Logical Inference

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Outline

- Unification
- Resolution theorem proving





A **substitution** is a list of variable equivalencies in the form: $\{x/t\}$, where x is a variables and t is a term.

Remember, a term can be:

- A constant (i.e. this variable has this value)
- A function (i.e. this variable has this value)
- A variables (i.e. two variables have the same value)





A **unifier** is a substitution which makes two predicate logic expressions the same.

Expression 1: $pit(x) \land adjacent(x, y) \rightarrow breeze(y)$

Expression 2: $pit(C1) \land adjacent(C1, B1) \rightarrow breeze(B1)$

Unifier: $\{x/C1, y/B1\}$

If we substitute the values in the unifier into Expression 1:

Expression 3: $pit(x) \land adjacent(x, y) \rightarrow breeze(y)$

(the same as Expression 1)





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Expression 2: $pit(C1) \land adjacent(C1, B1) \rightarrow breeze(B1)$

Unifier: $\{x/C1, y/B1\}$

If we substitute the values in the unifier into Expression 1:

Expression 3: $pit(C1) \land adjacent(C1, B1) \rightarrow breeze(B1)$

(the same as Expression 2)





If a unifier can be found, we say the two expressions **unify**.

The process of finding a unifier for two expressions is called **unification**.





Unifying Expressions

```
To unify two expressions X and Y:

If the expressions have different predicates, fail.

If the expressions have different arity, fail.

Unify the terms of the expressions.
```





Unifying Terms

```
To unify two terms X and Y:
    If either X or Y is a variable:
        Let V be the variable and U be the other.
        If V has a value W, unify W and U.
        Else if U is a function and V occurs in U, fail.
        Else set V = U.
    Else if X and Y are constants:
        If X and Y are the same constant, succeed.
        If X and Y are different constants, fail.
    Else if X and Y are functions of the same name and arity:
        Unify the parameters of X and Y.
    Else fail.
```





Exp 1: pit(x)

Exp 2: breeze(y)

Unifier: {}





```
Exp 1: pit(x)

Different predicates.

Exp 2: breeze(y)
```

Unifier: fail





Exp 1: adjacent(x)

Exp 2: adjacent(y, z)

Unifier: {}





```
Exp 1: adjacent(x) arity = 1

Different arity.

Exp 2: adjacent(y, z) arity = 2
```

Unifier: fail





Exp 1: adjacent(x, C1)

Exp 2: adjacent(B1, y)

Unifier: {}





Unifier: $\{x/B1\}$





```
Exp 1: adjacent(x, C1)
Set y = C1
Exp 2: adjacent(B1, y)
```

Unifier: $\{x/B1, y/C1\}$





Exp 1: adjacent(x, C1)

Exp 2: adjacent(B1, y)

Unifier: $\{x/B1, y/C1\}$

Success!





Exp 1: adjacent(x, C1)

Exp 2: adjacent(y, B1)

Unifier: {}





Unifier: $\{x/y\}$





```
Exp 1: adjacent(x, C1)

C1 and B1 are different constants.

Exp 2: adjacent(y, B1)
```

Unifier: fail





Exp 1: adjacent(above(x), x)

Exp 2: adjacent(y, y)

Unifier: {}





```
Exp 1: adjacent(above(x), x)

\oint Set y = above(x).

Exp 2: adjacent(y, y)
```

Unifier: $\{y/above(x)\}$





```
Exp 1: adjacent(above(x), x)

Set x = y

Exp 2: adjacent(y, y)
```

Unifier: $\{y/above(x), \frac{x}{y}\}$





```
Exp 1: adjacent(above(x), x)
```

Exp 2: adjacent(y, y)

Set x = above(x). x occurs in above(x)!

Unifier: fail





The process of **resolution** provides a simple way to perform logical inference with any logical statements in conjunctive normal form (i.e. all logical statements).

first clause second clause
$$\underbrace{(X_1 \vee \cdots \vee X_i \vee Z) \wedge (Y_1 \vee \cdots \vee Y_j \vee \neg Z)}_{(X_1 \vee \cdots \vee X_i \vee Y_1 \vee \cdots \vee Y_j)}$$





The process of **resolution** provides a simple way to perform logical inference with any logical statements in conjunctive normal form (i.e. all logical statements).

complimentary literals
$$(X_1 \lor \cdots \lor X_i \lor Z) \land (Y_1 \lor \cdots \lor Y_j \lor \neg Z)$$

$$(X_1 \lor \cdots \lor X_i \lor Y_1 \lor \cdots \lor Y_j)$$





The process of **resolution** provides a simple way to perform logical inference with any logical statements in conjunctive normal form (i.e. all logical statements).

$$\frac{(X_1 \vee \cdots \vee X_i \vee Z) \wedge (Y_1 \vee \cdots \vee Y_j \vee \neg Z)}{(X_1 \vee \cdots \vee X_i \vee Y_1 \vee \cdots \vee Y_j)}$$
result





Why does resolution work?

- If *Z* is *true*, then the first clause is *true*.
- If Z is true, $\neg Z$ is false, so one of $Y_1 \lor \cdots \lor Y_j$ must be true.
- Since one of $Y_1 \vee \cdots \vee Y_j$ must be *true*, the result must be *true*.

$$\frac{(X_1 \vee \cdots \vee X_i \vee Z) \quad (Y_1 \vee \cdots \vee Y_j \vee \neg Z)}{(X_1 \vee \cdots \vee X_i \vee Y_1 \vee \cdots \vee Y_j)}$$





Why does resolution work?

- If Z is *false*, then $\neg Z$ is *true*, so the second clause is *true*.
- If Z is *false*, one of $X_1 \vee \cdots \vee X_i$ must be *true*.
- Since one of $X_1 \vee \cdots \vee X_i$ must be *true*, the result must be *true*.

$$\frac{(X_1 \vee \cdots \vee X_i \vee Z) \quad (Y_1 \vee \cdots \vee Y_j \vee \neg Z)}{(X_1 \vee \cdots \vee X_i \vee Y_1 \vee \cdots \vee Y_j)}$$





Again, we use proof by contradiction.

To prove something true, we add its negation to the knowledge base and demonstrate that this is unsatisfiable.

Then we apply resolution until we derive the empty clause (which we know must be *false*).





Knolwedge Base:

- 1. $\forall x \neg breeze(x) \rightarrow (\forall y \ adjacent(x, y) \rightarrow \neg pit(y))$
- 2. $\forall x \neg stench(x) \rightarrow (\forall y \ adjacent(x, y) \rightarrow \neg wumpus(y))$
- 3. $\forall x \neg pit(x) \land \neg wumpus(x) \rightarrow safe(x)$
- *4. breeze*(*B*1)
- 5. $\neg stench(B1)$
- 6. stench(A2)
- 7. $\neg breeze(A2)$

Query: safe(B2)





Knolwedge Base:

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- 2. $\forall x \neg stench(x) \rightarrow (\forall y \ adjacent(x, y) \rightarrow \neg wumpus(y))$
- 3. $\forall x \neg pit(x) \land \neg wumpus(x) \rightarrow safe(x)$
- *4. breeze*(*B*1)
- 5. $\neg stench(B1)$
- 6. stench(A2)
- 7. $\neg breeze(A2)$

Query: safe(B2)

Not shown:

- adjacent(A1, A2)
- adjacent(A2, A3)
- adjacent(A3, A4)
- etc...





Knowledge Base: (in CNF)

- 1. $breeze(a) \lor \neg adjacent(a,b) \lor \neg pit(b)$
- 2. $stench(c) \lor \neg adjacent(c,d) \lor \neg wumpus(d)$
- 3. $pit(e) \lor wumpus(e) \lor safe(e)$
- 4. breeze(B1)
- 5. $\neg stench(B1)$
- 6. stench(A2)
- 7. $\neg breeze(A2)$

Query: safe(B2)





Knowledge Base:

- 1. $breeze(a) \lor \neg adjacent(a, b) \lor \neg pit(b)$
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- 3. $pit(e) \lor wumpus(e) \lor safe(e)$
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- 6. stench(A2)
- 7. $\neg breeze(A2)$
- 8. $\neg safe(B2)$





Clause 3: $pit(e) \lor wumpus(e) \lor safe(e)$

Clause 8: $\neg safe(B2)$

Clause 9:

Unifier = {}





Clause 3: $pit(e) \lor wumpus(e) \lor safe(e)$

Clause 8: $\neg safe(B2)$

Clause 9:

Unifier = $\{e/B2\}$





Clause 3: $pit(e) \lor wumpus(e) \lor safe(e)$

Clause 8: $\neg safe(B2)$

Clause 9: $pit(B2) \lor wumpus(B2)$

Unifier = $\{e/B2\}$





```
Clause 3: pit(e) \lor wumpus(e) \lor safe(e)
```

Clause 8: $\neg safe(B2)$

Clause 9: $pit(B2) \lor wumpus(B2)$

Unifier = $\{e/B2\}$

Notice in the resulting clause that the unifier has been substituted.





Clause 9: $pit(B2) \lor wumpus(B2)$

Clause 1: $breeze(a) \lor \neg adjacent(a, b) \lor \neg pit(b)$

Clause 10:





Clause 9: $pit(B2) \lor wumpus(B2)$

Clause 1: $breeze(a) \lor \neg adjacent(a, b) \lor \neg pit(b)$

Clause 10:

Unifier = $\{b/B2\}$





Clause 9: $pit(B2) \lor wumpus(B2)$

Clause 1: $breeze(a) \lor \neg adjacent(a, b) \lor \neg pit(b)$

Clause 10: $wumpus(B2) \lor breeze(a) \lor \neg adjacent(a, B2)$

Unifier = $\{b/B2\}$





Clause 10: $wumpus(B2) \lor breeze(a) \lor \neg adjacent(a, B2)$

Clause 2: $stench(c) \lor \neg adjacent(c,d) \lor \neg wumpus(d)$

Clause: 11:





Clause 10: $wumpus(B2) \lor breeze(a) \lor \neg adjacent(a, B2)$

Clause 2: $stench(c) \lor \neg adjacent(c,d) \lor \neg wumpus(d)$

Clause: 11:

Unifier = $\{d/B2\}$





Clause 10: $wumpus(B2) \lor breeze(a) \lor \neg adjacent(a, B2)$

Clause 2: $stench(c) \lor \neg adjacent(c,d) \lor \neg wumpus(d)$

Clause: 11: $breeze(a) \lor \neg adjacent(a, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Unifier = $\{d/B2\}$





Clause: 11: $breeze(a) \lor \neg adjacent(a, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Clause 7: $\neg breeze(A2)$

Clause 12:





Clause: 11: $breeze(a) \lor \neg adjacent(a, B2) \lor stench(c) \lor \neg adjacent(c, d)$

Clause 7: $\neg breeze(A2)$

Clause 12:

Unifier = $\{a/A2\}$





Clause: 11: $breeze(a) \lor \neg adjacent(a, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Clause 7: $\neg breeze(A2)$

Clause 12: $\neg adjacent(A2, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Unifier = $\{a/A2\}$





Clause 12: $\neg adjacent(A2, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Clause 5: $\neg stench(B1)$

Clause 13:





Clause 12: $\neg adjacent(A2, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Clause 5: $\neg stench(B1)$

Clause 13:

Unifier = $\{c/B1\}$





Clause 12: $\neg adjacent(A2, B2) \lor stench(c) \lor \neg adjacent(c, B2)$

Clause 5: $\neg stench(B1)$

Clause 13: $\neg adjacent(A2, B2) \lor \neg adjacent(B1, B2)$

Unifier = $\{c/B1\}$





Clause 13: $\neg adjacent(A2, B2) \lor \neg adjacent(B1, B2)$

Clause not shown: adjacent(A2, B2)

Clause 14:





Clause 13: $\neg adjacent(A2, B2) \lor \neg adjacent(B1, B2)$

Clause not shown: adjacent(A2, B2)

Clause 14:





Clause 13: $\neg adjacent(A2, B2) \lor \neg adjacent(B1, B2)$

Clause not shown: adjacent(A2, B2)

Clause 14: $\neg adjacent(B1, B2)$





Clause 14: $\neg adjacent(B1, B2)$

Clause not show: adjacent(B1, B2)

Clause 15:





Clause 14: $\neg adjacent(B1, B2)$

Clause not show: adjacent(B1, B2)

Clause 15:





Clause 14: $\neg adjacent(B1, B2)$

Clause not show: adjacent(B1, B2)

Clause 15: □





Clause 14: $\neg adjacent(B1, B2)$

Clause not show: adjacent(B1, B2)

Clause 15: □ Q.E.D.





Value of Resolution

Unlike logic programming...

Resolution is **sound**, meaning it only deduces true statements.

When paired with any complete search algorithm, resolution is also **complete**, meaning it will eventually deduce a statement that is logically equivalent to any entailed statement.





Decidability

Given a first order predicate logic knowledge base and a query, can we prove whether or not the query is entailed?

If it is entailed, resolution will succeed and answer "yes."

If it is not entailed, resolution may run forever and return no answer.

The question of entailment for FOPL is **semidecidable**.





Semidecidability

Consider this knowledge base:

- $child(y, x) \rightarrow ancestor(x, y)$
- $ancestor(x, y) \land ancestor(y, z) \rightarrow ancestor(x, z)$

Suppose we have the function father(x), which represents a person's father.

We want to know if Adam is your ancestor.





Semidecidability

We want to know if Adam is your ancestor.

Adam might be father(x) or he might be father(father(x)) or he might be father(father(father(x)))...

If he is your ancestor, eventually we will find him. If not, we will keep nesting forever.



