

Variables

- Variables are **universally quantified** in the scope of a clause.
- A **variable assignment** is a function from variables into the domain.
- Given an interpretation and a variable assignment, each term denotes an individual and each clause is either true or false.
- A clause containing variables is true in an interpretation if it is true **for all** variable assignments.



Queries and Answers

A **query** is a way to ask if a body is a logical consequence of the knowledge base:

$$?b_1 \wedge \dots \wedge b_m.$$

An **answer** is either

- an instance of the query that is a logical consequence of the knowledge base *KB*, or
- **no** if no instance is a logical consequence of *KB*.

Example Queries

$$KB = \begin{cases} in(alan, r123). \\ part_of(r123, cs_building). \\ in(X, Y) \leftarrow part_of(Z, Y) \wedge in(X, Z). \end{cases}$$

Query	Answer
$?part_of(r123, B).$	$part_of(r123, cs_building)$
$?part_of(r023, cs_building).$	<i>no</i>
$?in(alan, r023).$	<i>no</i>
$?in(alan, B).$	$in(alan, r123)$ $in(alan, cs_building)$



Logical Consequence

Atom g is a logical consequence of KB if and only if:

- g is a fact in KB , or
- there is a rule

$$g \leftarrow b_1 \wedge \dots \wedge b_k$$

in KB such that each b_i is a logical consequence of KB .

Debugging false conclusions

To debug answer g that is false in the intended interpretation:

- If g is a fact in KB , this fact is wrong.
- Otherwise, suppose g was proved using the rule:

$$g \leftarrow b_1 \wedge \dots \wedge b_k$$

where each b_i is a logical consequence of KB .

- If each b_i is true in the intended interpretation, this clause is false in the intended interpretation.
- If some b_i is false in the intended interpretation, debug b_i .

Axiomatizing the Electrical Environment

% *light*(*L*) is true if *L* is a light

light(*l*₁). *light*(*l*₂).

% *down*(*S*) is true if switch *S* is down

down(*s*₁). *up*(*s*₂). *up*(*s*₃).

% *ok*(*D*) is true if *D* is not broken

ok(*l*₁). *ok*(*l*₂). *ok*(*cb*₁). *ok*(*cb*₂).

?*light*(*l*₁). \Rightarrow *yes*

?*light*(*l*₆). \Rightarrow *no*

?*up*(*X*). \Rightarrow *up*(*s*₂), *up*(*s*₃)



$connected_to(X, Y)$ is true if component X is connected to Y

$connected_to(w_0, w_1) \leftarrow up(s_2).$

$connected_to(w_0, w_2) \leftarrow down(s_2).$

$connected_to(w_1, w_3) \leftarrow up(s_1).$

$connected_to(w_2, w_3) \leftarrow down(s_1).$

$connected_to(w_4, w_3) \leftarrow up(s_3).$

$connected_to(p_1, w_3).$

$?connected_to(w_0, W). \implies W = w_1$

$?connected_to(w_1, W). \implies no$

$?connected_to(Y, w_3). \implies Y = w_2, Y = w_4, Y = p_1$

$?connected_to(X, W). \implies X = w_0, W = w_1, \dots$



% *lit*(*L*) is true if the light *L* is lit

$$\textit{lit}(L) \leftarrow \textit{light}(L) \wedge \textit{ok}(L) \wedge \textit{live}(L).$$

% *live*(*C*) is true if there is power coming into *C*

$$\begin{aligned} \textit{live}(Y) \leftarrow \\ & \textit{connected_to}(Y, Z) \wedge \\ & \textit{live}(Z). \\ & \textit{live}(\textit{outside}). \end{aligned}$$

This is a **recursive definition** of *live*.

Recursion and Mathematical Induction

$above(X, Y) \leftarrow on(X, Y).$

$above(X, Y) \leftarrow on(X, Z) \wedge above(Z, Y).$

This can be seen as:

- Recursive definition of *above*: prove *above* in terms of a base case (*on*) or a simpler instance of itself; or
- Way to prove *above* by mathematical induction: the base case is when there are no blocks between *X* and *Y*, and if you can prove *above* when there are n blocks between them, you can prove it when there are $n + 1$ blocks.



Limitations

Suppose you had a database using the relation:

enrolled(S , C)

which is true when student S is enrolled in course C .

You can't define the relation:

empty_course(C)

which is true when course C has no students enrolled in it.

This is because *empty_course*(C) doesn't logically follow from a set of *enrolled* relations. There are always models where someone is enrolled in a course!

