



# First Order Logic

Dr. Asaad Sabah Hadi

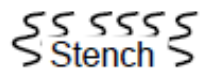
# *Knowledge Representation & Reasoning*

## □ Introduction

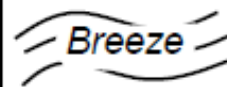
- ✓ Propositional logic is declarative
- ✓ Propositional logic is compositional: meaning of  $B_{1,1} \wedge P_{1,2}$  is derived from meaning of  $B_{1,1}$  and of  $P_{1,2}$
- ✓ Meaning in propositional logic is context-independent unlike natural language, where meaning depends on context
- ✓ Propositional logic has limited expressive power unlike natural language

e.g., cannot say "pits cause breezes in adjacent squares"  
(except by writing one sentence for each square)

4



Stench



Breeze

**PIT**

3



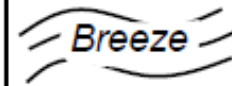
Breeze



Stench

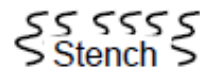


Gold

**PIT**

Breeze

2



Stench



Breeze

1



Breeze

**PIT**

Breeze

1

2

3

4

# *Knowledge Representation & Reasoning*

❑ From propositional logic (PL) to First order logic (FOL)

✓ Examples of things we can say:

All men are mortal:

- $\forall x \text{ Man}(x) \Rightarrow \text{Mortal}(x)$

Everybody loves somebody

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

The meaning of the word “above”

- $\forall x \forall y \text{ above}(x, y) \Leftrightarrow (\text{on}(x, y) \vee \exists z (\text{on}(x, z) \wedge \text{above}(z, y)))$

# *Knowledge Representation & Reasoning*

## □ **First Order Logic**

- ✓ Whereas propositional logic assumes the world contains facts, first-order logic (like natural language) assumes the world contains:
  - Objects: people, houses, numbers, colors, ...
  - Relations: red, round, prime, brother of, bigger than, part of, ...
  - Functions: Sqrt, Plus, ...
- ✓ **Can express the following:**
  - Squares neighboring the Wumpus are smelly;
  - Squares neighboring a pit are breezy.

# *Knowledge Representation & Reasoning*

## ❑ **Syntax Order Logic**

User defines these primitives:

1. **Constant symbols** (i.e., the "individuals" in the world) e.g., Mary, 3
2. **Function symbols** (mapping individuals to individuals) e.g., father-of(Mary) = John, colorof(Sky) = Blue
3. **Predicate/relation symbols** (mapping from individuals to truth values) e.g., greater(5,3), green(apple), color(apple, Green)

# *Knowledge Representation & Reasoning*

## □ Syntax Order Logic

FOL supplies these primitives:

1. **Variable symbols.** e.g.,  $x, y$
2. **Connectives.** Same as in PL:  $\Leftrightarrow, \wedge, \vee, \Rightarrow$
3. **Equality**  $=$
4. **Quantifiers:** Universal ( $\forall$ ) and Existential ( $\exists$ )

A legitimate expression of predicate calculus is called a **well-formed formula (wff)** or, simply, a **sentence**.

# *Knowledge Representation & Reasoning*

## □ Syntax Order Logic

**Quantifiers:** Universal ( $\forall$ ) and Existential ( $\exists$ )

Allow us to express properties of collections of objects instead of enumerating objects by name

Universal: “for all”:

$\forall \langle \text{variables} \rangle \langle \text{sentence} \rangle$

Existential: “there exists”

$\exists \langle \text{variables} \rangle \langle \text{sentence} \rangle$



# *Knowledge Representation & Reasoning*

## ❑ Syntax Order Logic: **Constant Symbols**

- A symbol, e.g. Wumpus, Ali.
- Each constant symbol names exactly one object in a **universe of discourse**, but:
  - not all objects have symbol names;
  - some objects have several symbol names.
- Usually denoted with upper-case first letter.

# *Knowledge Representation & Reasoning*

- ❑ **Syntax Order Logic: Variables**
  - Used to represent objects or properties of objects without explicitly naming the object.
  - Usually lower case.
  - For example:
    - x
    - father
    - square
  -

# *Knowledge Representation & Reasoning*

## ❑ Syntax Order Logic: **Relation (Predicate) Symbols**

- A predicate symbol is used to represent a relation in a universe of discourse.
- The sentence  
Relation(Term1, Term2,...)  
is either TRUE or FALSE depending on whether Relation holds of Term1, Term2,...
- To write “Malek wrote Muata” in a universe of discourse of names and written works:  
Wrote(Malek, Muata)  
This sentence is true in the intended interpretation.
- Another example:  
Instructor (CAP492, James)

# *Knowledge Representation & Reasoning*

- ❑ **Syntax Order Logic: Function symbols**
- Functions talk about the binary relation of pairs of objects.
- For example, the Father relation might represent all pairs of persons in father-daughter or father-son relationships:
  - $\text{Father}(\text{Ali})$  Refers to the father of Ali
  - $\text{Father}(x)$  Refers to the father of variable  $x$

# Knowledge Representation & Reasoning

## □ Syntax Order Logic: properties of quantifiers

- $\forall x \forall y$  is the same as  $\forall y \forall x$
- $\exists x \exists y$  is the same as  $\exists y \exists x$
- $\exists x \forall y$  is not the same as  $\forall y \exists x$ :
- $\exists x \forall y \text{ Loves}(x,y)$
- “There is a person who loves everyone in the world”
- $\forall y \exists x \text{ Loves}(x,y)$
- “Everyone in the world is loved by at least one person”
- Quantifier duality: each can be expressed using the other
- $\forall x \text{ Likes}(x, \text{IceCream}) \equiv \neg \exists x \neg \text{ Likes}(x, \text{IceCream})$
- $\exists x \text{ Likes}(x, \text{Broccoli}) \equiv \neg \forall x \neg \text{ Likes}(x, \text{Broccoli})$

# Knowledge Representation & Reasoning

## □ Syntax Order Logic: Atomic sentence

Atomic sentence = *predicate* ( $term_1, \dots, term_n$ )  
or  $term_1 = term_2$

Term = *function* ( $term_1, \dots, term_n$ )  
or *constant* or *variable*

Example terms:

*Brother*(*Ali* , *Mohamed*)

*Greater*(*Length*( $x$ ), *Length*( $y$ ))

# Knowledge Representation & Reasoning

## ❑ Syntax Order Logic: Complex sentence

Complex sentences are made from atomic sentences using connectives and by applying quantifiers.

### Examples:

- $Sibling(Ali, Mohamed) \Rightarrow Sibling(Mohamed, Ali)$
- $greater(1,2) \vee less-or-equal(1,2)$
- $\forall x,y \ Sibling(x,y) \Rightarrow Sibling(y,x)$

# *Knowledge Representation & Reasoning*

- ❑ **While constant symbols, variables and connectives are like propositional logic, “What are functions and predicates?”**

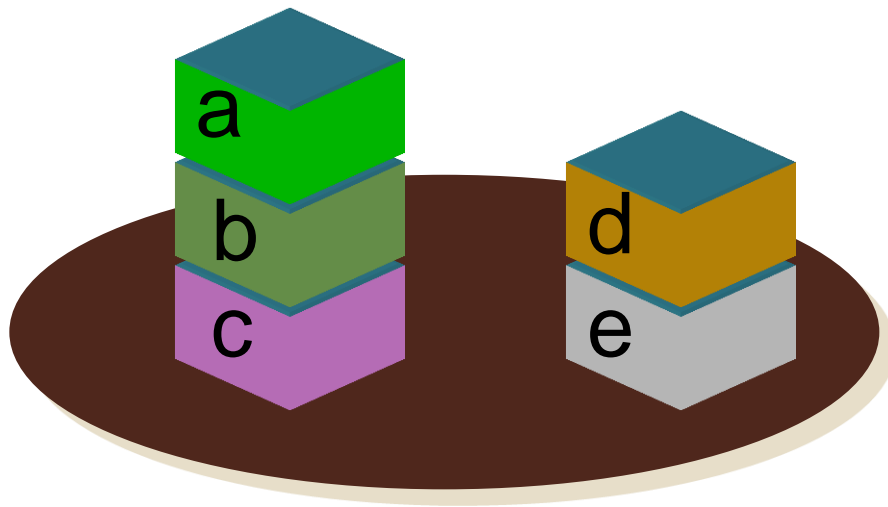
The language of logic is based on set theory:

- Sets;
- Relations;
- Functions.



# *Knowledge Representation & Reasoning*

**SETS:** The set of objects defines a “Universe of Discourse.” [Objects are represented by Constant Symbols.]



## **Interpretation:**

$A \rightarrow a$

$B \rightarrow b$

$C \rightarrow c$

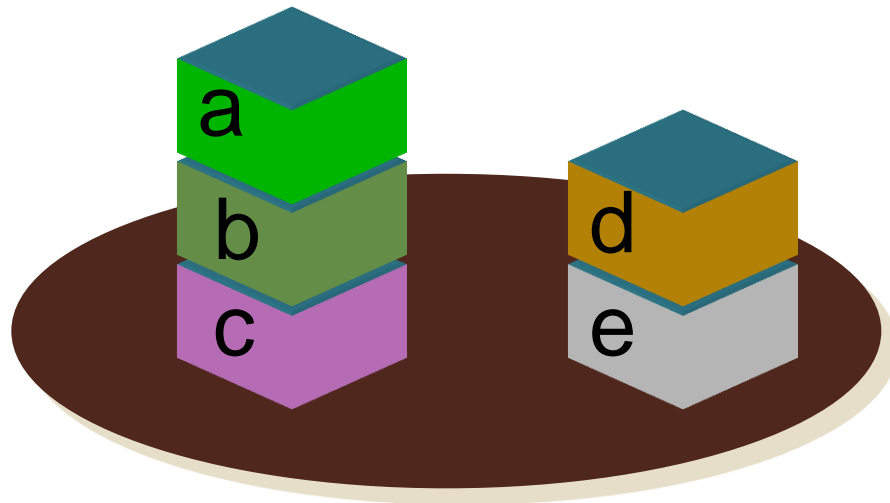
$D \rightarrow d$

$E \rightarrow e$

For example, in this blocks world, the universe of discourse is  $\{a, b, c, d, e\}$ .

# Knowledge Representation & Reasoning

- **RELATIONS:** Def: A **binary relation** is a set of ordered pairs
- Example: Consider set of blocks {a,b,c,d,e}



The “on” relation:

$\text{on} = \{ \langle a, b \rangle, \langle b, c \rangle, \langle d, e \rangle \}$ .

The predicate  $\text{On}(A, B)$  can be **interpreted** as:  $\langle a, b \rangle \in \text{on}$ .

$\text{On}(A, B)$  is TRUE, but  $\text{On}(A, C)$  and  $\text{On}(C, D)$  are FALSE in this interpretation.

# *Knowledge Representation & Reasoning*

- **FUNCTIONS:**

A function is a binary relation such that no two distinct members have the same first element.

In other words, if  $F$  is a function

$$\langle x, y \rangle \in F \text{ and } \langle x, z \rangle \in F \Rightarrow y = z$$

If  $\langle x, y \rangle \in F$  :

$x$  is an argument of  $F$  ;

$y$  is the value of  $F$  at  $x$  ;

$y$  is the image of  $x$  under  $F$ .

$F(x)$  designates the object  $y$  such that  $y = F(x)$ .

# *Knowledge Representation & Reasoning*

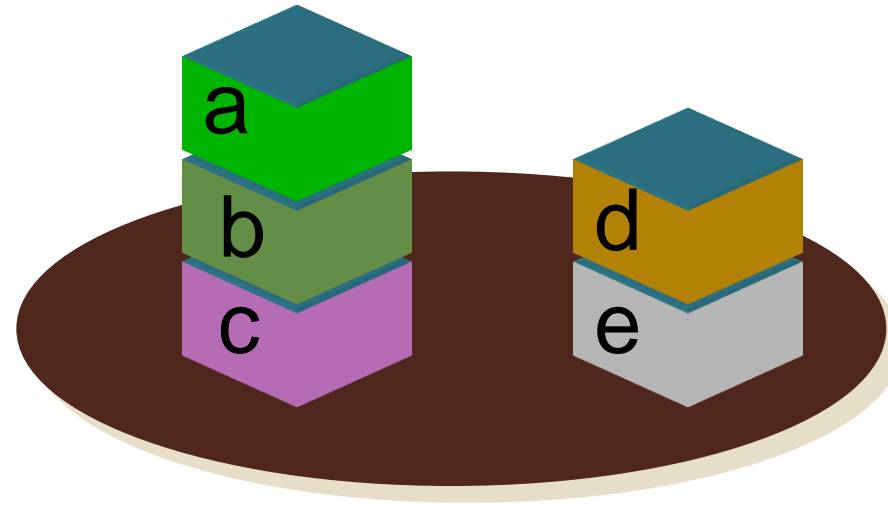
- **FUNCTIONS:**

$\text{hat} = \{ \langle c, b \rangle, \langle b, a \rangle, \langle e, d \rangle \}$

$\text{hat}(c) = b$

$\text{hat}(b) = a$

$\text{hat}(d)$  is not defined.



$\text{Hat}(e)$  can be interpreted as  $d$

## **Using FOL**

$\text{On}(A, B)$

$\text{On}(B, C)$

$\text{On}(D, E)$

$\text{On}(A, \text{Hat}(C))$

# *Knowledge Representation & Reasoning*

## *Syntax of First Order Logic*

---

*Sentence*  $\rightarrow$  *Atomic Sentence*

| (*sentence connective* *Sentence*)  
| *Quantifier variable,... Sentence*  
|  $\neg$  *Sentence*

*Atomic Sentence*  $\rightarrow$  *Predicate* (*Term,...*) | *Term=Term*

*Term*  $\rightarrow$  *Function*(*Term,...*) | *Constant* | *variable*

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

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

*Constant*  $\rightarrow A$  |  $X_1...$

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

*Predicate*  $\rightarrow$  Before | hascolor | ....

*Function*  $\rightarrow$  Mother | Leftleg | ...

---

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

**Inference in FOL can be performed by:**

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

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### **□ From FOL to PL**

First order inference can be done by converting the knowledge base to PL and using propositional inference.

Two questions??

**How to convert universal quantifiers?**

**Replace variable by ground term.**

**How to convert existential quantifiers?**

**Skolemization.**

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### **Substitution**

Given a sentence  $\alpha$  and binding list  $\sigma$ , the result of applying the **substitution**  $\sigma$  to  $\alpha$  is denoted by  $\text{Subst}(\sigma, \alpha)$ .

Example:

$$\sigma = \{x/\text{Ali}, y/\text{Fatima}\} \quad \alpha = \text{Likes}(x,y)$$

$$\text{Subst}(\{x/\text{Sam}, y/\text{Pam}\}, \text{Likes}(x,y)) = \text{Likes}(\text{Sam}, \text{Pam})$$



# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### ***Universal instantiation (UI)***

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

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

for any variable  $v$  and ground term  $g$

e.g.,  $\forall x \text{ King}(x) \wedge \text{Greedy}(x) \Rightarrow \text{Evil}(x)$  yields:

$\text{King}(\text{John}) \wedge \text{Greedy}(\text{John}) \Rightarrow \text{Evil}(\text{John})$

$\text{King}(\text{Richard}) \wedge \text{Greedy}(\text{Richard}) \Rightarrow \text{Evil}(\text{Richard})$

$\text{King}(\text{Father}(\text{John})) \wedge \text{Greedy}(\text{Father}(\text{John})) \Rightarrow \text{Evil}(\text{Father}(\text{John}))$

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### ***Existential instantiation (EI)***

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

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

e.g.,  $\exists x \text{Crown}(x) \wedge \text{OnHead}(x, \text{John})$  yields:

$\text{Crown}(C1) \wedge \text{OnHead}(C1, \text{John})$

provided  $C1$  is a new constant symbol, called a Skolem constant

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### Reduction to propositional inference

Suppose the KB contains just the following:

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

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

$\text{Greedy}(\text{John})$

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

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

$\text{King}(\text{John}) \wedge \text{Greedy}(\text{John}) \Rightarrow \text{Evil}(\text{John})$

$\text{King}(\text{Richard}) \wedge \text{Greedy}(\text{Richard}) \Rightarrow \text{Evil}(\text{Richard})$

- The new KB is propositionalized

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

- Instead of translating the knowledge base to PL, we can make the inference rules work in FOL.

For example, given

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

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

$$\forall y \text{ Greedy}(y)$$

It is intuitively clear that we can substitute  $\{x/\text{John}, y/\text{John}\}$  and obtain that  $\text{Evil}(\text{John})$

# Knowledge Representation & Reasoning

## Inference in First Order Logic

### 2. Unification

- We can make the inference if we can find a substitution such that  $King(x)$  and  $Greedy(x)$  match  $King(John)$  and  $Greedy(y)$   
 $\{x/John, y/John\}$  works

- $Unify(\alpha, \beta) = \theta$  if  $Subst(\theta, \alpha) = Subst(\theta, \beta)$

$\alpha$	$\beta$	Subst
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)	$\{fail\}$

# Knowledge Representation & Reasoning

## Inference in First Order Logic

### 3. Generalized Modus Ponens (GMP)

- Suppose that  $\text{Subst}(\theta, p_i') = \text{Subst}(\theta, p_i)$  for all  $i$  then:

$$p_1', p_2', \dots, p_n', (p_1 \wedge p_2 \wedge \dots \wedge p_n \Rightarrow q)$$

---

$$\text{Subst}(\theta, q)$$

- $p_1'$  is *King(John)*                       $p_1$  is *King(x)*
- $p_2'$  is *Greedy(y)*                       $p_2$  is *Greedy(x)*
- $\theta$  is  $\{x/\text{John}, y/\text{John}\}$                $q$  is *Evil(x)*
  
- $\text{Subst}(\theta, q)$  is *Evil(John)*

All variables assumed universally quantified.

# Knowledge Representation & Reasoning

## Inference in First Order Logic

### 3. Resolution

Full first-order version:

$$\frac{l_1 \vee \dots \vee l_k \quad m_1 \vee \dots \vee m_n}{\text{Subst}(\theta, l_1 \vee \dots \vee l_{i-1} \vee l_{i+1} \vee \dots \vee l_k \vee m_1 \vee \dots \vee m_{j-1} \vee m_{j+1} \vee \dots \vee m_n)}$$

where  $\theta = \text{Unify}(l_i, \neg m_j)$

$$\frac{\neg \text{Rich}(x) \vee \text{Unhappy}(x), \quad \text{Rich}(\text{Ken})}{\text{Unhappy}(\text{Ken})}$$

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

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

# *Knowledge Representation & Reasoning*

## **Inference in First Order Logic**

### **4. Forward chaining**

When a new fact  $P$  is added to the KB:

For each rule such that  $P$  unifies with a premise,  
if the other premises are known  
then add the conclusion to the KB and  
continue chaining.

Forward chaining is **data-driven**,  
e.g., inferring properties and categories from  
percepts.



# Knowledge Representation & Reasoning

## Inference in First Order Logic

### 4. Forward chaining example.

- Rules

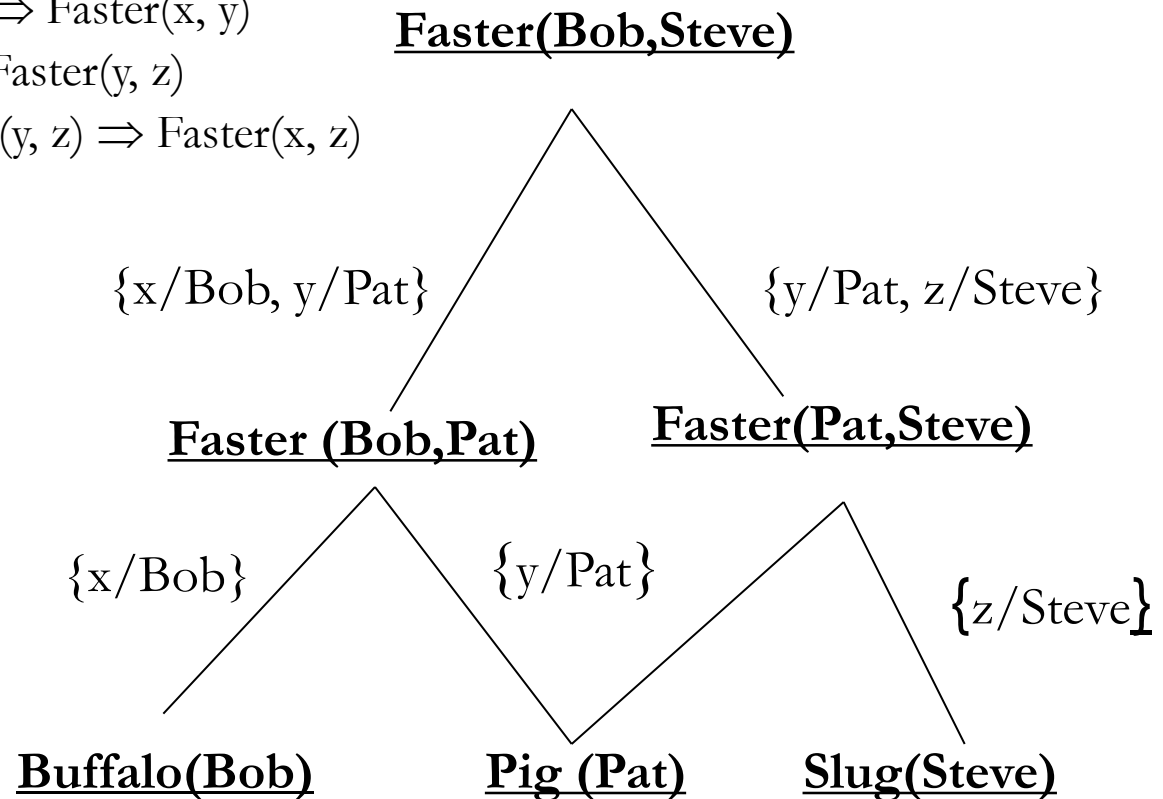
1.  $\text{Buffalo}(x) \wedge \text{Pig}(y) \Rightarrow \text{Faster}(x, y)$
2.  $\text{Pig}(y) \wedge \text{Slug}(z) \Rightarrow \text{Faster}(y, z)$
3.  $\text{Faster}(x, y) \wedge \text{Faster}(y, z) \Rightarrow \text{Faster}(x, z)$

#### Facts

1.  $\text{Buffalo}(\text{Bob})$
2.  $\text{Pig}(\text{Pat})$
3.  $\text{Slug}(\text{Steve})$

#### New facts

4.  $\text{Faster}(\text{Bob}, \text{Pat})$
5.  $\text{Faster}(\text{Pat}, \text{Steve})$
6.  $\text{Faster}(\text{Bob}, \text{Steve})$



# Knowledge Representation & Reasoning

## Inference in First Order Logic

### 4. Backward chaining

Backward chaining starts with a hypothesis and work backwards , according to the rules in the knowledge base until reaching confirmed findings or facts.

$\text{Pig}(y) \wedge \text{Slug}(z) \Rightarrow \text{Faster}(y, z)$

$\text{Slimy}(a) \wedge \text{Creeps}(a) \Rightarrow \text{Slug}(a)$

$\text{Pig}(\text{Pat})$

$\text{Slimy}(\text{Steve})$

$\text{Creeps}(\text{Steve})$

