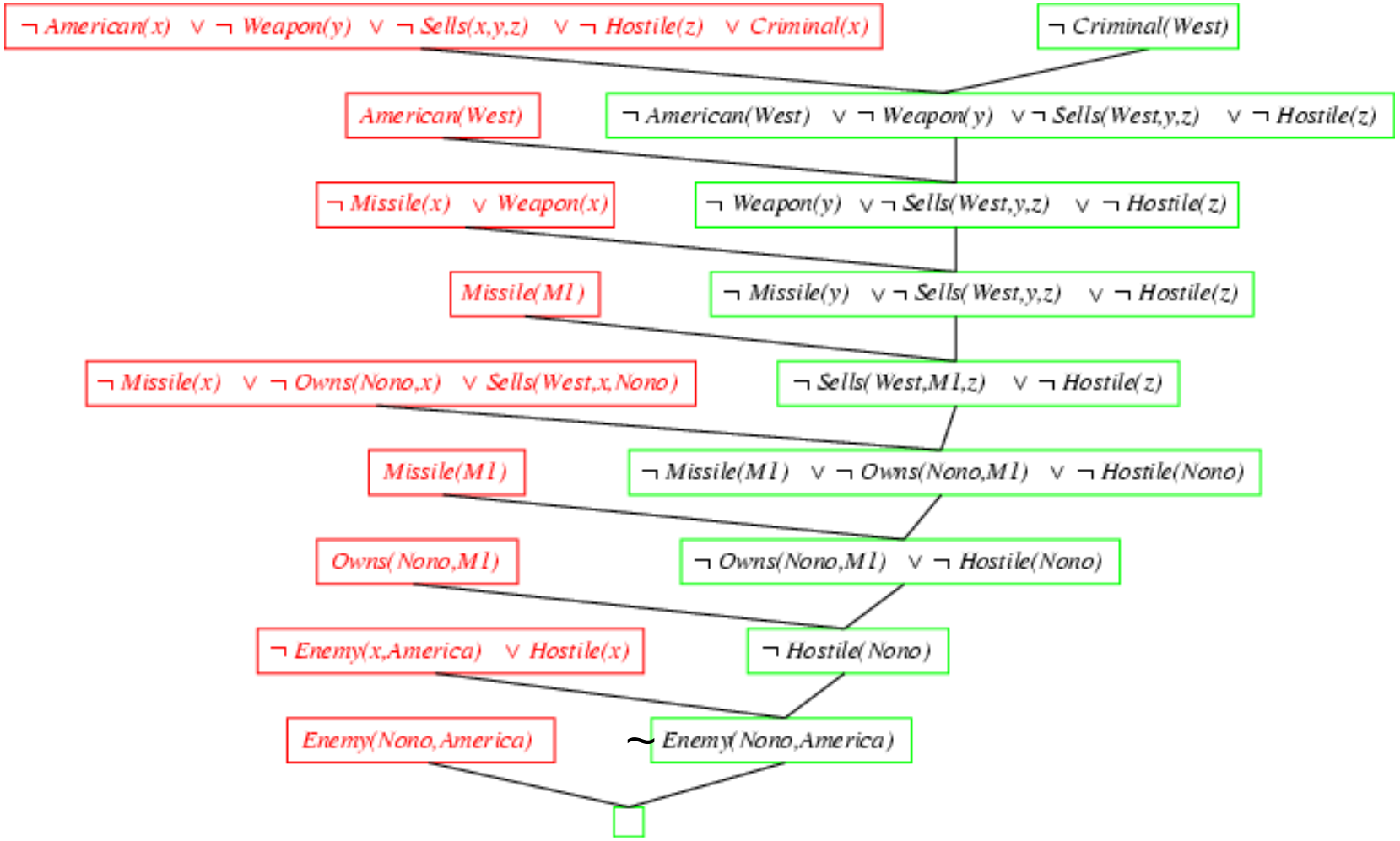
West, who is American ...

$American(West)$

The country Nono, an enemy of America ...

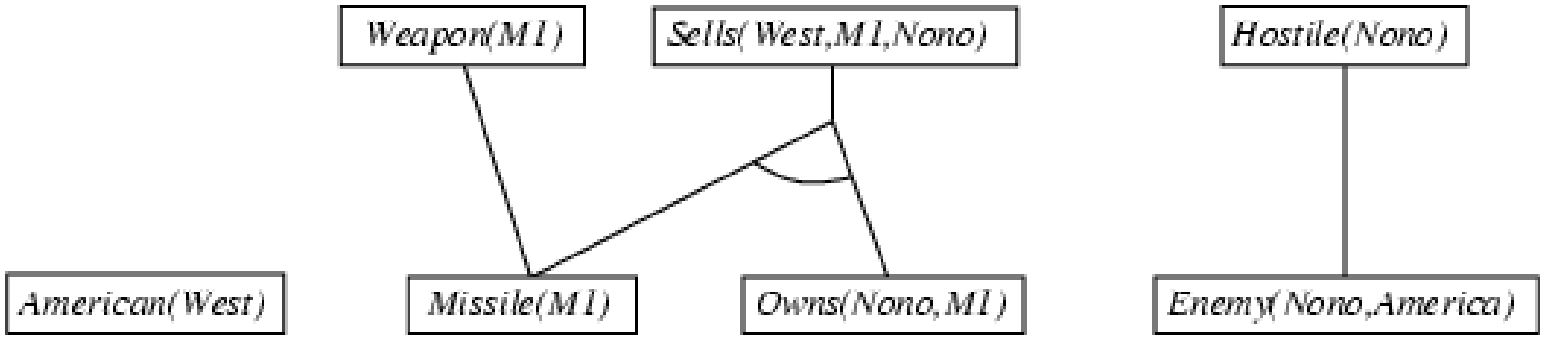
$Enemy(Nono,America)$

Resolution proof: definite clauses



Forward chaining proof

Forward chaining proof

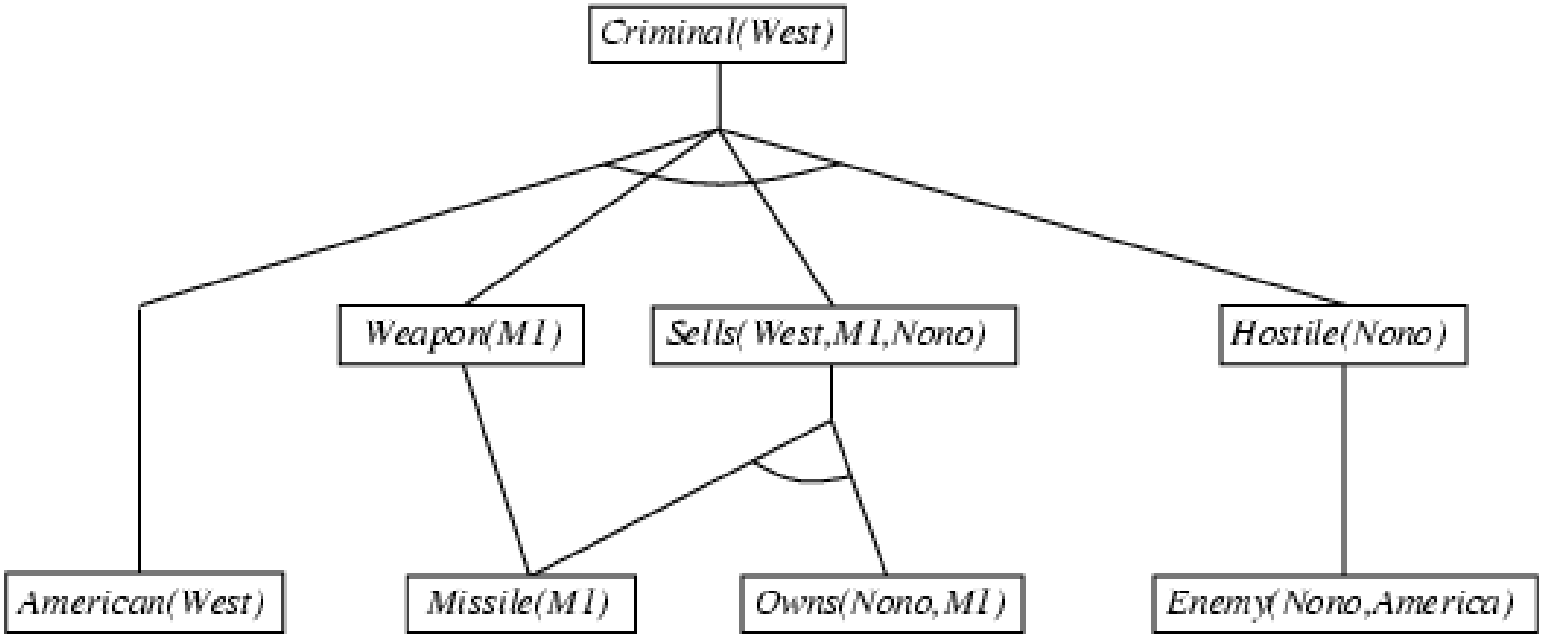


$Enemy(x,America) \Rightarrow Hostile(x)$

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

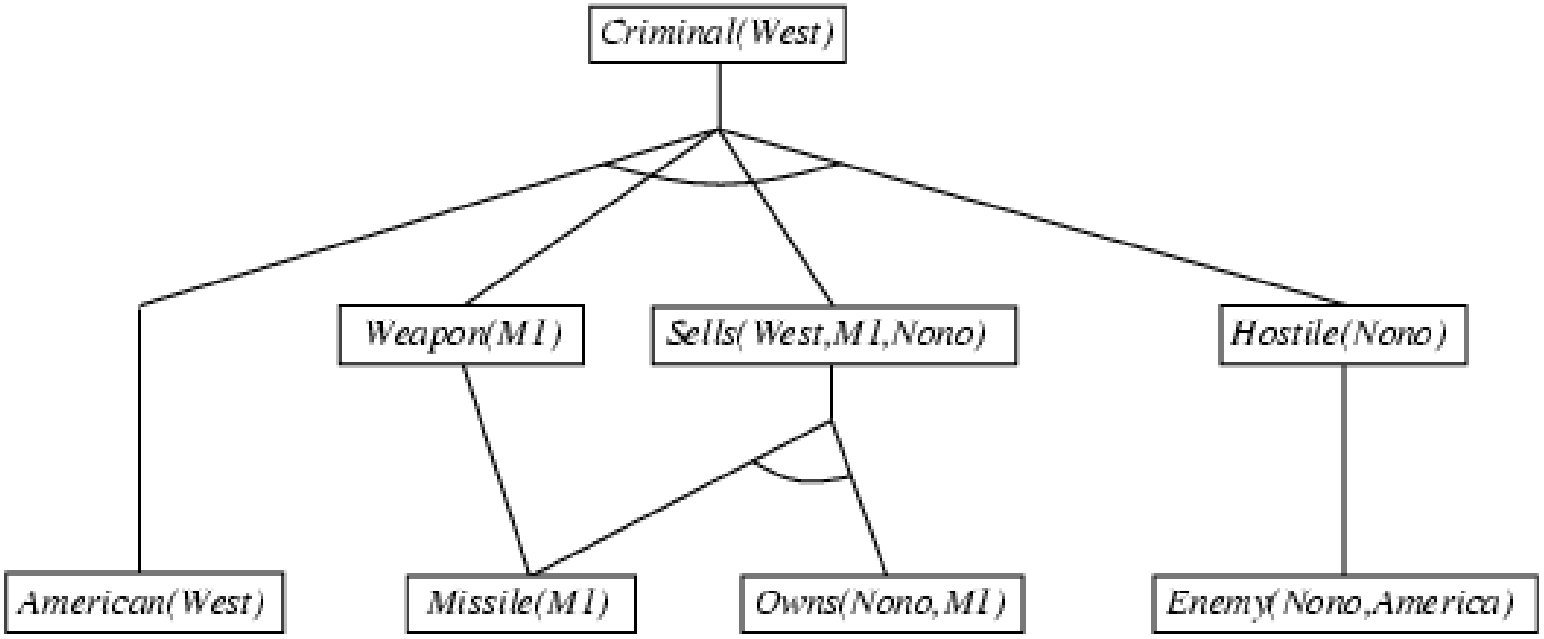
$Missile(x) \Rightarrow Weapon(x)$

Forward chaining proof



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

Forward chaining proof



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

*Owns(Nono,M1) and Missile(M1)

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

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

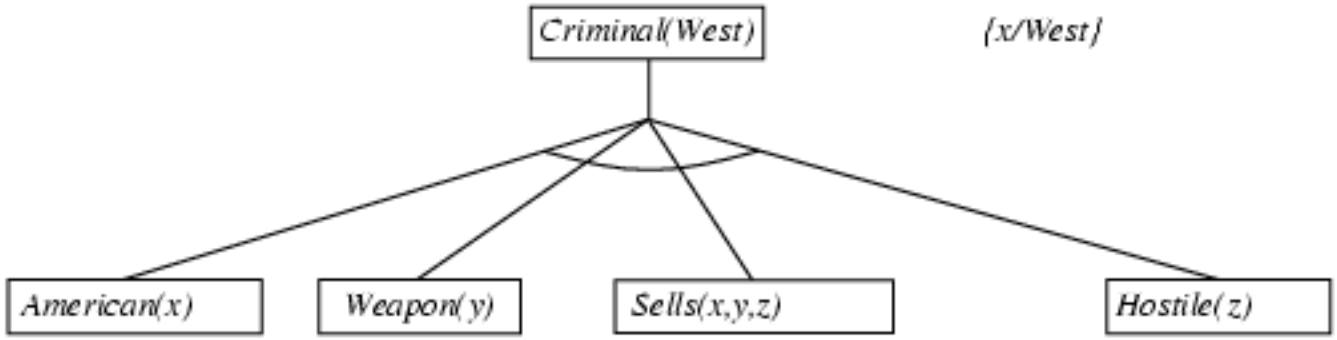
*Enemy(x,America) $\Rightarrow$ Hostile(x)

*American(West)

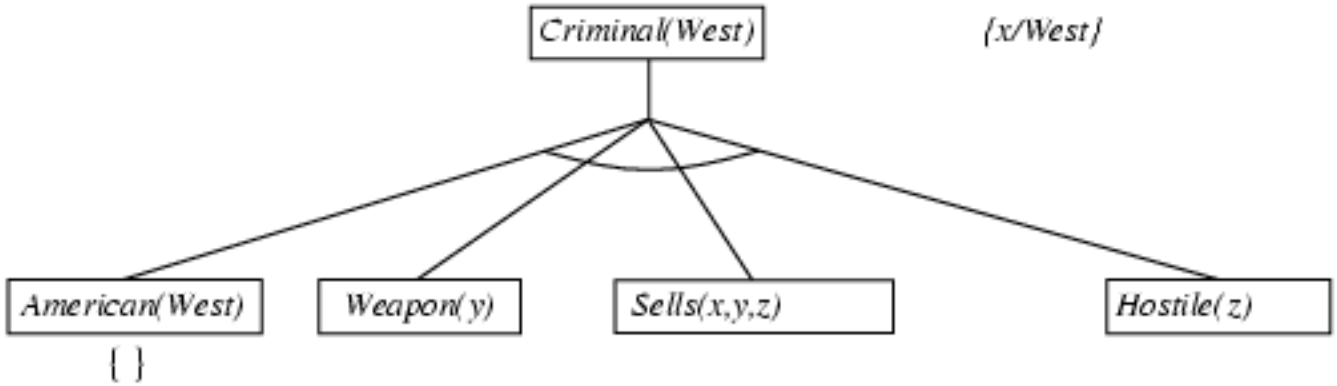
*Enemy(Nono,America)

Backward chaining example

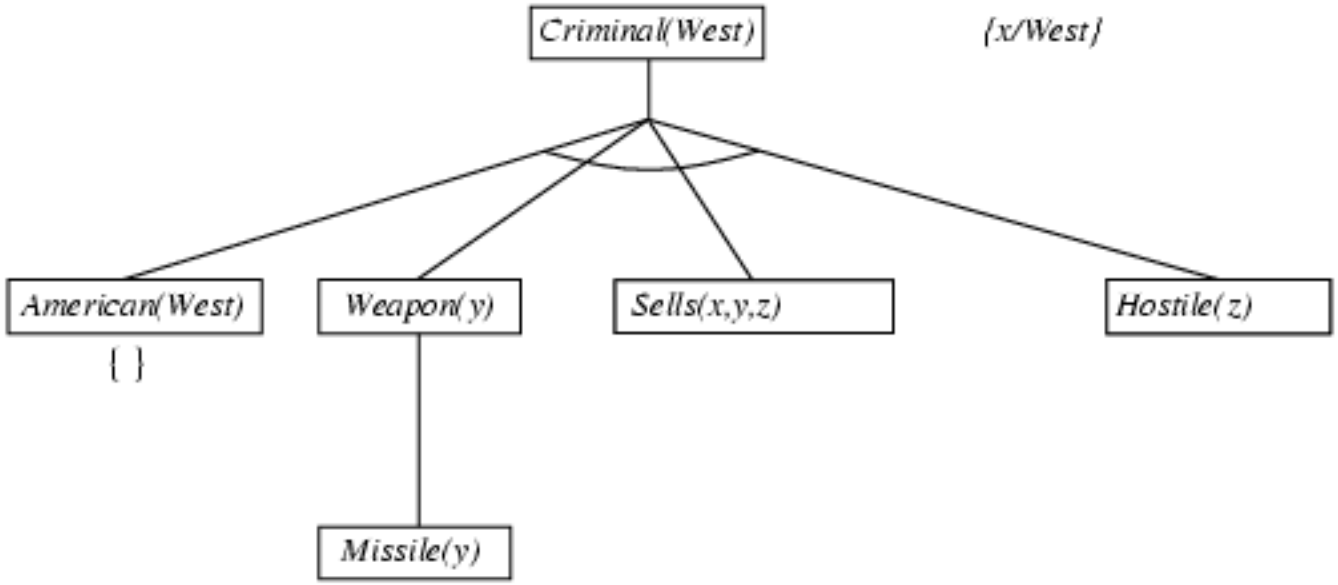
Backward chaining example



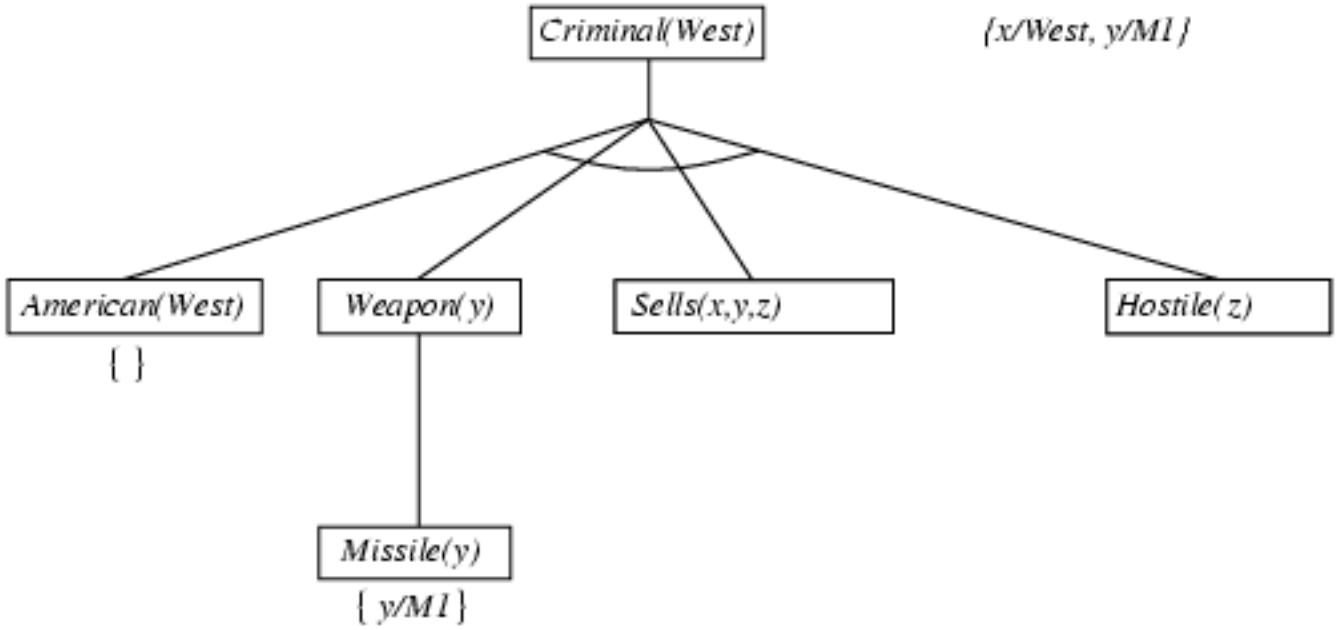
Backward chaining example



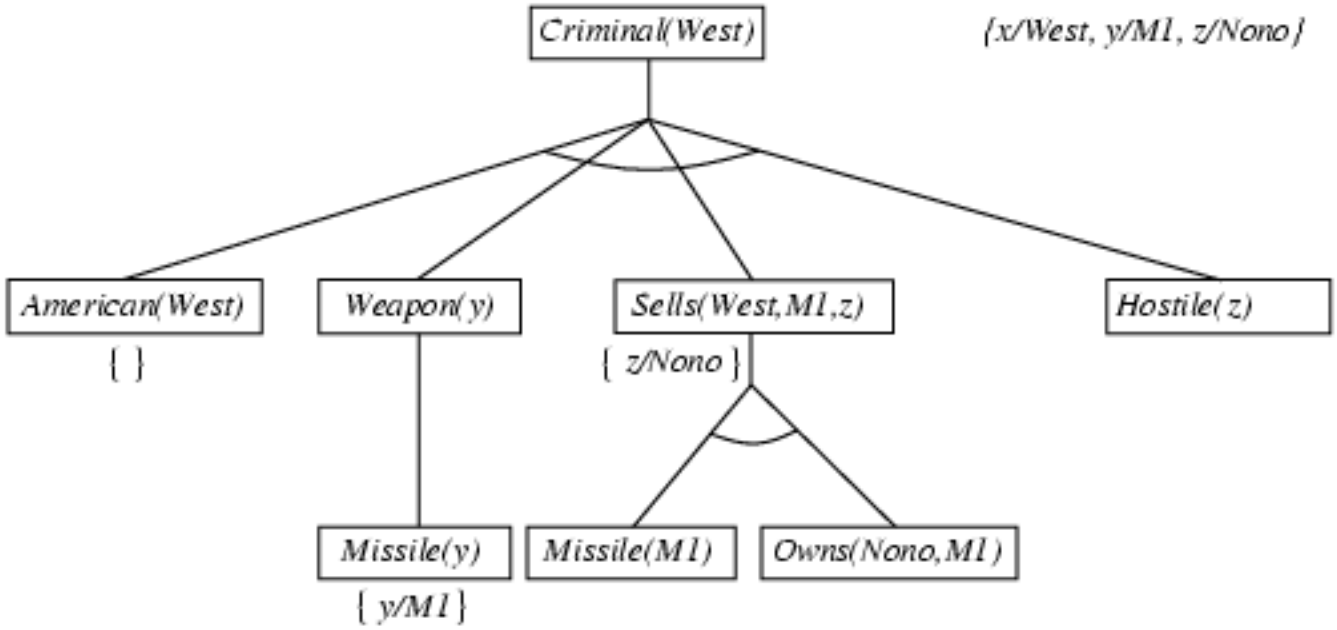
Backward chaining example



Backward chaining example



Backward chaining example



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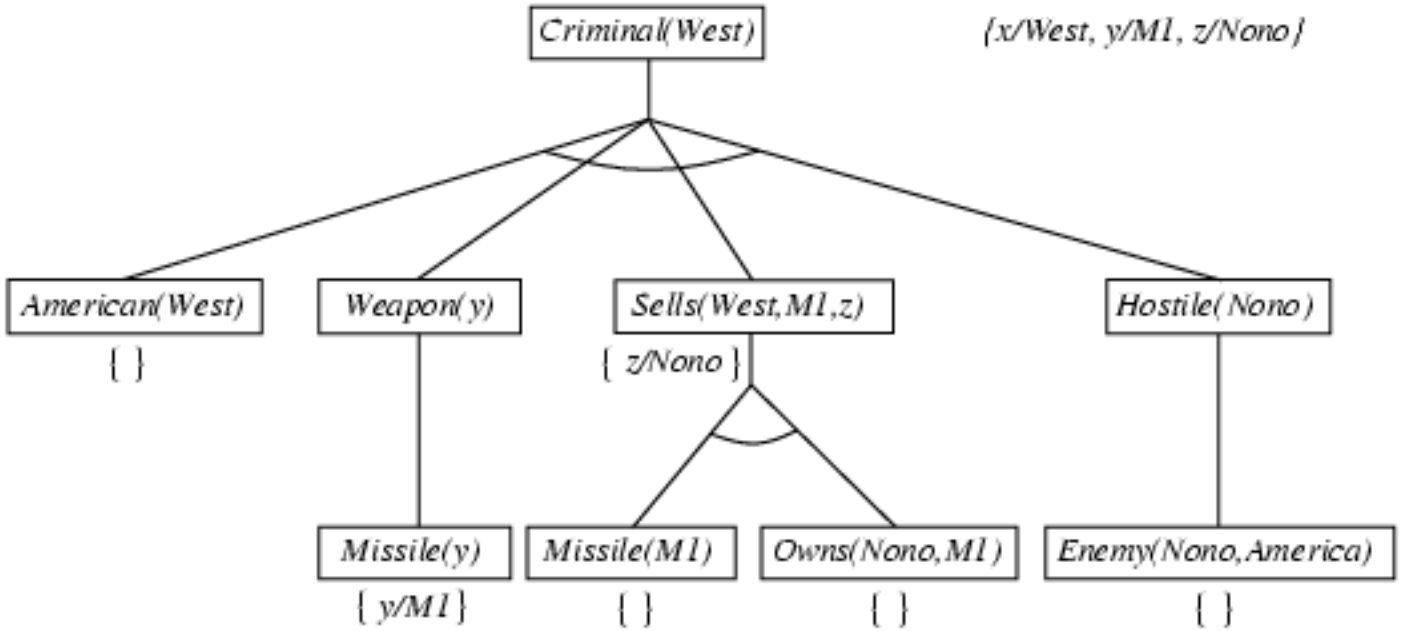
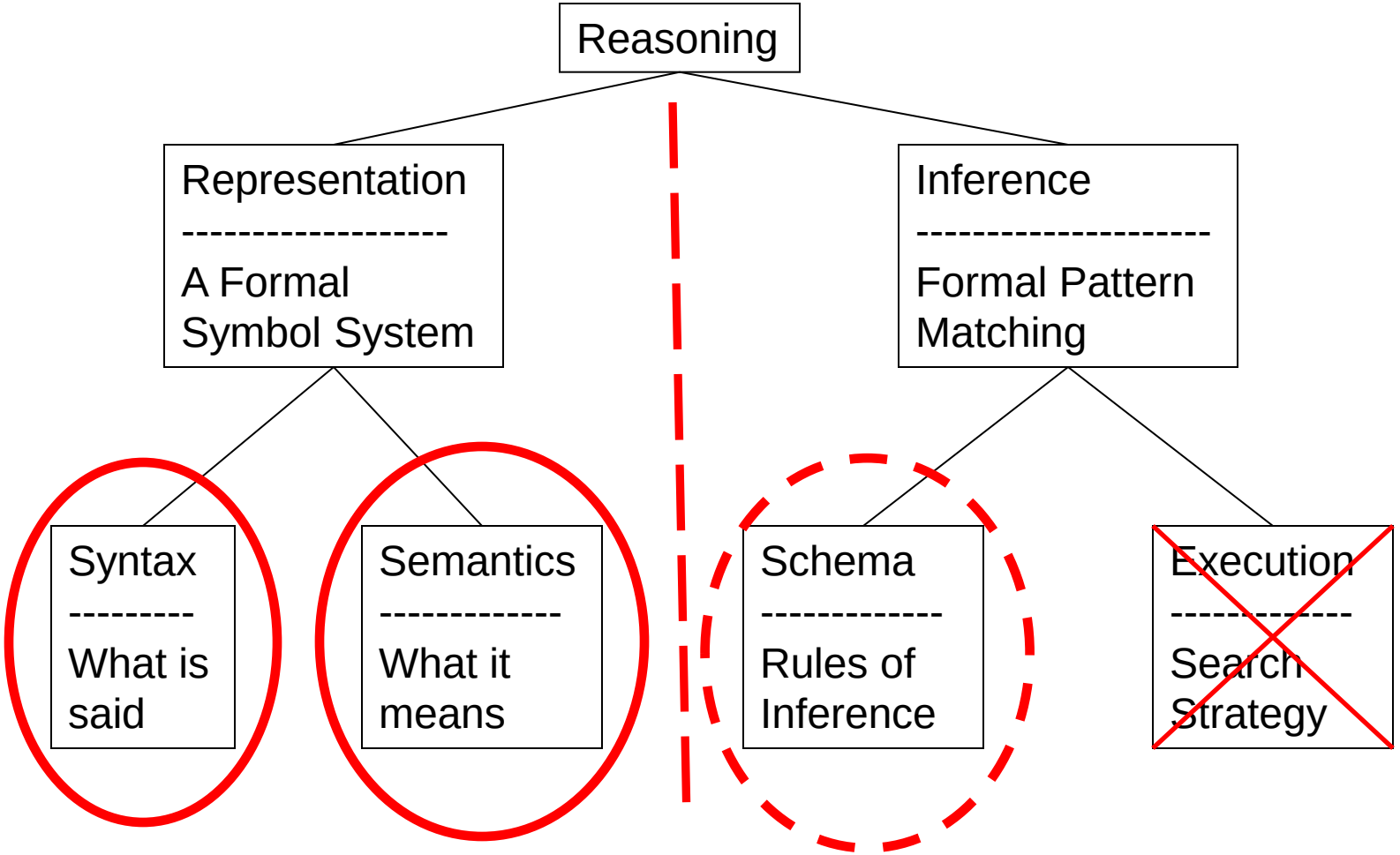


FOL (or FOPC) Ontology:

What kind of things exist in the world?

What do we need to describe and reason about?

Objects --- with their relations, functions, predicates, properties, and general rules.



Summary

- First-order logic:
  - Much more expressive than propositional logic
  - Allows objects and relations as semantic primitives
  - Universal and existential quantifiers
- Syntax: constants, functions, predicates, equality, quantifiers
- Nested quantifiers
- Translate simple English sentences to FOPC and back
- Semantics: correct under any interpretation and in any world
- Unification: Making terms identical by substitution
  - The terms are universally quantified, so substitutions are justified.