

### **ARTIFICIAL INTELLIGENCE**

The Very Idea

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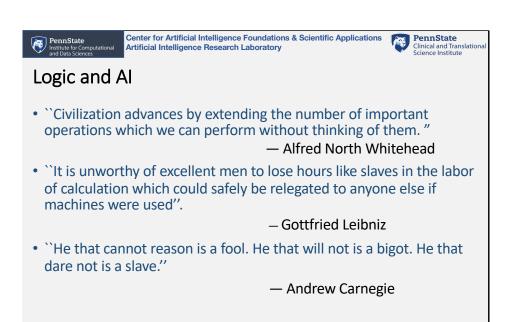


### Agents that reason

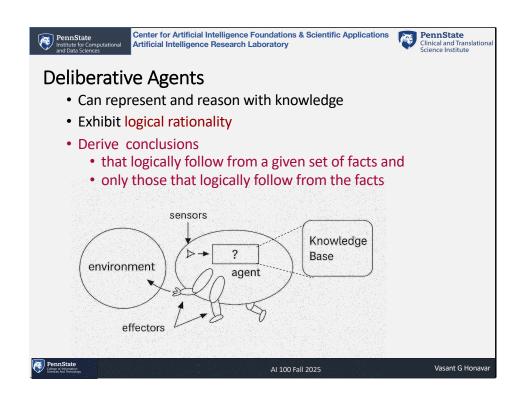
- With rule-based knowledge representation, we can perform rule-based reasoning
- However, the rules are heuristic in nature, and the conclusions need not be logically sound
- In logic-based systems, conclusions derived from the assertions universally hold, and provably correct (if the underlying inference algorithm is sound)
- Logic based systems can be made more or less expressive based on the type of logic used

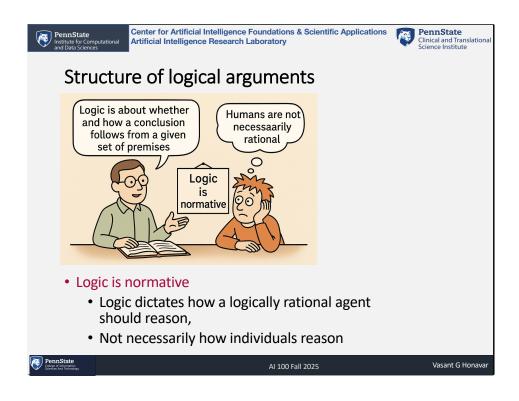
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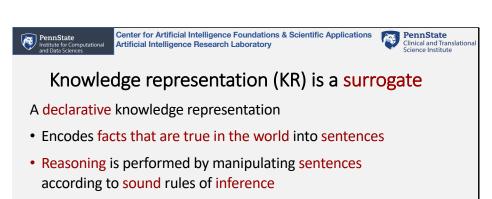
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• The results of inference are sentences that correspond to facts that are true in the world

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Inferred fact

· coffee is a liquid;

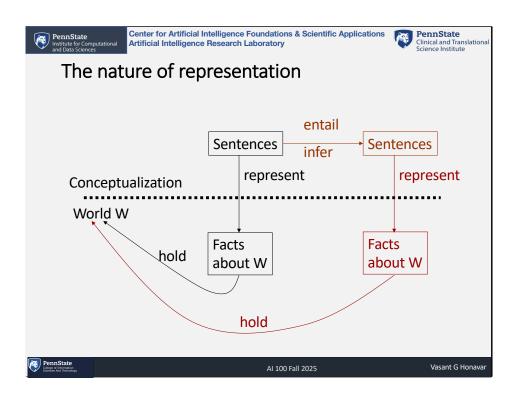
· Coffee will burn your tongue

• a hot liquid will burn your tongue



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## Logic as a Knowledge Representation Formalism

Logic is a declarative language to:

- Assert sentences representing facts that hold in a real or imagined world W (these sentences are given the value true)
- Deduce the true/false values of sentences representing other aspects of W
- We shall see that Logical reasoning = computation
- Anticipated by Leibnitz, Hilbert
  - · Can all truths be reduced to calculation?
  - Is there an effective procedure for determining whether or not a conclusion is a logical consequence of a set of facts?

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## (Boolean) Propositional Logic - Syntax

Propositional logic is a formal language with syntax and semantics

- Syntax refers to the structure or form of the sentences
- Semantics refers to the meaning of sentences

#### **Syntax**

- Basic units propositions, e.g., *A*, *B*, *Tall*, *Short*, *Rich*, *Poor* that can be True or False
- Propositions have no intrinsic meaning
- Logical connectives
  - A or logical AND
  - · V or logical OR
  - ¬ or logical negation or NOT
  - ≡ or logical equivalence
  - → or logical implication



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### **Propositional Logic - Syntax**

Valid sentences include:

- · Basic sentences
  - Propositions, e.g., A, B, Rich, Poor that can be True or False
- Sentences that combine other sentences using logical connectives  $\land$ ,  $\lor$ ,  $\neg$ ,  $\rightarrow$
- If  $S_1$  and  $S_2$  are sentences, so are
  - $\neg S_1$ ,  $\neg S_2$
  - $S_1 \wedge S_2$
  - $S_1 \vee S_2$
  - $S_1 \rightarrow S_2$
- Note that this is a recursive definition

• We use extra-linguistic symbols like parenthesis to disambiguate e.g.,  $(A \land B) \lor (\neg B \land C)$ 



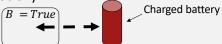
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## **Propositional Logic - Semantics**

A proposition (sentence)

- · does not have intrinsic meaning
- gets its meaning from correspondence with properties of the world (interpretation)

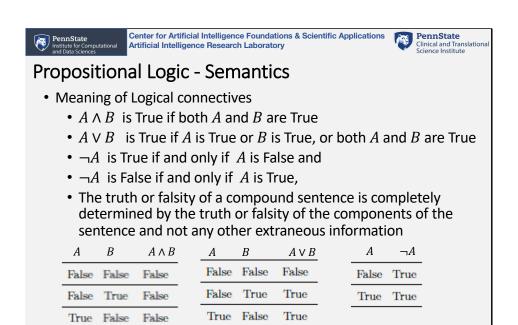


e.g., proposition B denotes the fact that battery is charged

- There are two possible worlds one in which battery is charged and one in which it is not
- The proposition B is True or False in a real or imagined world
- B is true in the world in which the battery is charged and false in the world in which it is not charged



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True

True

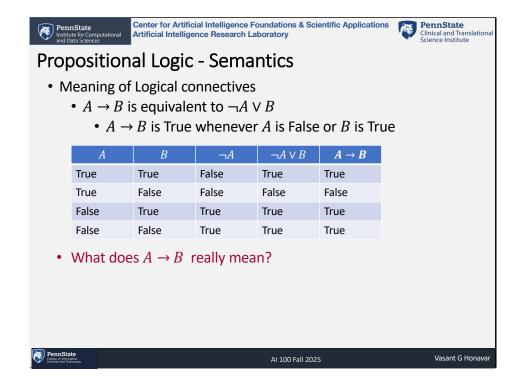
True

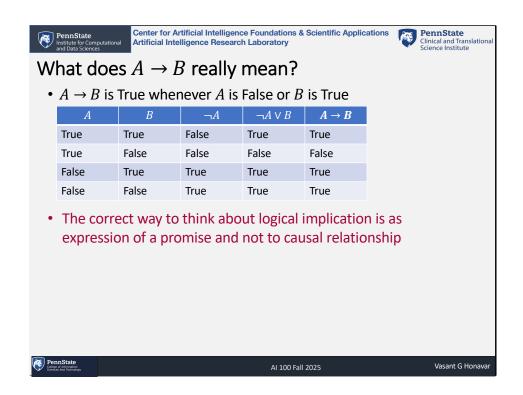
True

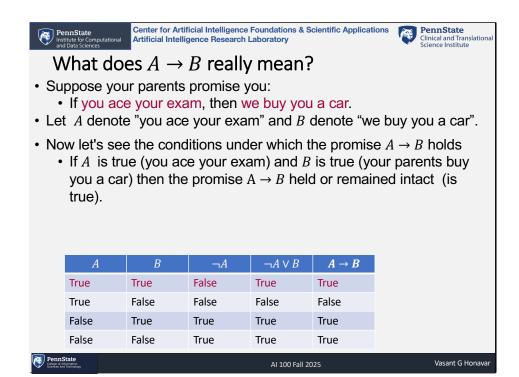
True

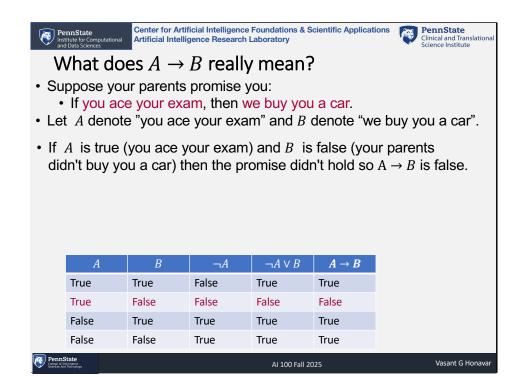
True

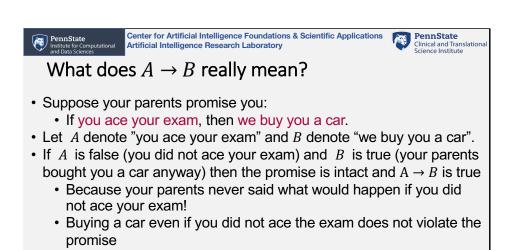
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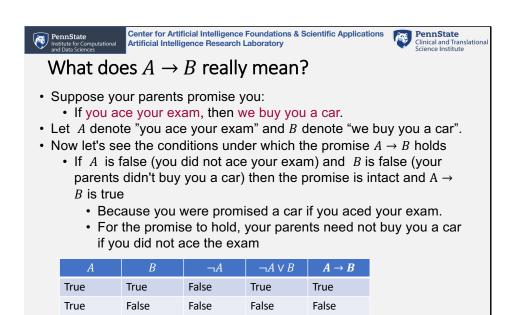








A	В	$\neg A$	$\neg A \lor B$	$A \rightarrow B$
True	True	False	True	True
True	False	False	False	False
False	True	True	True	True
False	False	True	True	True
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True

True

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True

True

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False

False

True

False

True

True



### Notes about logical implication

- Unlike  $\Lambda$  and V,  $\rightarrow$  is not commutative
  - $A \rightarrow B$  is not the same as  $B \rightarrow A$
- The meaning of logical implication is not quite the same as the conversational meaning we assign to implication
  - $Study \rightarrow Pass$
  - If the antecedent is true, → has the usual conversational meaning
  - If antecedent is false, then the implication is true regardless of the truth or falsity of the conclusion
  - In everyday conversation when we say A implies B we often imply a causal relationship between A and B
  - Why? Because  $A \rightarrow B \equiv \neg A \lor B$

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### What can we infer in propositional logic?

- Propositional logic provides the machinery for us to determine
  - Whether or not some conclusion follows logically from a given set of assertions (facts or assumptions)
  - Provided both the conclusion and facts/assumptions are sentences in propositional logic
  - What does it mean for a conclusion to logically follow from a set of assertions?
- We shall see that Reasoning = computation
- Anticipated by Leibnitz, Hilbert
  - · Can all truths be reduced to calculation?
  - Is there an effective procedure for determining whether or not a conclusion is a logical consequence of a set of facts?

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#### Model theoretic or Tarskian Semantics

- Consider a logic with only two propositions:
  - Rich, Poor
  - denoting "Tom is rich" and "Tom is poor" respectively
- A model *M* is a subset of the set *A* of atomic sentences or propositions in the language
- Given this logic, we have

$$A = \{Rich, Poor\}$$

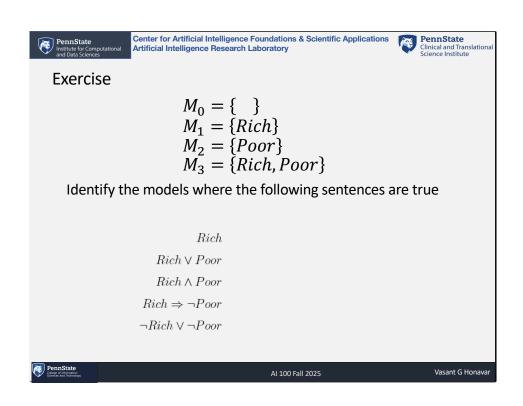
• The models correspond to all possible subsets of A

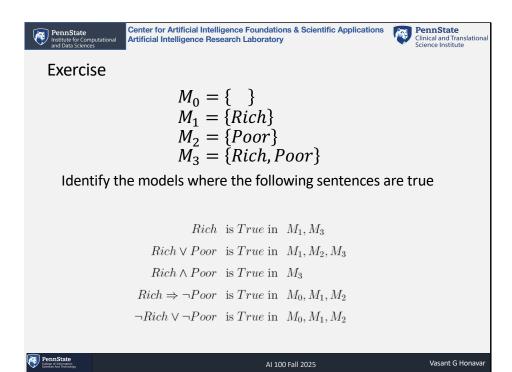
$$M_0 = \{ \}$$
  
 $M_1 = \{Rich\}$   
 $M_2 = \{Poor\}$   
 $M_3 = \{Rich, Poor\}$ 

• The models denote possible worlds, that is, the possible states of affairs that one can describe or imagine in this logic



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#### Model theoretic or Tarskian Semantics

• Given the set of atomic sentences {Rich, Poor}, the possible worlds are

$$M_0 = \{ \}, M_1 = \{Rich\}, M_2 = \{Poor\}, M_3 = \{Rich, Poor\}$$

- By a model M we mean the state of affairs in the world in which
  - every atomic sentence that is in M is true and
  - every atomic sentence that is not in *M* is *false*
- In  $M_0$  Tom is neither rich nor poor
- In  $M_1$  Tom is rich
- In  $M_2$  Tom is poor
- In  $M_3$  Tom is both rich and poor



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### Model theoretic or Tarskian Semantics

• We have

$$A = \{Rich, Poor\}$$

• The possible worlds are

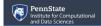
$$M_0 = \{ \}$$
  
 $M_1 = \{Rich\}$   
 $M_2 = \{Poor\}$   
 $M_3 = \{Rich, Poor\}$ 

- In  $M_0$  Tom is neither rich nor poor
- In  $M_1$  Tom is rich
- In  $M_2$  Tom is poor
- In  $M_3$  Tom is both rich and poor
- How could this be?





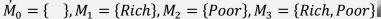
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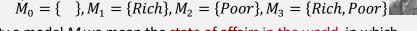




#### Model theoretic or Tarskian Semantics

• The possible worlds are





- By a model M we mean the state of affairs in the world in which
  - every atomic sentence that is in M is true and
  - every atomic sentence that is not in *M* is *false*
- In  $M_0$  Tom is neither rich nor poor Rich is False and Poor is False
- In  $M_1$  Tom is rich: Rich is True, Poor is False
- In  $M_2$  Tom is poor: Poor is True, Rich is False
- In  $M_3$  Tom is both rich and poor: Rich is True and Poor is True
- How could this be?
- Because the propositions *Rich*, *Poor* have no intrinsic meaning!
- They get their meaning from correspondence with the states of the world



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### Model theoretic or Tarskian Semantics

• The possible worlds are



- $M_0 = \{ \}, M_1 = \{Rich\}, M_2 = \{Poor\}, M_3 = \{Rich, Poor\} \}$
- What if we wanted to ensure that the meaning of *Rich* and *Poor* are mutually exclusive?
  - We must assert that Tom cannot be both rich and poor: ¬(Rich ∧ Poor)
- What if we wanted to assert that Tom has to be either rich nor poor?
  - We must assert that: Rich V Poor
- Hence, if we want to ensure that our logical assertions align with their intuitive meanings, we restrict their meanings by the additional assertions  $\neg (Rich \land Poor)$ ,  $Rich \lor Poor$



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## Some laws of propositional logic

• Commutative law.

$$p \wedge q \equiv q \wedge p$$

$$p \lor q \equiv q \lor p$$

· Associative law

$$(p \land q) \land r \equiv p \land (q \land r)$$
  
 $(p \lor q) \lor r \equiv p \lor (q \lor r)$ 

• Distributive law

$$p \wedge (q \vee r) \equiv (p \wedge q) \vee (p \wedge r)$$
$$p \vee (q \wedge r) \equiv (p \vee q) \wedge (p \vee r)$$

• De Morgan's Laws

$$\neg(p \land q) \equiv (\neg p) \lor (\neg q)$$

$$\neg(p \lor q) \equiv (\neg p) \land (\neg q)$$

• Identity

$$p \wedge \top \equiv p$$

$$p \vee \bot \equiv p$$

• Tautology

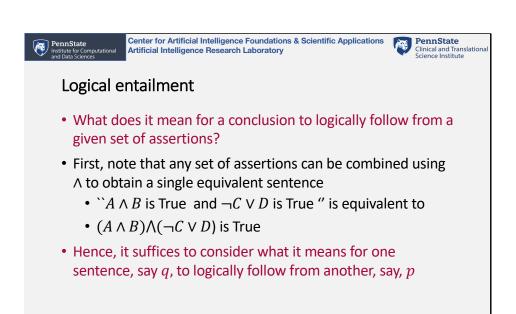
$$p \vee \neg p \equiv \top$$

• Contradiction

$$p \land \neg p \equiv \bot$$



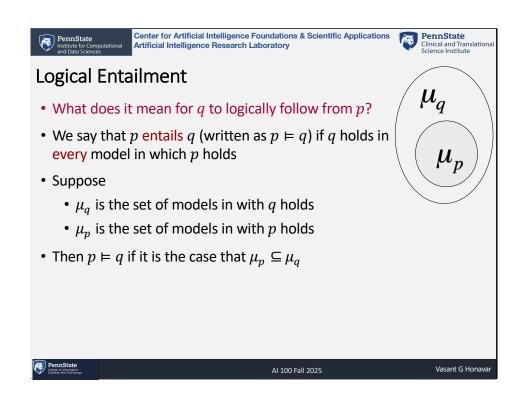
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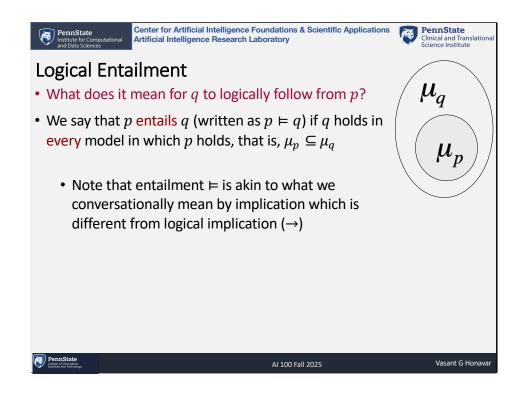


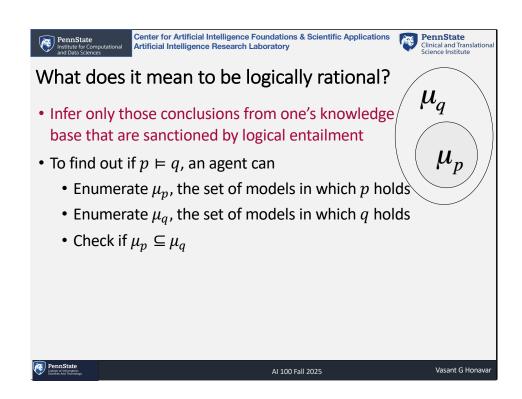
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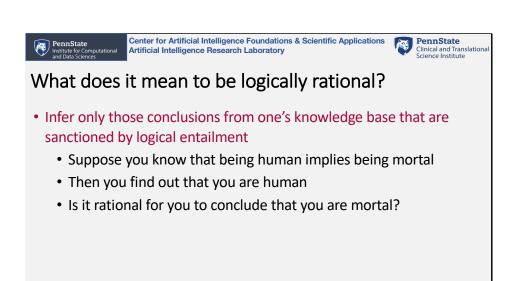
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# What does it mean to be logically rational?

- Suppose you know that being human implies being mortal
- Then you find out that you are human
- Is it rational for you to conclude that you are mortal?

### Let us construct a logic to find out

- Let *H* denote being human
- Let *M* denote being mortal
- Knowledge base:  $H \rightarrow M, H$
- We need to check whether  $H \wedge (H \rightarrow M) \models M$

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## How can we tell if $H \wedge (H \rightarrow M) \models M$ ?

#### Enumerate the models

$$M_0 = \{\}, M_1 = \{H\} M_2 = \{M\}, M_3 = \{H, M\}$$

Let p be the sentence  $H \wedge (H \rightarrow M)$  and q be the sentence M

 $\mu_H$  = the set of models in which H holds =  $\{M_1, M_3\}$ 

 $\mu_{H \to M}$  = the set of models in which  $H \to M$  holds

= the set of models in which  $\neg H \lor M$  holds

$$=\mu_{\neg H}\cup\mu_{M}=\{M_{0},M_{2}\}\cup\{M_{2},M_{3}\}=\{M_{0},M_{2},M_{3}\}$$

$$\mu_{H \wedge (H \to M)} = \mu_H \cap \mu_{H \to M} \ = \{M_1, M_3\} \cap \{M_0, M_2, M_3\} = M_3 = \mu_p$$

$$\mu_M = \{M_2, M_3\} = \mu_a$$



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 $\mu_p$ 

 $\mu_q$ 

# How can we tell if $H \wedge (H \rightarrow M) \models M$ ?

### Enumerate the models

$$M_0 = \{\}, M_1 = \{H\} M_2 = \{M\}, M_3 = \{H, M\}$$

Let p be the sentence  $H \land (H \rightarrow M)$  and q be the sentence M

$$\mu_p = M_3$$

$$\mu_q = \{M_2, M_3\}$$

Clearly,  $\mu_p \subseteq \mu_q$ 

Hence  $p \vDash q$ 

Therefore  $H \wedge (H \rightarrow M) \models M$ 

That is, given H and  $H \rightarrow M$ , it is logically rational to conclude M



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# What did we just do?

### We just proved that $H \wedge (H \rightarrow M) \models M$

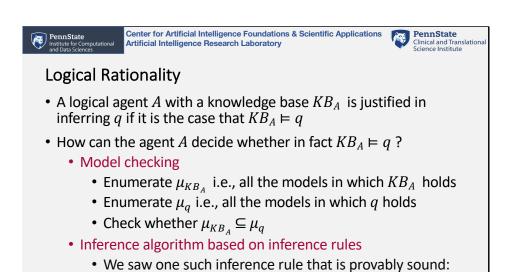
- Note that we never really made use of the fact that H and M denote being human and being mortal respectively
- So long as our knowledge base has two sentences of the form  $\alpha$  and  $\alpha \to \beta$  hold, logic permits us to conclude that  $\beta$  holds as well
- This yields a logically sound rule of inference that we can mechanically apply to any knowledge base:

Given  $\alpha$ ,  $\alpha \rightarrow \beta$ , infer  $\beta$ 

• This is the rule called *Modus Ponens* that Aristotle had introduced but without solid justification which we now have, thanks to Tarski



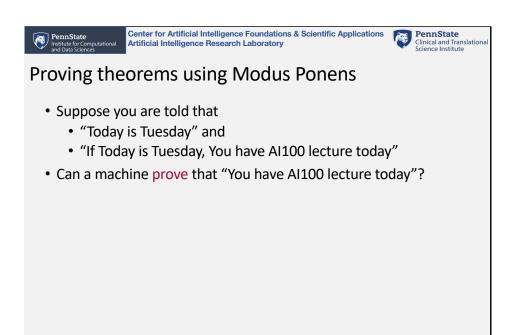
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• Given  $\alpha, \alpha \rightarrow \beta$  , infer  $\beta$ 

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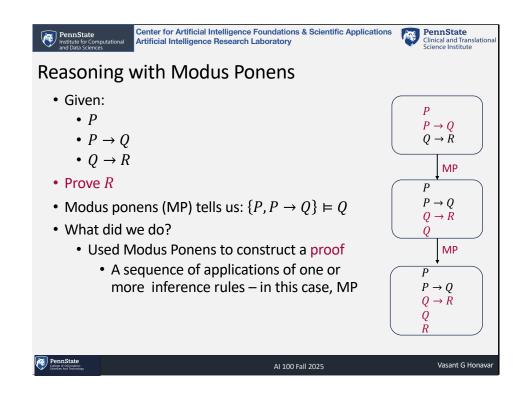


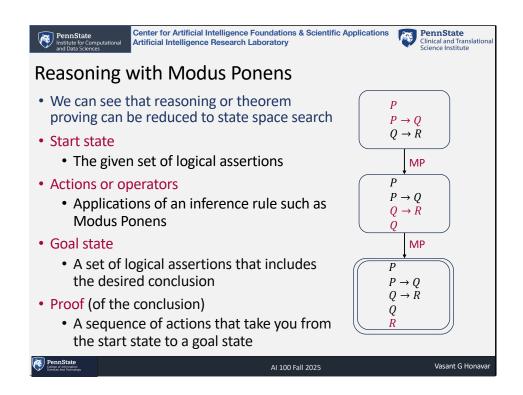
# Proving theorems using Modus Ponens

- Suppose you are told that
  - "Today is Tuesday" and
  - "If Today is Tuesday, You have AI100 lecture today"
- Can a machine prove that "You have Al100 lecture today"?
- Let *P* stand for "Today is Tuesday "
- Let Q stand for "You have Al100 lecture today"
- · We are told
  - $P \rightarrow Q$
  - P
- Modus ponens tells us that  $\{P, P \rightarrow Q\} \models Q$
- That concludes the proof.



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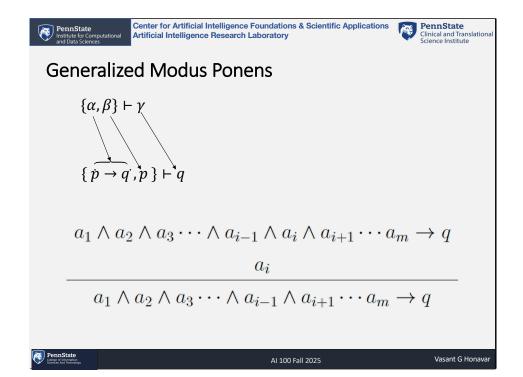


## Search for proofs: inference

- An inference rule  $\{\alpha, \beta\} \vdash \gamma$  consists of
  - two sentence patterns  $\alpha$  and  $\beta$  called the premises and
  - ullet one sentence pattern  $\gamma$  called the consequent
- Note the difference between ⊨ and ⊢
  - ⊨ is a semantic notion
  - ⊢ is a syntactic pattern matching procedure
- If  $\alpha$  and  $\beta$  match two sentences of KB then
  - the corresponding sentence of the form  $\gamma$  can be inferred according to the rule
- Given one or more sound inference rules and a knowledge base *KB*
  - inference is the process of successively applying inference rules to KB
  - Each rule application adds its consequent to the KB



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## **Generalized Modus Ponens**

$$\{\alpha,\beta\} \vdash \gamma$$
  
 $\{\overrightarrow{p} \rightarrow q, \overrightarrow{p}\} \vdash q$ 

### **Generalized Modus Ponens**

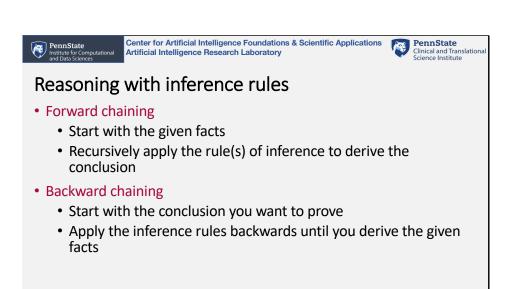
$$a_1 \wedge a_2 \wedge a_3 \cdots \wedge a_{i-1} \wedge a_i \wedge a_{i+1} \cdots a_m \to q$$

$$b_1 \wedge b_2 \wedge \cdots \wedge b_n \to a_i$$

$$a_1 \wedge a_2 \wedge a_3 \cdots \wedge a_{i-1} \wedge a_{i+1} \cdots a_m \wedge b_1 \wedge b_2 \wedge \cdots \wedge b_n \to q$$

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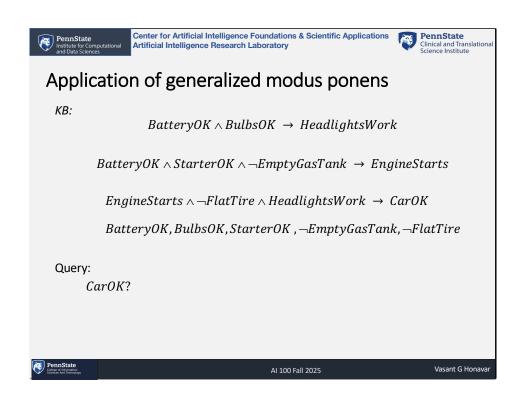
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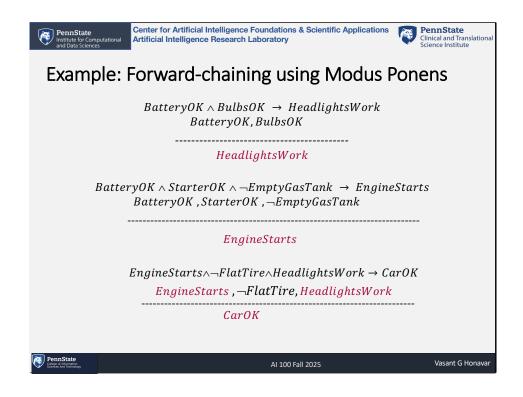


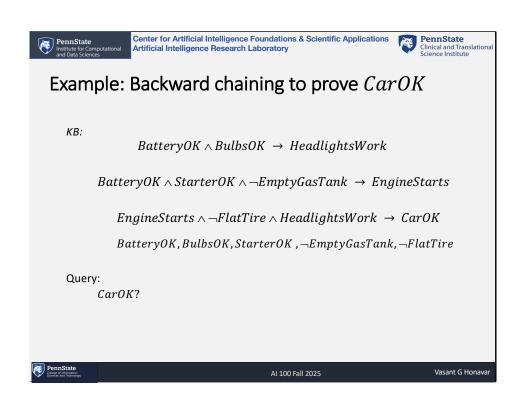
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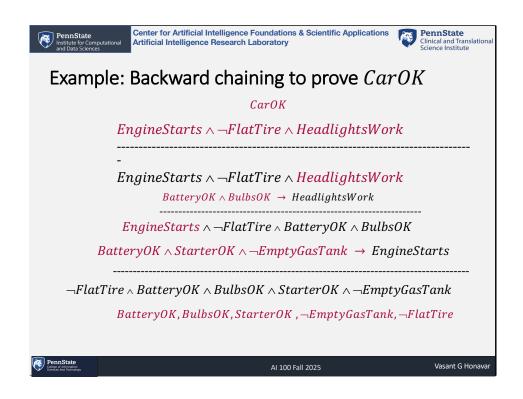
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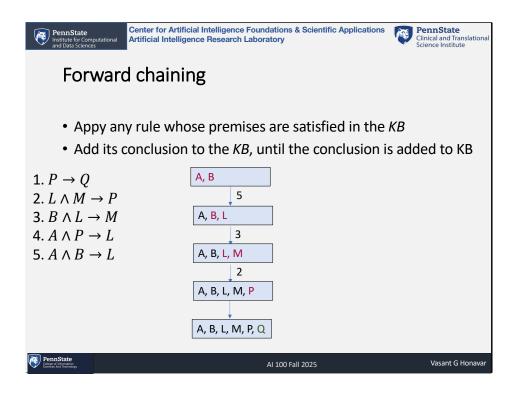
### **Avoid loops**

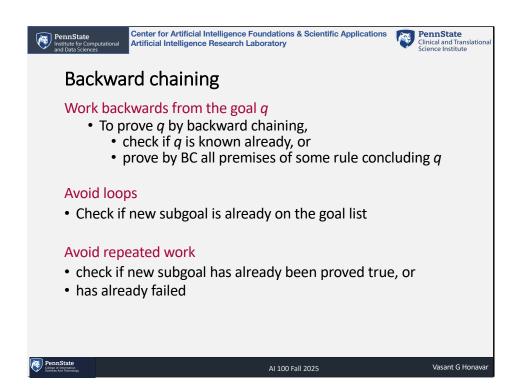
- Check if new fact is already in working memory
- If so, do not add it to working memory

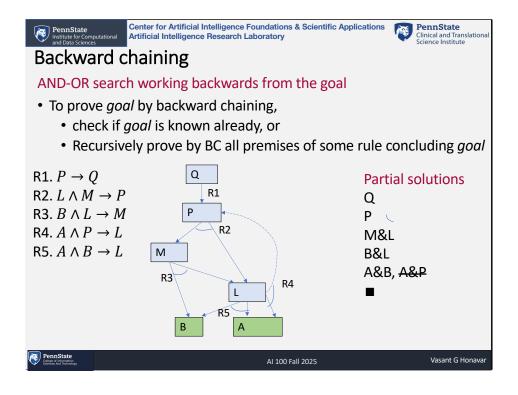
We can ensure this by not applying a rule if it has been applied already



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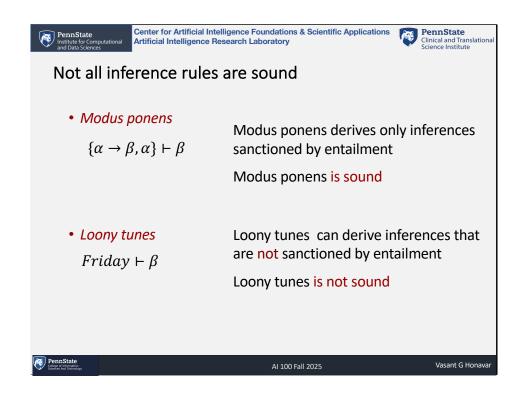






- May do lots of work that is irrelevant to the conclusion
- BC is goal-driven, appropriate for problem-solving,
- Complexity of BC can be much less than linear in size of KB

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## Soundness and Completeness of an inference rule ⊢

 We write p ⊢ q to denote that that p can be inferred from q using the inference rule ⊢

An inference rule ⊢ is said to be

- Sound if whenever  $p \vdash q$ , it is also the case that  $p \vDash q$ 
  - That is, the inference rule yields only those conclusions that are sanctioned by entailment
- Complete if whenever  $p \vDash q$ , it is also the case that  $p \vdash q$ 
  - That is, the inference rule can be used to derive all the conclusions that are sanctioned by entailment
- Ideally, we want inference rules that are both sound and complete
- Logical rationality requires inference rules that are sound
- We may settle for sound inference rules that are not complete



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# Soundness and Completeness of Modus Ponens

- We can show that *modus ponens* is sound, but *not* complete
  - unless the KB is *Horn* i.e., the KB can be written as a collection of sentences of the form
- $a_1 \wedge a_2 \wedge a_3 ... a_{i-1} \wedge a_i \wedge a_{i+1} \wedge a_{i+2} ... \wedge a_m \rightarrow b$
- ullet Where each  $a_i$  and b are atomic sentences

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# Unsound inference rules are not necessarily useless!

Abduction (Charles Peirce) is not sound, but useful in diagnostic reasoning or hypothesis generation

$$\frac{p \to q}{\frac{q}{p}}$$

 $\begin{array}{c} BlockedArtery \rightarrow HeartAttack\\ \underline{\qquad\qquad\qquad}\\ BlockedArtery \end{array}$ 



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# Validity and satisfiability, equivalence

- A sentence is valid if it is true in all models,
  - e.g., True,  $A \vee \neg A$ ,  $A \rightarrow A$ ,  $(A \wedge (A \rightarrow B)) \rightarrow B$
- A sentence is satisfiable if it is true in some model
  - e.g., A V B, C
- A sentence is unsatisfiable if it is true in *no* models
  - e.g.,  $A \land \neg A$
- A useful result for proof by contradiction
  - $KB \models s$  if and only if  $(KB \land \neg s)$  is unsatisfiable
- Two sentences are logically equivalent iff they are true in same set of models or  $\alpha \equiv \beta$  iff  $\alpha \models \beta$  and  $\beta \models \alpha$ .



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# Constructing proofs

- Finding proofs can be cast as a search problem
- Search can involve
  - forward chaining to derive goal from KB
  - or backward chaining from the goal to facts
- Searching for proofs
  - Involves repeated application of applicable inference rules.
  - Can be more efficient than enumerating models
- Propositional logic is monotonic
  - Inference steps can only add inferred facts
  - An inferred fact once added is never deleted
  - A theorem once proven can never be disproven (barring error in proof)



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# Soundness and Completeness of a logical reasoner

- An logical reasoner starts with the KB and applies applicable inference rules until the desired conclusion is reached
- A logical reasoner is sound if it uses a sound inference rule
- An inference algorithm is complete if
  - It uses a complete inference rule and
  - a complete search procedure, that is one that is guaranteed to find a solution if one exists

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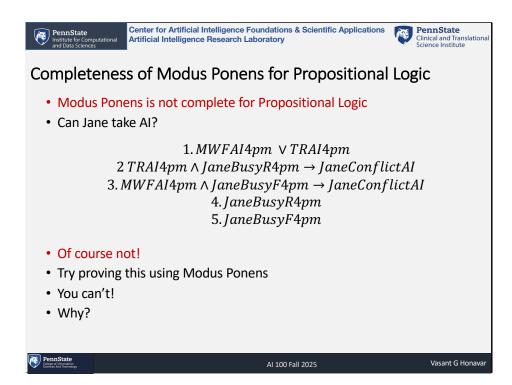
### Completeness of Modus Ponens for Propositional Logic

- Modus Ponens is not complete for Propositional Logic
- Suppose that all classes at some university meet either Mon/Wed/Fri or Tue/Thu.
- The Al course meets at 4 PM in the afternoon
- Jane has volleyball practice Thursdays and Fridays at that time.
- Can Jane take AI?

 $1.MWFAI4pm \lor TRAI4pm$   $2TRAI4pm \land JaneBusyR4pm \rightarrow JaneConflictAI$   $3.MWFAI4pm \land JaneBusy4pm \rightarrow JaneConflictAI$  4.JaneBusyR4pm5.JaneBusyF4pm



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### Completeness of Modus Ponens for Propositional Logic

 $1.MWFAI4pm \lor TRAI4pm$   $2TRAI4pm \land JaneBusyR4pm \rightarrow JaneConflictAI$   $3.MWFAI4pm \land JaneBusyF4pm \rightarrow JaneConflictAI$  4.JaneBusyR4pm5.JaneBusyF4pm

#### We can use Modus Ponens to establish

 $2\&4:TRAI4pm \rightarrow JaneConflictAI$  $3\&4:MWFAI4pm \rightarrow JaneConflictAI$ 

But Modus Ponens can't take us further to conclude JaneConflictAI!

- Modus Ponens is not complete for Propositional Logic (except in the restricted case when the KB is Horn)
- However, we can generalize Modus Ponens to obtain a sound and complete inference rule for Propositional Logic



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## Soundness and Completeness of Forward Chaining

- An inference algorithm starts with the KB and applies applicable inference rules until the desired conclusion is reached
- An inference algorithm is sound if it uses a sound inference rule
- An inference algorithm is complete if
  - It uses a complete inference rule and
  - a complete search procedure
- Forward chaining using Modus Ponens is sound and complete for Horn knowledge bases (i.e., knowledge bases that contain only Horn clauses)

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# Forward vs. backward chaining

- FC is data-driven, automatic, unconscious processing,
  - Akin to day dreaming...
- May do lots of work that is irrelevant to the goal
- BC is goal-driven, appropriate for problem-solving
  - e.g., Where are my keys? How do I get into a PhD program?
- The run time of FC is linear in the size of the KB.
- The run time of BC can be, in practice, much less than linear in size of *KB*



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## Resolution principle

Any set of propositional logic sentences can be expressed in a standard form, CNF, conjunction of disjunctions

Resolution is sound and complete for propositional KB

#### Given

$$\neg a_1 \lor \dots \lor \neg a_{i-1} \lor \neg a_i \lor \neg a_{i+1} \lor \dots \lor \neg a_M \lor q_1 \lor q_2 \dots \lor q_N$$
 
$$b_1 \lor \dots \lor b_L \lor c_1 \lor \dots \lor c_{i-1} \lor c_i \lor c_{i+1} \dots \lor c_K$$

If  $a_i = c_i$  then we can conclude:

$$\neg a_1...a_{i-1} \lor \neg a_{i+1} \lor ... \lor \neg a_M \lor q_1 \lor q_2... \lor q_N \lor b_1 \lor ... \lor b_L \lor c_1 \lor ... \lor c_{j-1} \lor c_{j+1}... \lor c_K$$

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## Transformation to Clause Form (CNF)

Example:  $(A \lor \neg B) \rightarrow (C \land D)$ 

- 1. Eliminate  $\rightarrow$  using  $p \rightarrow q \equiv \neg p \lor q$  to get  $\neg (A \lor \neg B) \lor (C \land D)$
- 2. Reduce scope of  $\neg$  using De Morgan's laws  $(\neg A \land B) \lor (C \land D)$
- 3. Distribute ∨ over ∧

$$(\neg A \lor (C \land D)) \land (B \lor (C \land D))$$
 to get  
 $(\neg A \lor C) \land (\neg A \lor D) \land (B \lor C) \land (B \lor D)$ 

4. Break up the conjunction into individual sentences to get a set of clauses or conjunction of disjunctions (CNF):

$$\{\neg A \lor C, \neg A \lor D, B \lor C, B \lor D\}$$

### De Morgan's Laws

$$\neg (p \land q) \equiv (\neg p) \lor (\neg q)$$
$$\neg (p \lor q) \equiv (\neg p) \land (\neg q)$$

# Distributive law

$$p \land (q \lor r) \equiv (p \land q) \lor (p \land r)$$
$$p \lor (q \land r) \equiv (p \lor q) \land (p \lor r)$$



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## Exercise: Transformation to Clause Form (CNF)

Example:  $(A \lor B \lor \neg C) \rightarrow (D \land E \land F)$ 

- 1. Eliminate  $\rightarrow$  using  $p \rightarrow q \equiv \neg p \lor q$  to get
- Reduce scope of ¬ using De Morgan's laws to get
- 3. Distribute ∨ over ∧ to get

Break up the conjunction into individual sentences to get a set of clauses or conjunction of disjunctions (CNF):

### De Morgan's Laws

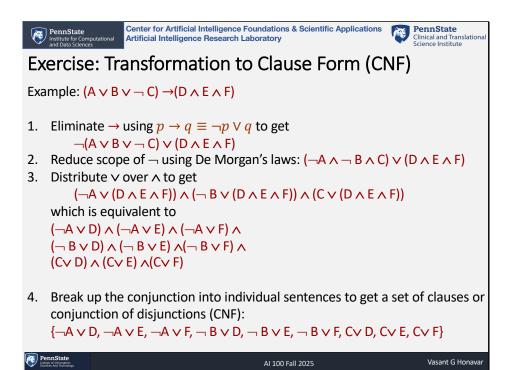
$$\neg (p \land q) \equiv (\neg p) \lor (\neg q)$$
$$\neg (p \lor q) \equiv (\neg p) \land (\neg q)$$

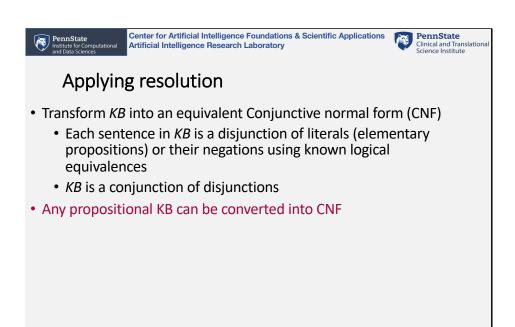
#### Distributive law

$$p \land (q \lor r) \equiv (p \land q) \lor (p \land r)$$
$$p \lor (q \land r) \equiv (p \lor q) \land (p \lor r)$$



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#### **Proof**

- The proof of a sentence  $\alpha$  from a set of sentences  $\mathit{KB}$  is the derivation of  $\alpha$  obtained through a series of applications of sound inference rules to  $\mathit{KB}$
- $KB \models \alpha$  if and only if  $\{KB, \neg \alpha\}$  is unsatisfiable  $\{KB, \neg \alpha\} \models \text{contradiction } (T \rightarrow F, \blacksquare, \text{ empty sentence})$
- Proving  $\alpha$  from  $\mathit{KB}$  is equivalent to deriving a contradiction from  $\mathit{KB}$  augmented with the negation of  $\alpha$
- The above strategy is called resolution by refutation
- Automated theorem provers for propositional logic use resolution by refutation to construct proofs for CNF formulas with thousands of variables and clauses



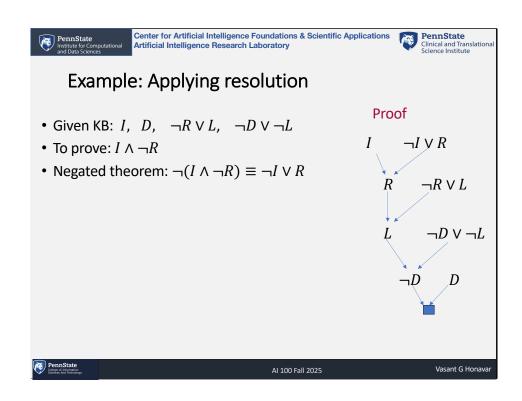


#### Resolution by refutation

- To establish that a conclusion follows from a set of premises
  - Negate the conclusion and add it to the premises
  - Convert the resulting set of propositional logic sentences into clause normal form (CNF)
  - Start with the clause(s) resulting from the negated conclusion and successively resolve them with other clauses until an empty clause results
  - An empty clause corresponds to a logical contradiction in propositional logic
  - If the premises together with a negated conclusion yield a contradiction, the conclusion must follow from the premises

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## Example

- Show that R follows from the KB:  $P, P \rightarrow Q, P \land Q \rightarrow R$
- Convert the given sentences into CNF and negate the theorem
- 1. *P*

2. 
$$P \rightarrow Q \equiv \neg P \lor Q$$

3. 
$$P \land Q \rightarrow R \equiv (\neg P \lor \neg Q) \lor R \equiv \neg P \lor \neg Q \lor R$$

4.  $\neg R$  (negated theorem)

Resolve 3,4 to get 5.  $\neg P \lor \neg Q$ 

Resolve 1 and 5 to get 6.  $\neg Q$ 

Resolve 6 and 2 to get 7.  $\neg P$ 

Resolve 7 and 1 to get  $\blacksquare$  (empty clause), thus proving that the KB entails R



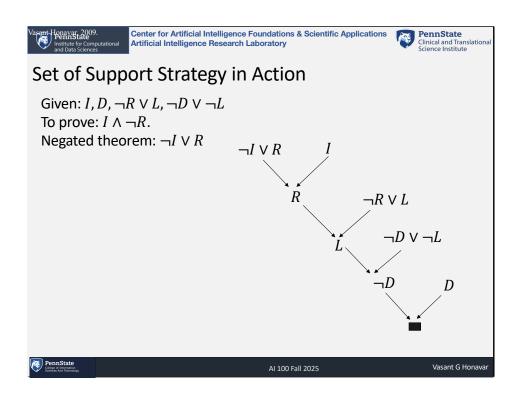
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#### Some useful tricks

- Set of support strategy
  - · Start with the negated theorem
  - At each step, use a clause derived from resolving the negated theorem or one of its descendants with some other clause
  - Negated theorem must play a role in a resolution by refutation proof
- Unit clause strategy
  - All things being equal, choose a clause with a single literal to resolve with a clause from the set of support
  - Helps us get to the empty clause (contradiction) quicker

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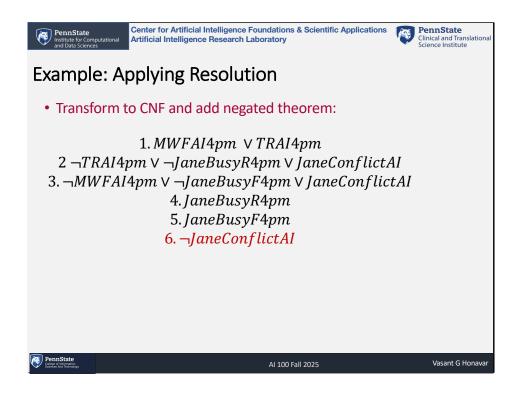
## **Example: Applying Resolution**

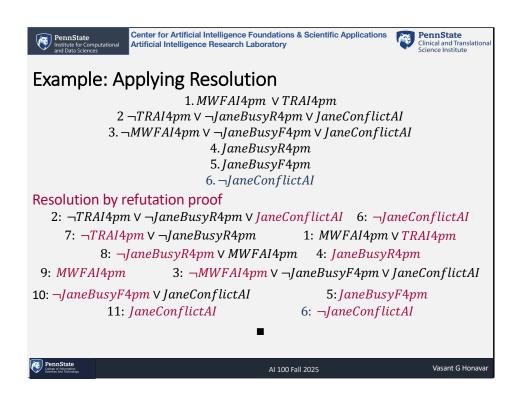
- Suppose that all classes at some university meet either Mon/Wed/Fri or Tue/Thu.
- The AI course meets at 4 PM in the afternoon
- Jane has volleyball practice Thursdays and Fridays at 4pm.
- Does Jane have a conflict with AI? Assume not.

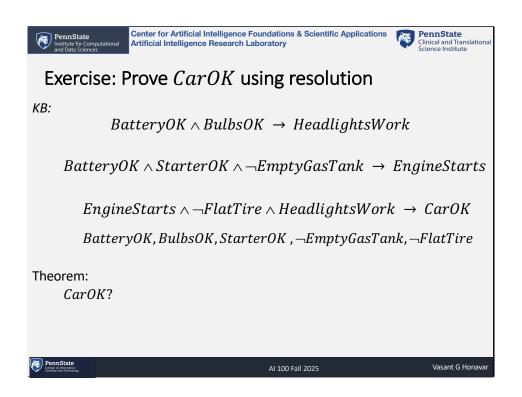
1.MWFAI4pm ∨ TRAI4pm
2 TRAI4pm ∧ JaneBusyR4pm → JaneConflictAI
3.MWFAI4pm ∧ JaneBusyF4pm → JaneConflictAI
4.JaneBusyR4pm
5.JaneBusyF4pm
6. ¬JaneConflictAI

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## Beyond propositional logic

- Propositional logic
  - assumes the world can be represented using propositions
  - has limited expressive power
- First-order predicate logic (like natural language)
  - assumes the world contains
    - Objects:
      - people, flowers, houses, numbers, students,
    - Relations:
      - red, round, prime, brother of, bigger than, part of
    - Functions:
      - father of, best friend of, plus, ...
  - Allows one to talk about some or all of the objects



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# Sentences in first-order logic

- Variables and quantifiers for all (∀) and there exists (∃) can be used to express statements that describe all or some individuals
  - All humans are mortal  $\forall x \ Human(x) \rightarrow Mortal(x)$
  - There exist students in Al100 who are smart

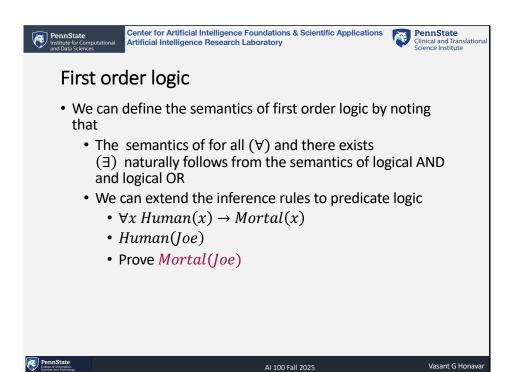
$$\exists x \ Student(x, AI100) \land Smart(x)$$

• There are no pigs that fly

$$\neg \exists x [Pig(x) \land Flies(x)]$$



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## Beyond propositional logic

- First order logic allows quantification over variables
- Modal logics of knowledge support reasoning about knowledge like
  - Sam knows that Joe did not do his homework
  - John knows that everyone knows that Joe did not do his homework
  - All of these logics generalize propositional logic so most
- Detailed discussion of first order and higher order logics is beyond the scope of this course

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