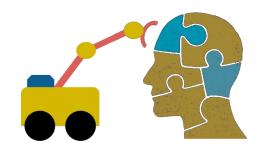
9.3.1



# First-Order Logic (FOL) part 1

### **FOL Overview**

- First Order logic (FOL) is a powerful knowledge representation (KR) system
- Used in AI systems in various ways, e.g., to
- Directly represent & reason about concepts & objects
- Formally specify meaning of KR systems (e.g., <u>OWL</u>)
- For programming languages (e.g., <u>Prolog</u>) and <u>rule-</u>
   <u>based systems</u>
- For semantic database systems (<u>Datalog</u>) and knowledge graphs (<u>Wikidata</u>, <u>Schema.org</u>)
- Provide features useful in neural network deep learning systems

### **First-order logic**

- First-order logic (FOL) models the world in terms of
  - Objects: things with individual identities
  - Properties of objects that distinguish them from others
  - Relations that hold among sets of objects
  - Functions, a subset of relations where there is only one "value" for any given "input"
- Examples:
  - Objects: students, lectures, companies, cars ...
  - Relations: isa, hasBrother, biggerThan, outside, hasPart, color, occursAfter, owns, visits, precedes, ...
  - Properties: blue, oval, even, large, ...
  - Functions: hasFather, hasSSN, ...

### User provides

- Constant symbols representing individuals in world
  - BarackObama, Green, John, 3, "John Smith"
- Predicate symbols map individuals to truth values
  - -greater(5,3)
  - green (Grass)
  - -color(Grass, Green)
  - –hasProperty(Grass, Color, Green)

How to represent properties and relations depends on our goals

- Function symbols map individuals to individuals
  - hasFather(SashaObama) = BarackObama
  - -colorOf(Sky) = Blue

### What do these mean?

- We must indicate what these mean in ways humans will understand
  - i.e., map to their own internal representations
- May be done via a combination of
  - Choosing good names for formal terms, e.g., calling a concept HumanBeing instead of <u>Q5</u>
  - Add comments in the definition #human being
  - Descriptions and examples in documentation
  - Reference to other representations , e.g., sameAs <u>Q5</u> in Wikidata and <u>Person</u> in schema.org
  - Give examples like *Donald Trump* and *Luke Skywalker* to help distinguish concepts of real and fictional person



### **FOL Provides**

Notations differ, of course!

- Variable symbols (syntax varies)
  - -e.g., X, Y, ?x, ?foo, ?number

#### Connectives

-Same as propositional logic: not  $(\neg)$ , and  $(\land)$ , or  $(\lor)$ , implies  $(\rightarrow)$ , iff  $(\leftrightarrow)$ , equivalence  $(\equiv)$ , ...

#### Quantifiers

- –Universal  $\forall x \text{ or } (Ax)$
- -Existential ∃x or (Ex)

### Sentences: built from terms and atoms

- term (denoting an individual): constant or variable symbol, or n-place function of n terms, e.g.:
  - -Constants: john, umbc
  - -Variables: X, Y, Z
  - Functions: mother\_of(john), phone(mother(x))
- Ground terms have no variables in them
  - -Ground: john, father\_of(father\_of(john))
  - -Not Ground: father\_of(?X)
- Syntax varies, e.g., variables start with a "?" or a capital letter, or identified by qualifiers (∀x, ∃y)

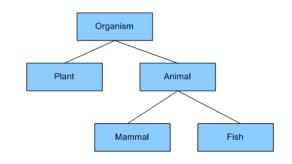
### Sentences: built from terms and atoms

- atomic sentences (which are either true or false) are n-place predicates of n terms, e.g.:
  - -green(kermit)
  - between(philadelphia, baltimore, dc)
  - -loves(X, mother(X))
- **complex sentences** formed from atomic ones connected by the standard <u>logical connectives</u> with quantifiers if there are variables, e.g.:
  - -loves(mary, john) \cap loves(mary, bill)
  - $-\forall x \text{ loves}(mary, x)$

### What do atomic sentences mean?

- Unary predicates often used to encode a type or class that something is part of
  - -muppet(kermit): kermit is a muppet
  - -green(kermit): kermit is a green thing
  - -integer(X): X is an integer
- Non-unary predicates typically encode relations or properties
  - –Loves(john, mary)
  - -Greater\_than(2, 1)
  - -Between(newYork, philadelphia, baltimore)
  - -hasName(john, "John Smith")

### **Ontology**



- Designing a logic representation is like designing a model in an object-oriented language
- Ontology: a "formal naming and definition of the types, properties, and relations of entities for a domain of discourse"
- E.g.: <u>schema.org</u> ontology used to put semantic data on Web pages to help search engines
  - Here's the <u>semantic markup</u> Google sees on our site
  - -It's encoded as JSON, but the model is logic

#### Sentences: built from terms and atoms

- quantified sentences adds quantifiers ∀ and ∃ ∀x loves(x, mother(x))
   ∃x number(x) ∧ greater(x, 100), prime(x)
- well-formed formula (wff): a sentence with no free variables or where all variables are bound by a universal or existential quantifier
   In (∀x)P(x, y) x is bound & y is free so it's not a wff

### **Quantifiers:** $\forall$ and $\exists$

#### Universal quantification

- –(∀x)P(X) means P holds for all values of X in the domain associated with variable<sup>1</sup>
- E.g., (∀X) dolphin(X) → mammal(X)
   "all dolphins are mammals"

#### Existential quantification

- –(∃x)P(X) means P holds for some value of X in domain associated with variable
- E.g., (∃X) mammal(X) ∧ lays\_eggs(X)
   "There is a mammal that lays eggs"
- Lets us make statements about an object without identifying it

<sup>1</sup> a variable's domain is often not explicitly stated and is assumed by the context

### Universal Quantifier: $\forall$

• Universal quantifiers typically used with *implies* to form *rules*:

Logic:  $\forall X \ student(X) \rightarrow smart(X)$ Means: All students are smart

- Universal quantification *rarely* used without implies:
  - Logic:  $\forall X \ student(X) \land smart(X)$

Means: Everything is a student and is smart

• What about this, though:

-Logic:  $\forall X a live(X) \lor dead(X)$ 

-Means: everything is either alive or dead

### **Universal Quantifier:** ∀

#### • What about this, though:

- -Logic:  $\forall X a live(X) \lor dead(X)$
- -Means: everything is either alive or dead

#### Can be rewritten using a standard tautology

$$-\mathsf{A} \lor \mathsf{B} \equiv {}^{\sim}\mathsf{A} \longrightarrow B$$

#### • Giving both of these (since $A \lor B \equiv B \lor A$ )

 $-\forall X \sim alive(X) \rightarrow dead(X)$ 

 $-\forall X alive(X) \rightarrow \sim dead(X)$ 

### **Existential Quantifier:** ∃

- Existential quantifiers usually used with and to specify a list of properties about an individual Logic: (∃X) student(X) ∧ smart(X) Meaning: There is a student who is smart
- Common mistake: represent this in FOL as:
   Logic: (∃X) student(X) → smart(X)
   Meaning: ?

### **Existential Quantifier:** ∃

- Existential quantifiers usually used with and to specify a list of properties about an individual Logic: (∃X) student(X) ∧ smart(X) Meaning: There is a student who is smart
- Common mistake: represent this in FOL as:

Logic:  $(\exists X)$  student(X)  $\rightarrow$  smart(X)

 $P \rightarrow Q = \sim P \vee Q$ 

 $\exists X \text{ student}(X) \rightarrow \text{smart}(X) = \exists X \text{~student}(X) \text{ v smart}(X)$ Meaning: There's something that is either not a student or is smart

### **Quantifier Scope**

- FOL sentences have structure, like programs
- In particular, variables in a sentence have a **scope**
- Suppose we want to say "everyone who is alive loves someone"
  - $(\forall X) alive(X) \rightarrow (\exists Y) loves(X, Y)$
- Here's how we scope the variables

$$(\forall X) alive(X) \rightarrow (\exists Y) loves(X, Y)$$

Scope of x Scope of y

### **Quantifier Scope**

- Switching order of two universal quantifiers *does not* change the meaning
  - $-(\forall X)(\forall Y) P(X,Y) \leftrightarrow (\forall Y)(\forall X) P(X,Y)$
  - Dogs hate cats (i.e., all dogs hate all cats)
- You can switch order of existential quantifiers
  - $(\exists X)(\exists Y) \ \mathsf{P}(X,Y) \leftrightarrow (\exists Y)(\exists X) \ \mathsf{P}(X,Y)$
  - A cat killed a dog
- Switching order of universal and existential quantifiers *does* change meaning:
  - Everyone likes someone:  $(\forall X)(\exists Y)$  likes(X,Y)
  - Someone is liked by everyone:  $(\exists Y)(\forall X)$  likes(X,Y)

def verify1():

#### # Everyone likes someone: (∀x)(∃y) likes(x,y)

for p1 in people():
 foundLike = False
 for p2 in people():
 if likes(p1, p2):
 foundLike = True
 break

Every person has at least one individual that they like

if not foundLike:

print(p1, 'does not like anyone ⊗') return False

return True

### **Procedural example 1**

def verify2():

### # Someone is liked by everyone: (∃y)(∀x) likes(x,y)

for p2 in people():

foundHater = False

for p1 in people():

if not likes(p1, p2):

foundHater = True break There is a person who is liked by every person in the universe

if not foundHater

print(p2, 'is liked by everyone <sup>(C)</sup>)

return True

return False

## **Procedural example 2**

### **Connections between** $\forall$ and $\exists$

 We can relate sentences involving ∀ and ∃ using extensions to <u>De Morgan's laws</u>:

1. 
$$(\forall x) P(x) \leftrightarrow \neg(\exists x) \neg P(x)$$

4. (∃x) P(x) ↔ ¬( $\forall$ x) ¬P(x)

#### • Examples

- 1. All dogs don't like cats ↔ No dog likes cats
- 2. Not all dogs bark ↔ There is a dog that doesn't bark
- 3. All dogs sleep ↔ There is no dog that doesn't sleep
- 4. There is a dog that talks ↔ Not all dogs can't talk

### **Notational differences**

• Different symbols for and, or, not, implies, ...

$$-\forall \exists \Rightarrow \Leftrightarrow \land \lor \neg \bullet \supset$$
$$-p \lor (q \land r)$$
$$-p + (q \ast r)$$

• **Different syntax** for variables vs. constants, predicates vs. functions, etc.

### **Notational differences**

#### Typical logic notation

 $\forall x \exists y \text{ furry}(x) \land \text{meows}(x) \land \text{has}(x, y) \land \text{claw}(y) \Rightarrow \text{cat}(x)$ 

#### • Prolog

cat(X) :- furry(X), meows(X), has(X, Y), claw(Y).

#### • Lisp notations

(forall ?x (implies (and (furry ?x) (meows ?x) (has ?x ?y) (claw ?y))

(cat ?x)))

#### • Python code

e.g., AIMA python, logic.ipynb

• Knowledge graph triples

e.g., in <u>RDF/OWL</u>

#### #Graph from http://www.doefamily.com/

```
@prefix doefamily: <http://www.doefamily.com/> .
@prefix foaf: <http://xmlns.com/foaf/0.1/> .
@prefix rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#>
@prefix owl: <http://www.w3.org/2002/07/owl#> .
@prefix dbpedia: <http://dbpedia.org/resource/> .
```

```
doe:John rdf:type foaf:Person .
doe:John owl:sameAs dbpedia:John_Doe .
doe:John foaf:age 72 .
doe:John foaf:mbox <mailto:john@doe.com> .
```

```
doe:Jane rdf:type foaf:Person .
doe:Jane owl:sameAs dbpedia:Jane_Doe .
doe:Jane foaf:age 12 .
doe:Jane foaf:phone "512-475-6656" .
```

*"anything that is furry, meows and has claws is a cat"* 

