

# Propositional Logic: Semantics and an Example

CPSC 322 – Logic 2

Textbook §5.2

# Lecture Overview

- 1 Recap: Syntax
- 2 Propositional Definite Clause Logic: Semantics
- 3 Using Logic to Model the World

# Propositional Definite Clauses: Syntax

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## Definition (knowledge base)

A **knowledge base** is a set of definite clauses

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# Propositional Definite Clauses: Semantics

Semantics allows you to relate the symbols in the logic to the domain you're trying to model.

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We can use the interpretation to determine the truth value of clauses and knowledge bases:

## Definition (truth values of statements)

- A **body**  $b_1 \wedge b_2$  is true in  $I$  if and only if  $b_1$  is true in  $I$  and  $b_2$  is true in  $I$ .
- A **rule**  $h \leftarrow b$  is false in  $I$  if and only if  $b$  is true in  $I$  and  $h$  is false in  $I$ .
- A **knowledge base**  $KB$  is true in  $I$  if and only if every clause in  $KB$  is true in  $I$ .

# Models and Logical Consequence

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## Definition (logical consequence)

If  $KB$  is a set of clauses and  $g$  is a conjunction of atoms,  $g$  is a **logical consequence** of  $KB$ , written  $KB \models g$ , if  $g$  is *true* in every model of  $KB$ .

- we also say that  $g$  **logically follows** from  $KB$ , or that  $KB$  **entails**  $g$ .
- In other words,  $KB \models g$  if there is no interpretation in which  $KB$  is *true* and  $g$  is *false*.

# Example: Models

$$KB = \begin{cases} p \leftarrow q. \\ q. \\ r \leftarrow s. \end{cases}$$

	<i>p</i>	<i>q</i>	<i>r</i>	<i>s</i>
<i>I</i> <sub>1</sub>	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>
<i>I</i> <sub>2</sub>	<i>false</i>	<i>false</i>	<i>false</i>	<i>false</i>
<i>I</i> <sub>3</sub>	<i>true</i>	<i>true</i>	<i>false</i>	<i>false</i>
<i>I</i> <sub>4</sub>	<i>true</i>	<i>true</i>	<i>true</i>	<i>false</i>
<i>I</i> <sub>5</sub>	<i>true</i>	<i>true</i>	<i>false</i>	<i>true</i>

Which interpretations are models?

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<i>I</i> <sub>1</sub>	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>	is a model of <i>KB</i>
<i>I</i> <sub>2</sub>	<i>false</i>	<i>false</i>	<i>false</i>	<i>false</i>	not a model of <i>KB</i>
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Which of the following is true?

- $KB \models q$ ,  $KB \models p$ ,  $KB \models s$ ,  $KB \models r$

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<i>I</i> <sub>1</sub>	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>	is a model of <i>KB</i>
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Which of the following is true?

- $KB \models q, KB \models p, KB \models s, KB \models r$
- $KB \not\models q, KB \not\models p, KB \not\models s, KB \not\models r$

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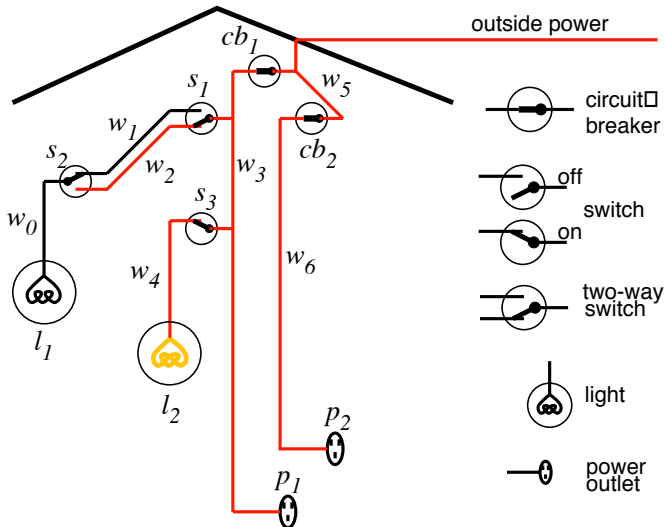
# User's view of Semantics

- 1 Choose a task domain: **intended interpretation**.
- 2 Associate an atom with each proposition you want to represent.
- 3 Tell the system clauses that are true in the intended interpretation: **axiomatizing the domain**.
- 4 Ask questions about the intended interpretation.
- 5 If  $KB \models g$ , then  $g$  must be true in the intended interpretation.
- 6 The user can interpret the answer using their intended interpretation of the symbols.

# Computer's view of semantics

- The computer doesn't have access to the intended interpretation.
  - All it knows is the knowledge base.
- The computer can determine if a formula is a logical consequence of KB.
  - If  $KB \models g$  then  $g$  must be true in the intended interpretation.
  - If  $KB \not\models g$  then there is a model of  $KB$  in which  $g$  is false. This could be the intended interpretation.

# Electrical Environment



# Representing the Electrical Environment

*light\_l1.*

*light\_l2.*

*down\_s1.*

*up\_s2.*

*up\_s3.*

*ok\_l1.*

*ok\_l2.*

*ok\_cb1.*

*ok\_cb2.*

*live\_outside.*

*live\_l1*  $\leftarrow$  *live\_w0*

*live\_w0*  $\leftarrow$  *live\_w1*  $\wedge$  *up\_s2.*

*live\_w0*  $\leftarrow$  *live\_w2*  $\wedge$  *down\_s2.*

*live\_w1,*  $\leftarrow$  *live\_w3*  $\wedge$  *up\_s1.*

*live\_w2*  $\leftarrow$  *live\_w3*  $\wedge$  *down\_s1.*

*live\_l2*  $\leftarrow$  *live\_w4.*

*live\_w4*  $\leftarrow$  *live\_w3*  $\wedge$  *up\_s3.*

*live\_p1*  $\leftarrow$  *live\_w3.*

*live\_w3*  $\leftarrow$  *live\_w5*  $\wedge$  *ok\_cb1.*

*live\_p2*  $\leftarrow$  *live\_w6.*

*live\_w6*  $\leftarrow$  *live\_w5*  $\wedge$  *ok\_cb2.*

*live\_w5*  $\leftarrow$  *live\_outside.*

# Role of semantics

## In user's mind:

- *l2\_broken*: light *l2* is broken
- *sw3\_up*: switch is up
- *power*: there is power in the building
- *unlit\_l2*: light *l2* isn't lit
- *lit\_l1*: light *l1* is lit

## In Computer:

$$l2\_broken \leftarrow sw3\_up$$

$$\wedge power \wedge unlit\_l2.$$

$$sw3\_up.$$

$$power \leftarrow lit\_l1.$$

$$unlit\_l2.$$

$$lit\_l1.$$


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## Conclusion: *l2\_broken*

- The computer doesn't know the meaning of the symbols
- The user can interpret the symbols using their meaning