Logical Agents

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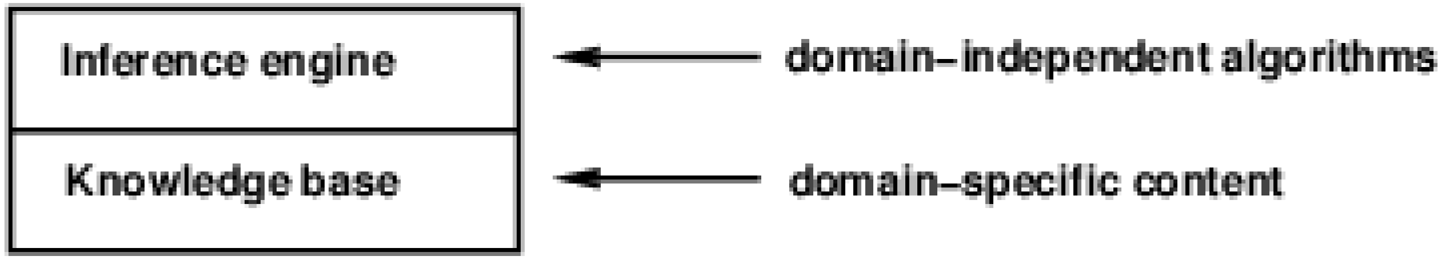
Outline

- Knowledge-based agents
- Logic in general—models and entailment
- Propositional (Boolean) logic
- Equivalence, validity, satisfiability
- Inference rules and theorem proving
  - forward chaining
  - backward chaining
  - resolution

knowledge-based agents

Knowledge-Based Agent



- Knowledge base = set of sentences in a **formal** language
- Declarative approach to building an agent (or other system):
  TELL it what it needs to know
- Then it can ASK itself what to do—answers should follow from the KB
- Agents can be viewed at the knowledge level
  i.e., **what they know**, regardless of how implemented
- Or at the implementation level
  i.e., data structures in KB and algorithms that manipulate them

A Simple Knowledge-Based Agent

function KB-AGENT(*percept*) **returns** an *action*
    static: *KB*, a knowledge base
        t, a counter, initially 0, indicating time

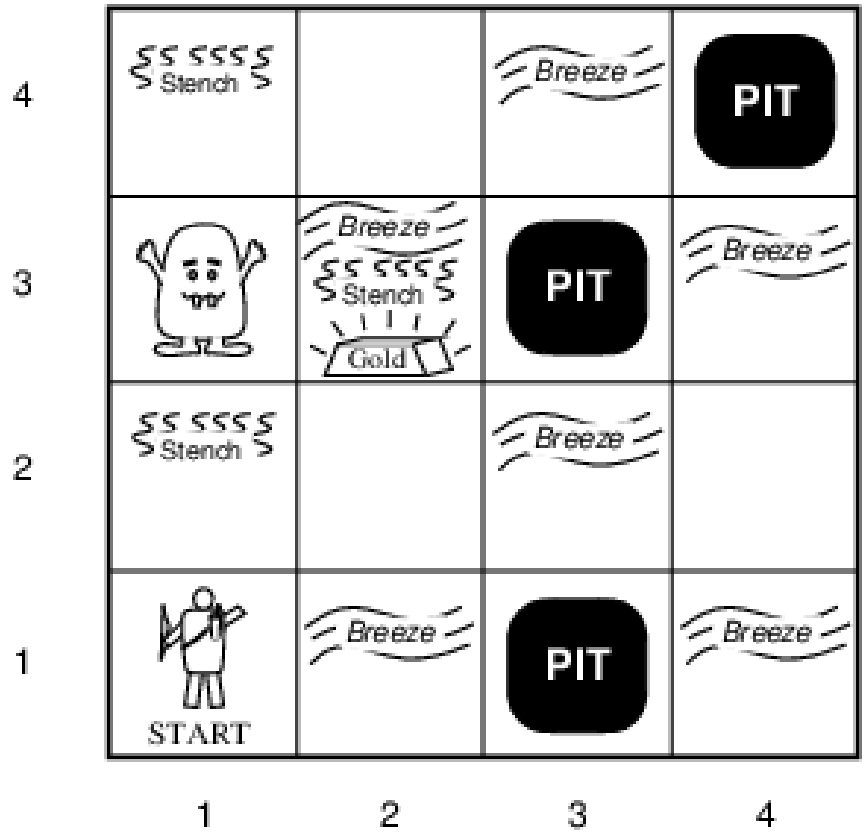
    TELL(*KB*, MAKE-PERCEPT-SENTENCE(*percept*, *t*))
    action ← ASK(*KB*, MAKE-ACTION-QUERY(*t*))
    TELL(*KB*, MAKE-ACTION-SENTENCE(*action*, *t*))
    $t \leftarrow t + 1$
    return *action*

- The agent must be able to
  - represent states, actions, etc.
  - incorporate new percepts
  - update internal representations of the world
  - deduce hidden properties of the world
  - deduce appropriate actions

example

Wumpus World PEAS Description

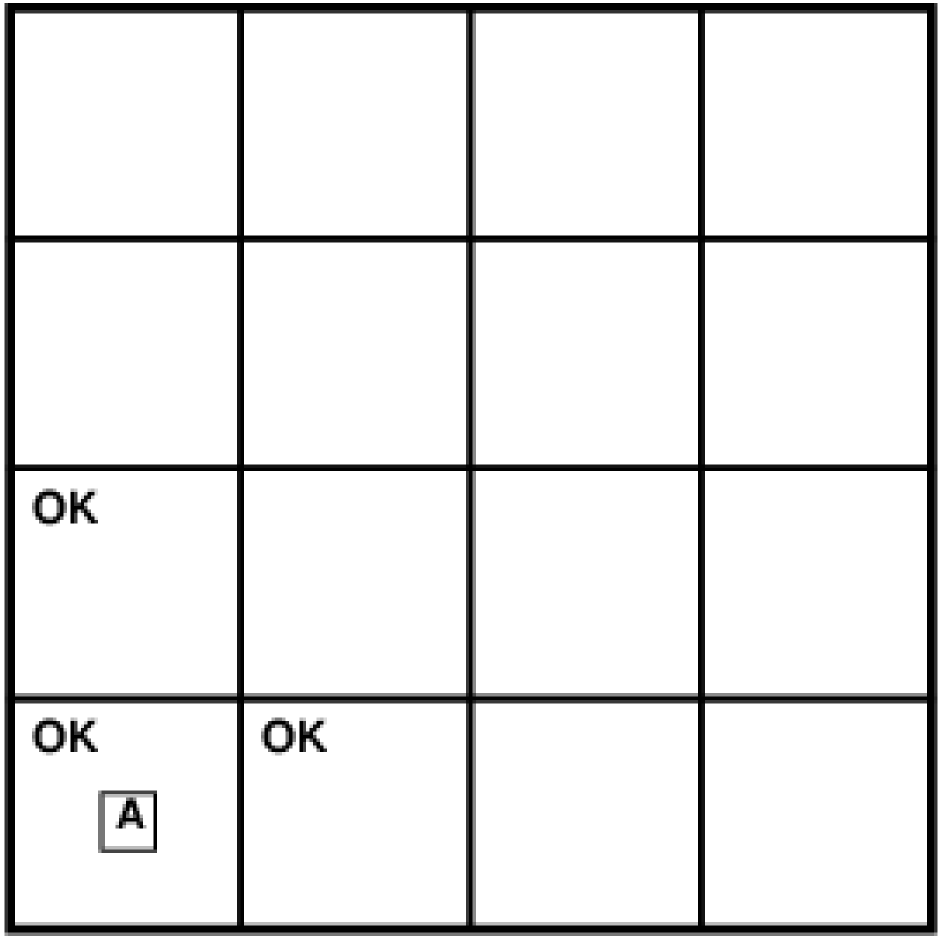
- Performance measure
  - gold +1000, death -1000
  - -1 per step, -10 for using the arrow
- Environment
  - squares adjacent to wumpus are smelly
  - squares adjacent to pit are breezy
  - glitter iff gold is in the same square
  - shooting kills wumpus if you are facing it
  - shooting uses up the only arrow
  - grabbing picks up gold if in same square
  - releasing drops the gold in same square
- Actuators Left turn, Right turn,
  Forward, Grab, Release, Shoot
- Sensors Breeze, Glitter, Smell



Wumpus World Characterization

- Observable? No—only local perception
- Deterministic? Yes—outcomes exactly specified
- Episodic? No—sequential at the level of actions
- Static? Yes—Wumpus and Pits do not move
- Discrete? Yes
- Single-agent? Yes—Wumpus is essentially a natural feature

Exploring a Wumpus World



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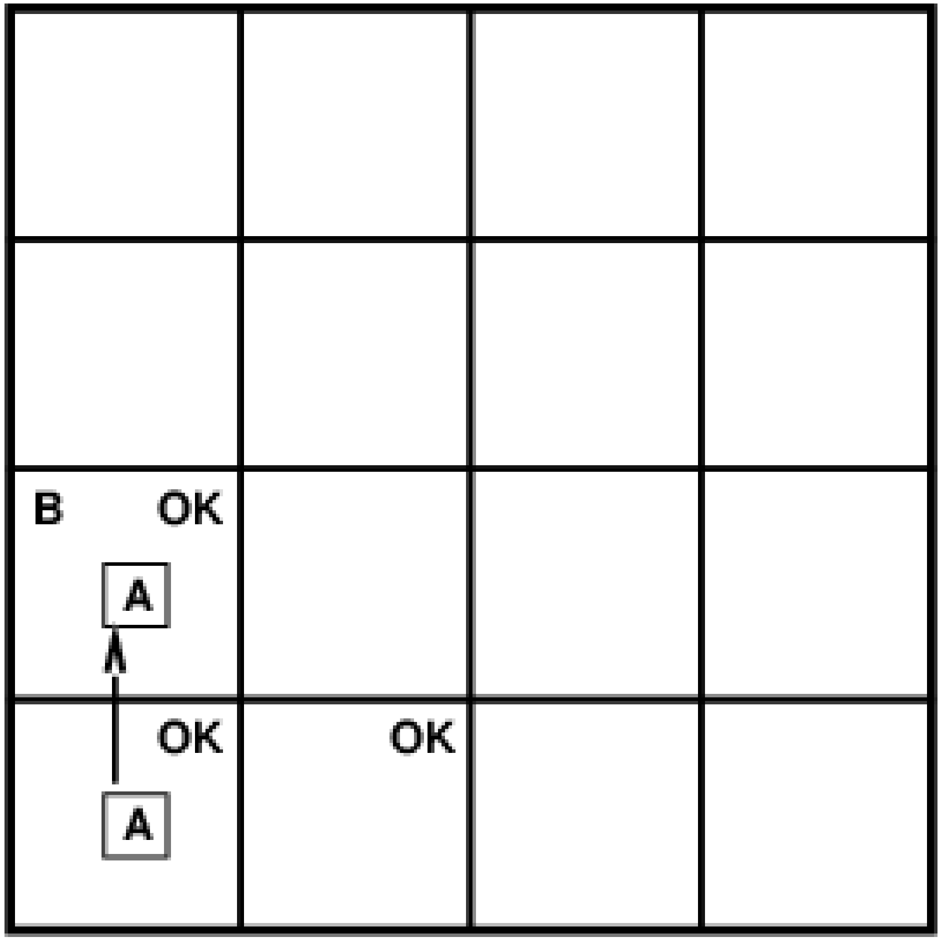

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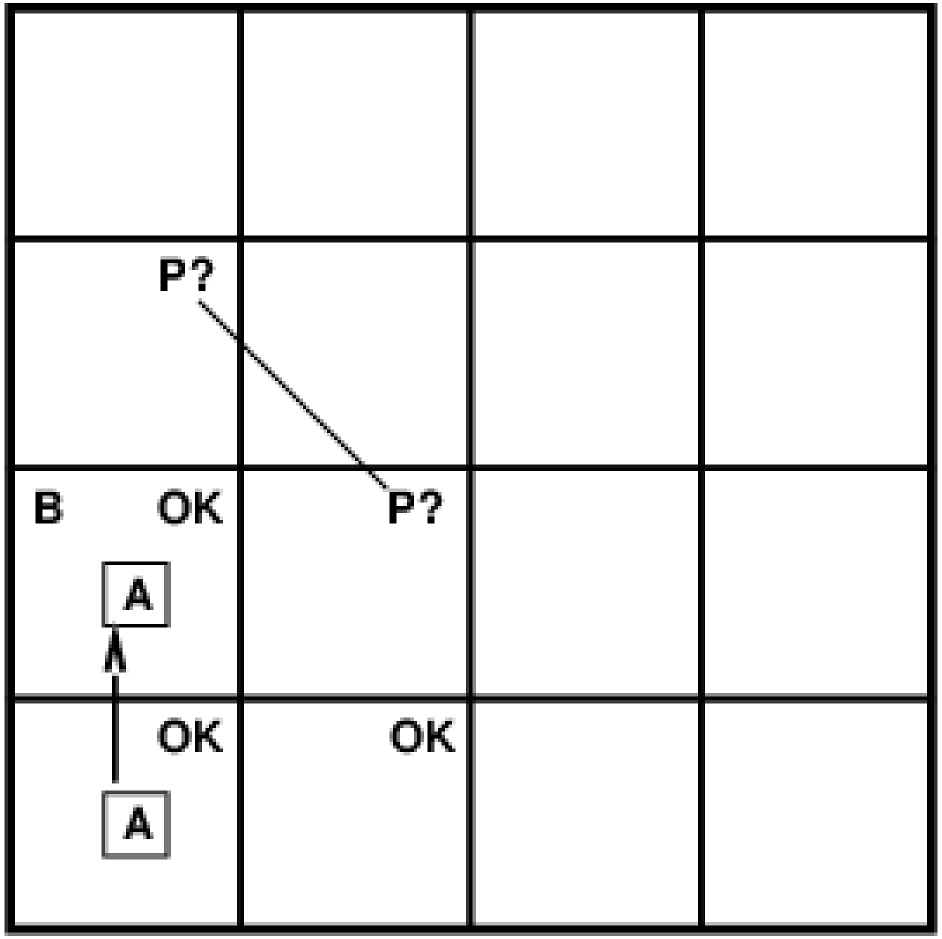

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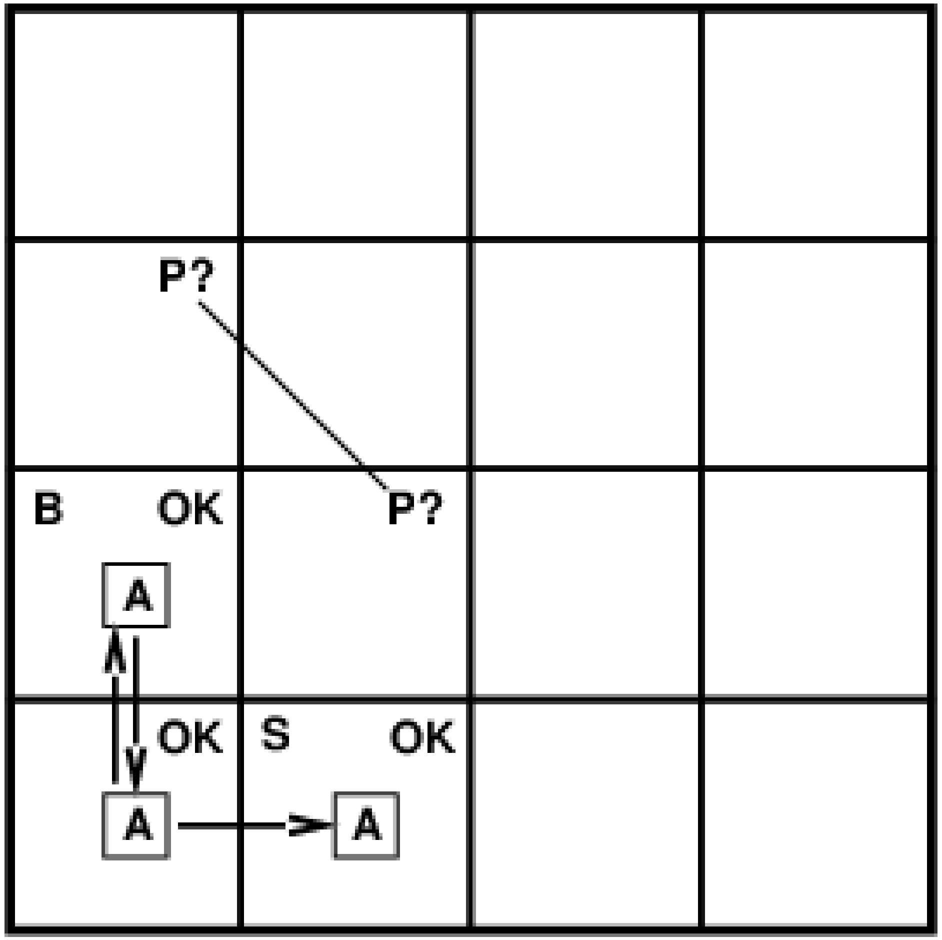

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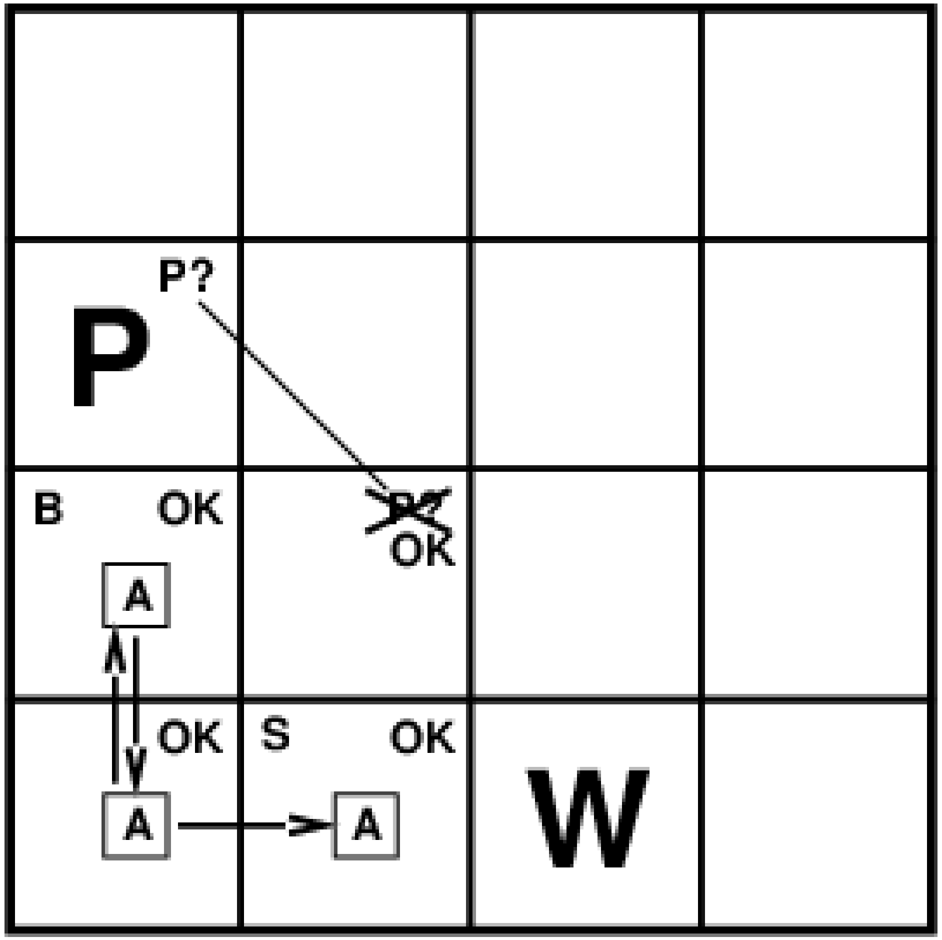

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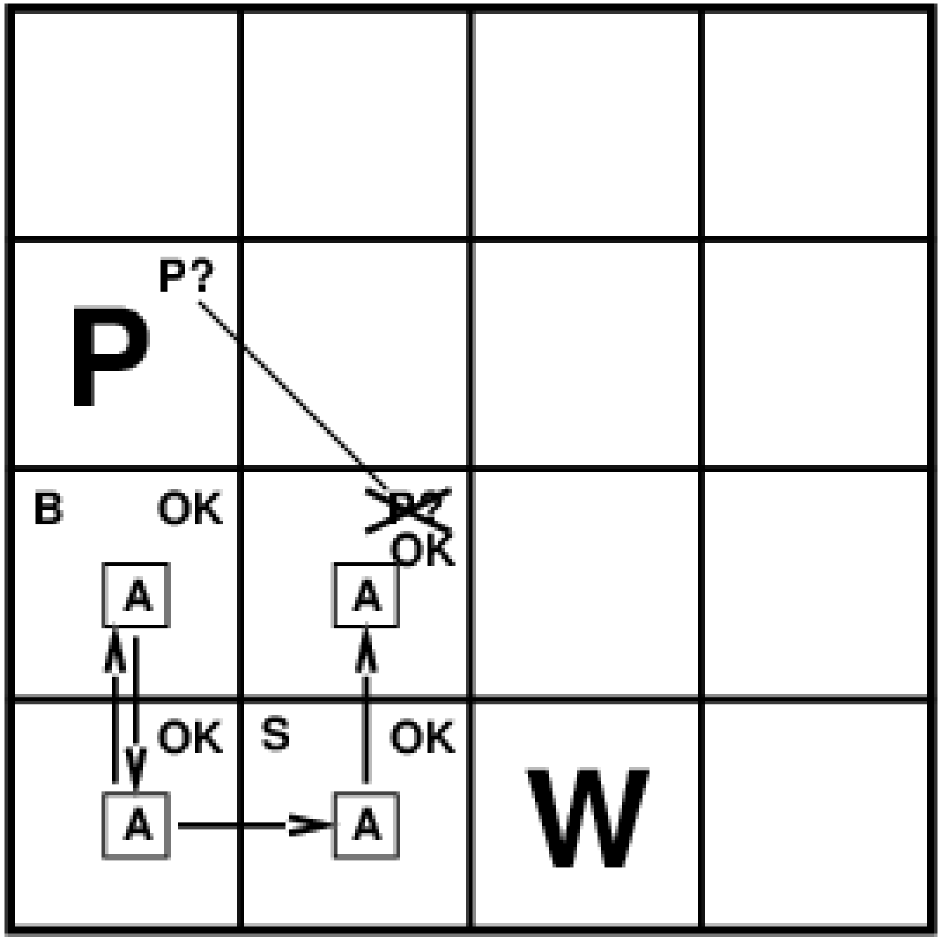

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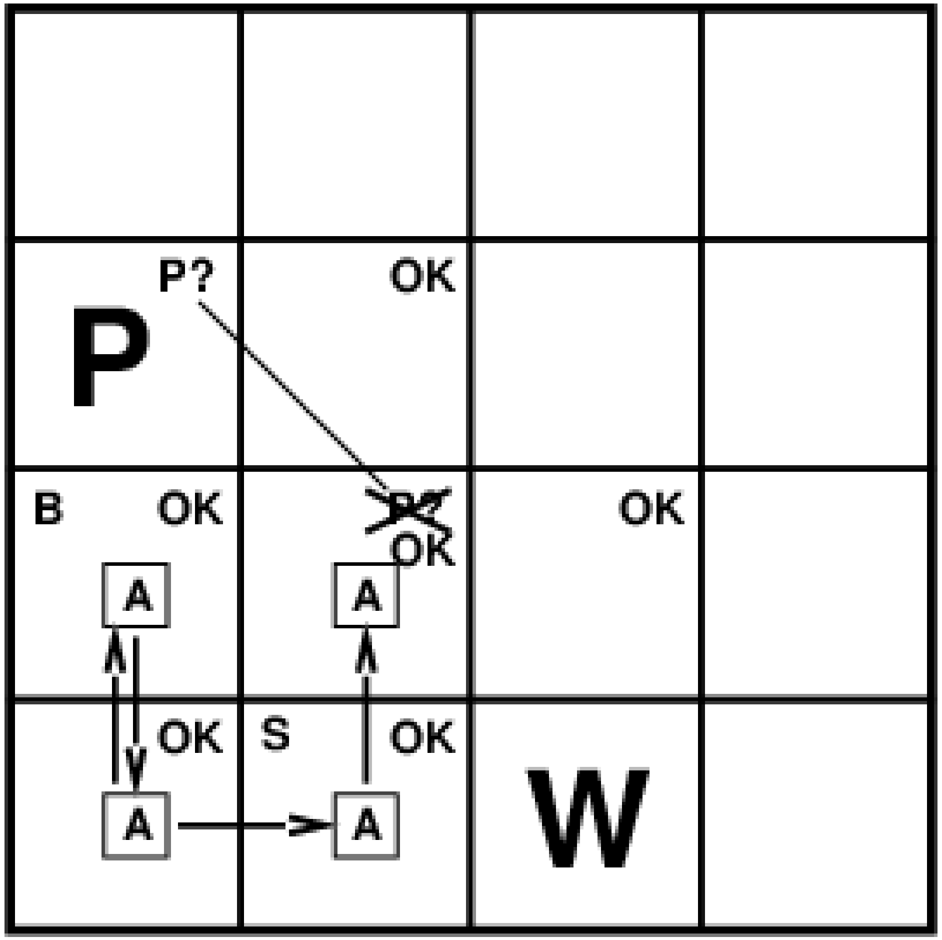

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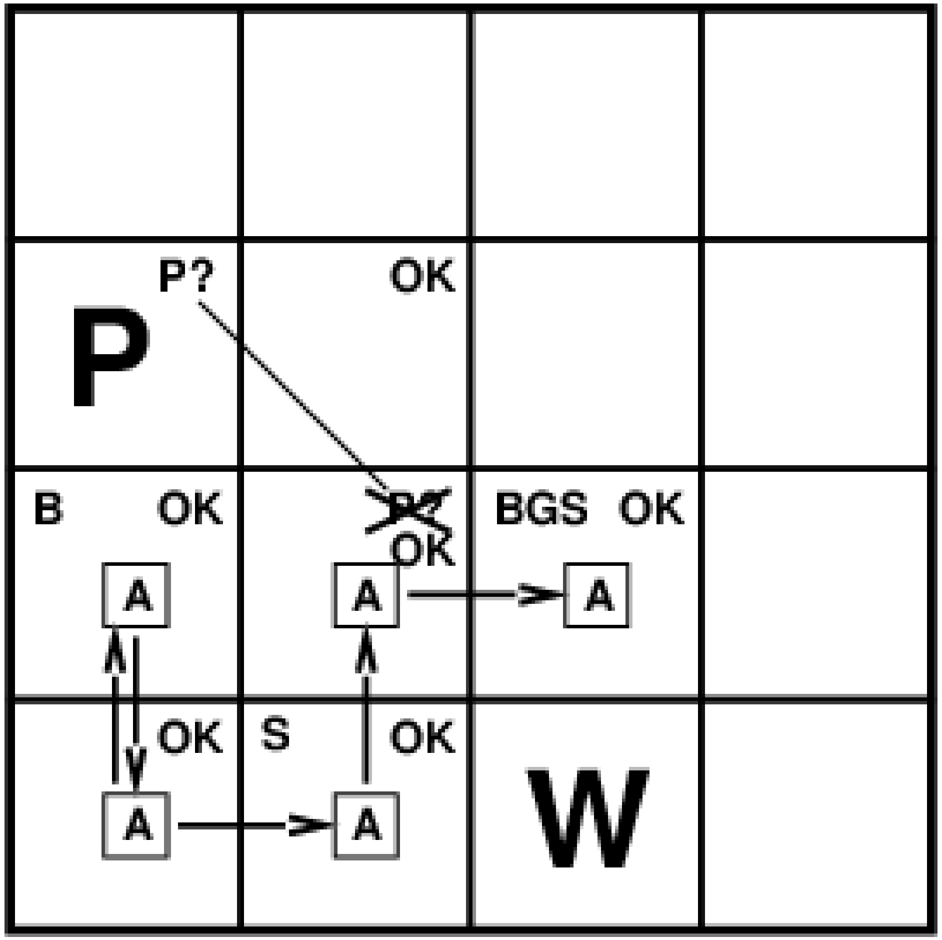
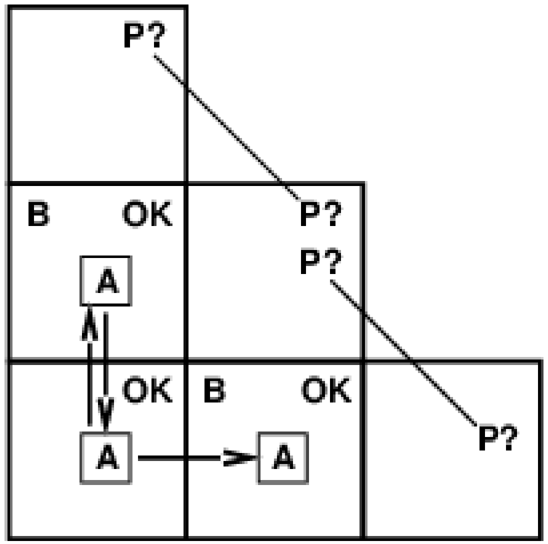


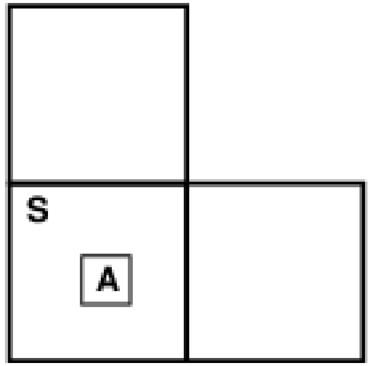
Tight Spot



- Breeze in (1,2) and (2,1)
  $\implies$ no safe actions

- Assuming pits uniformly distributed,
  (2,2) has pit w/ prob 0.86, vs. 0.31

Tight Spot



- Smell in (1,1)
  $\Longrightarrow$ cannot move

- Can use a strategy of coercion: shoot straight ahead
  - wumpus was there $\Longrightarrow$ dead $\Longrightarrow$ safe
  - wumpus wasn't there $\Longrightarrow$ safe

logic in general

Logic in General

- Logics are formal languages for representing information
  such that conclusions can be drawn
- Syntax defines the sentences in the language
- Semantics define the "meaning" of sentences;
  i.e., define truth of a sentence in a world
- E.g., the language of arithmetic
  - $x + 2 \geq y$ is a sentence; $x2 + y >$ is not a sentence
  - $x + 2 \geq y$ is true iff the number $x + 2$ is no less than the number y
  - $x + 2 \geq y$ is true in a world where $x = 7, \ y = 1$
    $x + 2 \geq y$ is false in a world where $x = 0, \ y = 6$

Entailment

- Entailment means that one thing **follows from** another:

$$KB \models \alpha$$

- Knowledge base KB entails sentence α
  if and only if
  α is true in all worlds where KB is true

- E.g., the KB containing "the Giants won" and "the Reds won" entails "Either the Giants won or the Reds won"

- E.g., $x + y = 4$ entails $4 = x + y$

- Entailment is a relationship between sentences (i.e., **syntax**) that is based on **semantics**

- Note: brains process **syntax** (of some sort)

Models

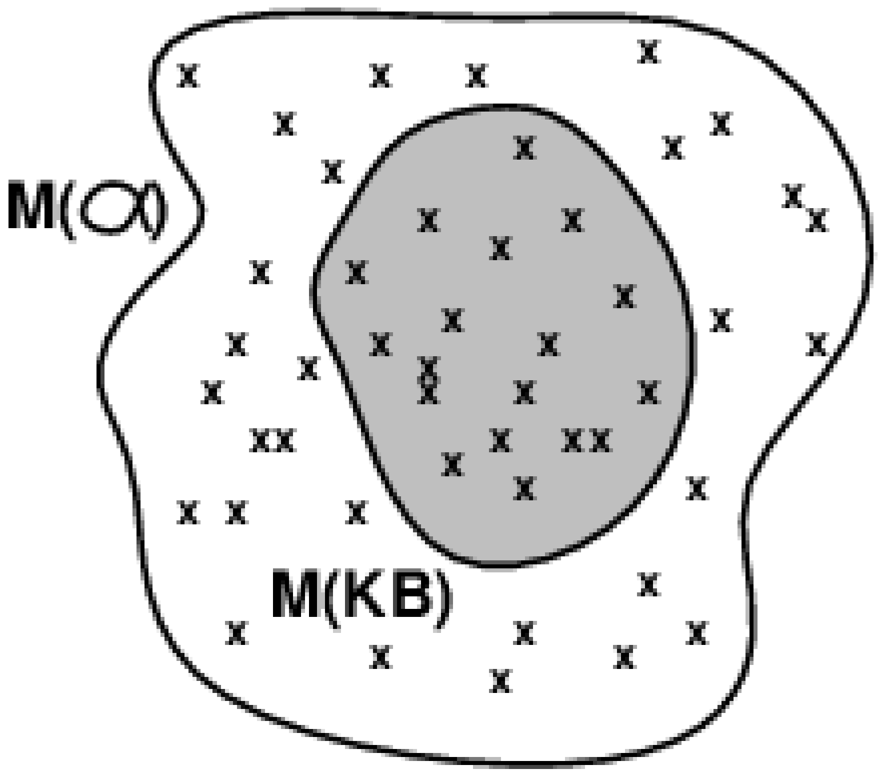
- Logicians typically think in terms of models, which are formally structured worlds with respect to which truth can be evaluated

- We say m is a model of a sentence α if α is true in m

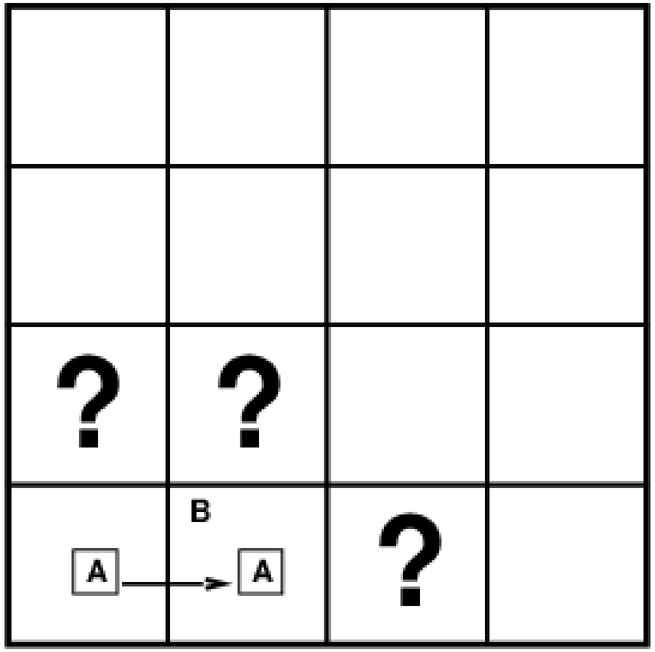
- $M(\alpha)$ is the set of all models of α

⇒ $KB \models \alpha$ if and only if $M(KB) \subseteq M(\alpha)$

- E.g. KB = Giants won and Reds won
  α = Giants won

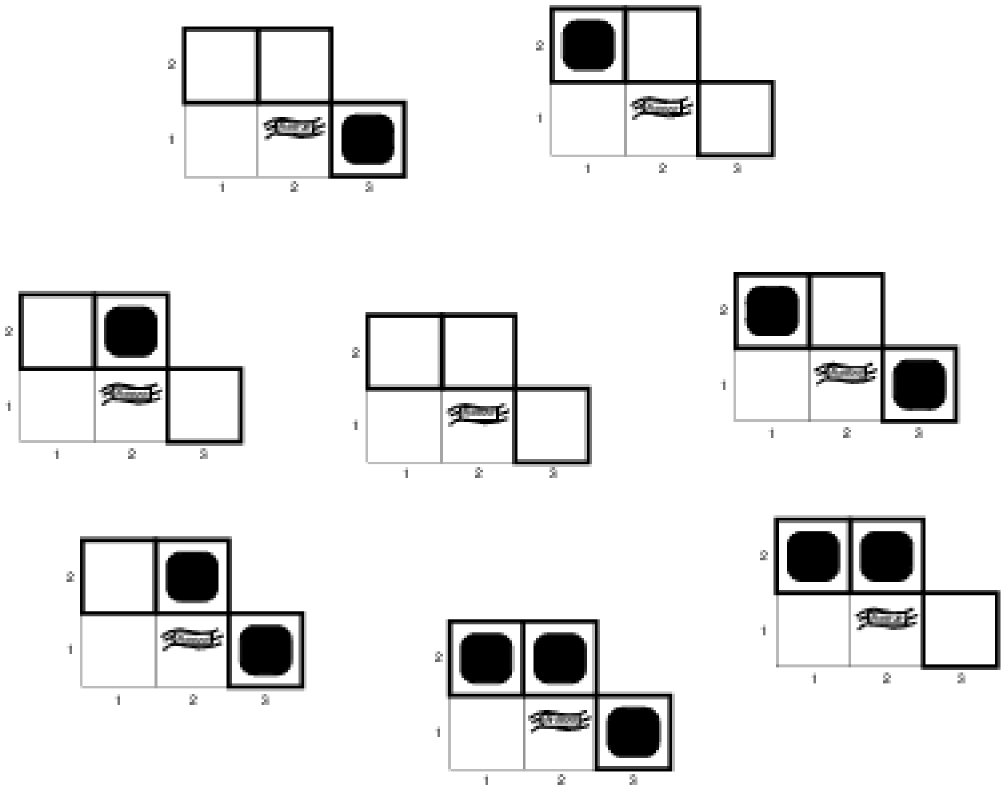


Entailment in the Wumpus World

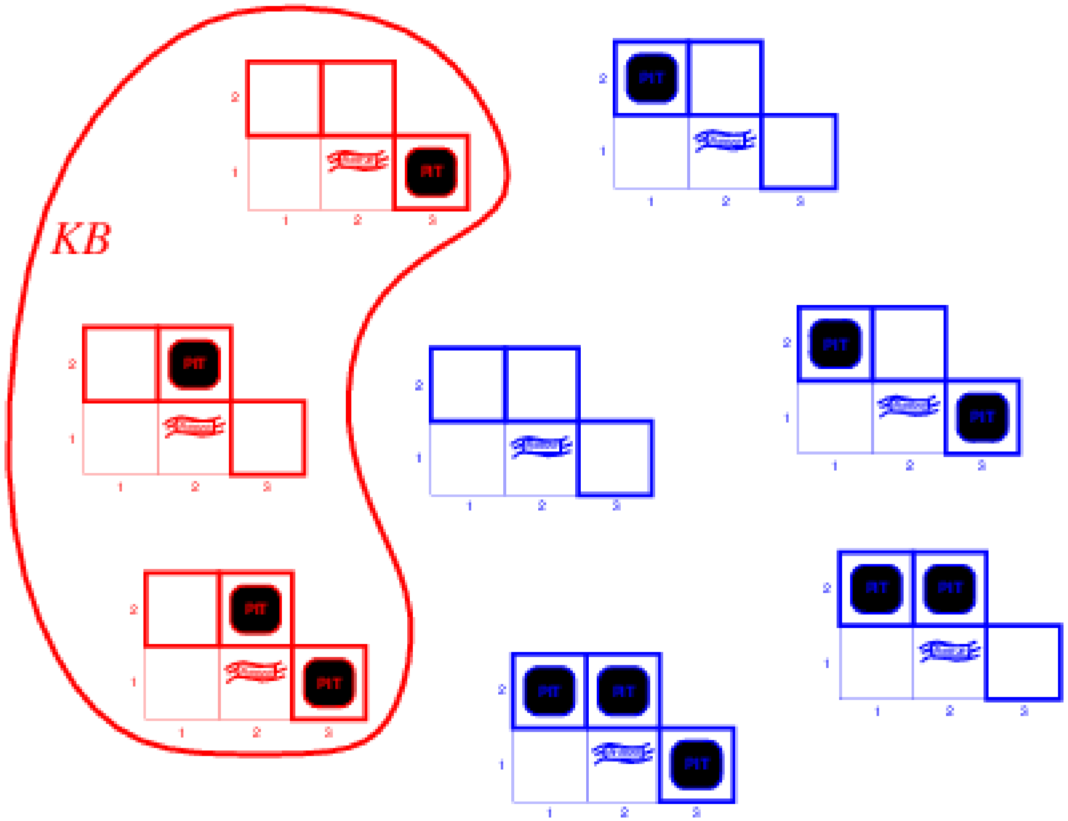


- Situation after detecting nothing in [1,1], moving right, breeze in [2,1]
- Consider possible models for ?s, assuming only pits
- 3 Boolean choices $\Longrightarrow$ 8 possible models

Wumpus Models

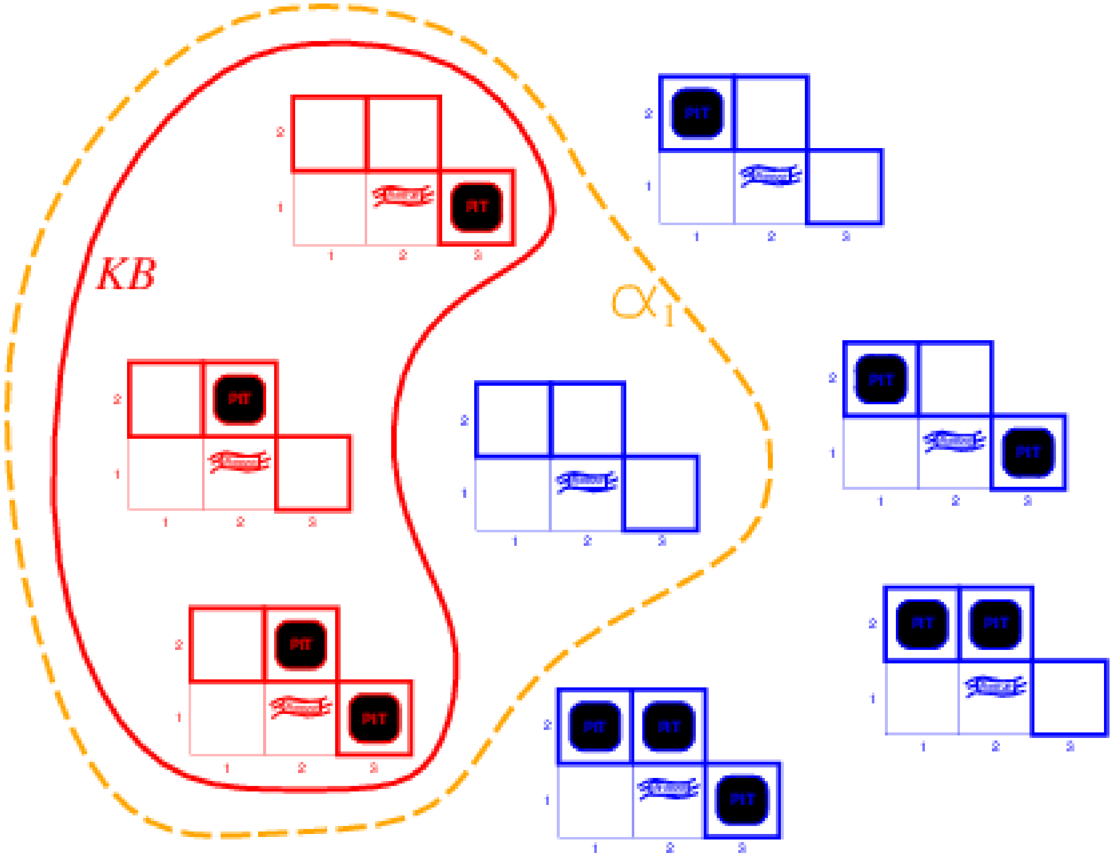


Wumpus Models



KB = wumpus-world rules + observations

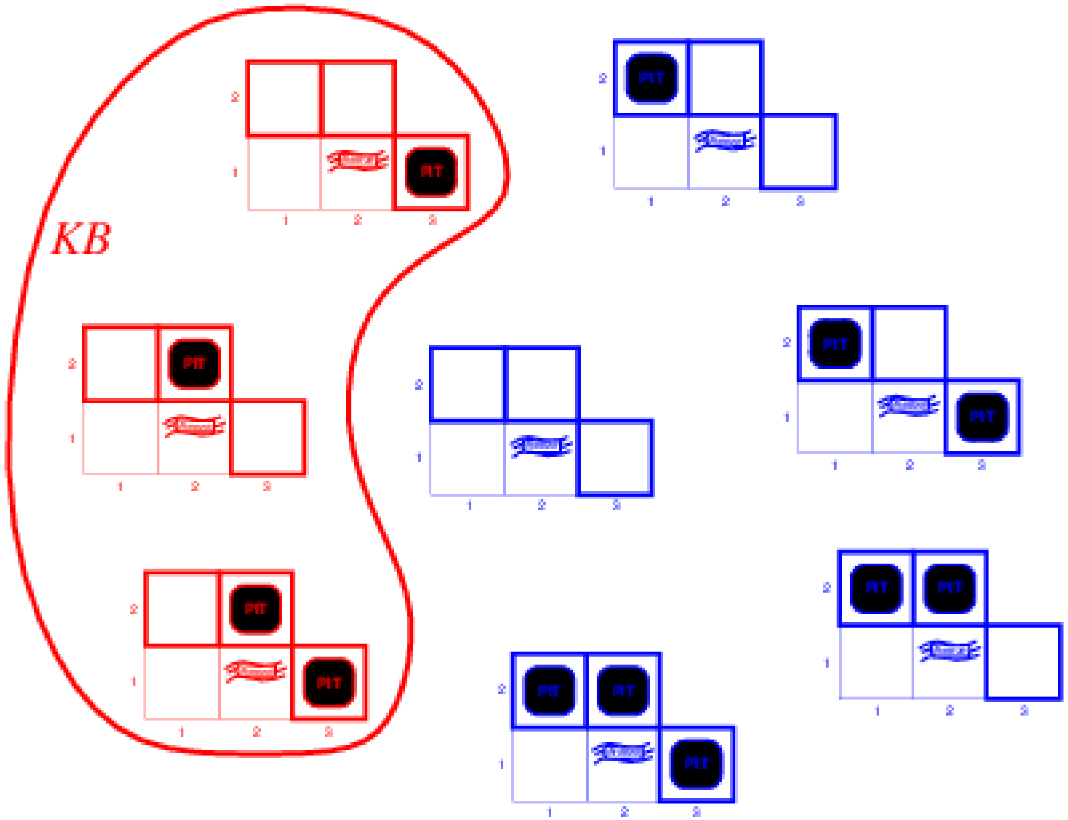
Wumpus Models



KB = wumpus-world rules + observations

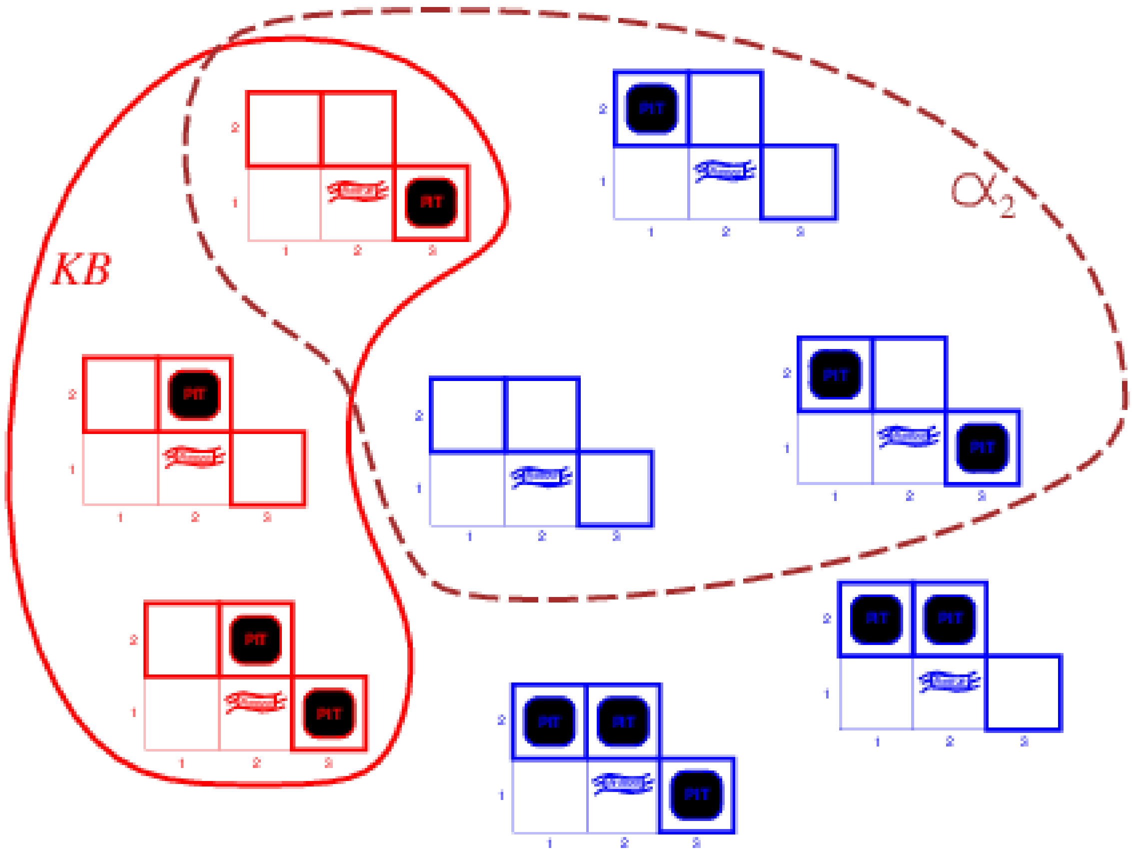
α_1 = "[1,2] is safe", $KB \models \alpha_1$, proved by model checking

Wumpus Models



KB = wumpus-world rules + observations

Wumpus Models



KB = wumpus-world rules + observations

α_2 = "[2,2] is safe", $KB \not\models \alpha_2$

Inference

- $KB \vdash_i \alpha$ = sentence α can be derived from KB by procedure i

- Consequences of KB are a haystack; α is a needle.
  Entailment = needle in haystack; inference = finding it

- Soundness: i is sound if
  whenever $KB \vdash_i \alpha$, it is also true that $KB \models \alpha$

- Completeness: i is complete if
  whenever $KB \models \alpha$, it is also true that $KB \vdash_i \alpha$

- Preview: we will define a logic (first-order logic) which is expressive enough to say almost anything of interest, and for which there exists a sound and complete inference procedure.

- That is, the procedure will answer any question whose answer follows from what is known by the KB.

propositional logic

Propositional Logic: Syntax

- Propositional logic is the simplest logic—illustrates basic ideas
- The proposition symbols P_1, P_2 etc are sentences
- If S is a sentence, $\neg S$ is a sentence (negation)
- If S_1 and S_2 are sentences, $S_1 \wedge S_2$ is a sentence (conjunction)
- If S_1 and S_2 are sentences, $S_1 \vee S_2$ is a sentence (disjunction)
- If S_1 and S_2 are sentences, $S_1 \implies S_2$ is a sentence (implication)
- If S_1 and S_2 are sentences, $S_1 \Leftrightarrow S_2$ is a sentence (biconditional)

Propositional Logic: Semantics

- Each model specifies true/false for each proposition symbol

  E.g. $P_{1,2}$ $P_{2,2}$ $P_{3,1}$
  $true$ $true$ $false$

  (with these symbols, 8 possible models, can be enumerated automatically)

- Rules for evaluating truth with respect to a model m:

$\neg S$	is true iff	S	is false		
$S_1 \wedge S_2$	is true iff	S_1	is true **and**	S_2	is true
$S_1 \vee S_2$	is true iff	S_1	is true **or**	S_2	is true
$S_1 \implies S_2$	is true iff	S_1	is false **or**	S_2	is true
i.e.,	is false iff	S_1	is true **and**	S_2	is false
$S_1 \Leftrightarrow S_2$	is true iff	$S_1 \implies S_2$	is true **and**	$S_2 \implies S_1$	is true

- Simple recursive process evaluates an arbitrary sentence, e.g.,
  $\neg P_{1,2} \wedge (P_{2,2} \vee P_{3,1}) = true \wedge (false \vee true) = true \wedge true = true$

Truth Tables for Connectives

P	Q	$\neg P$	$P \wedge Q$	$P \vee Q$	$P \Rightarrow Q$	$P \Leftrightarrow Q$
false	*false*	*true*	*false*	*false*	*true*	*true*
false	*true*	*true*	*false*	*true*	*true*	*false*
true	*false*	*false*	*false*	*true*	*false*	*false*
true	*true*	*false*	*true*	*true*	*true*	*true*

Wumpus World Sentences

- Let $P_{i,j}$ be true if there is a pit in $[i,j]$
  - observation $R_1 : \neg P_{1,1}$
- Let $B_{i,j}$ be true if there is a breeze in $[i,j]$.
- "Pits cause breezes in adjacent squares"
  - rule $R_2 : B_{1,1} \;\Leftrightarrow\; (P_{1,2} \vee P_{2,1})$
  - rule $R_3 : B_{2,1} \;\Leftrightarrow\; (P_{1,1} \vee P_{2,2} \vee P_{3,1})$
  - observation $R_4 : \neg B_{1,1}$
  - observation $R_5 : B_{2,1}$
- What can we infer about $P_{1,2}$, $P_{2,1}$, $P_{2,2}$, etc.?

Truth Tables for Inference

$B_{1,1}$	$B_{2,1}$	$P_{1,1}$	$P_{1,2}$	$P_{2,1}$	$P_{2,2}$	$P_{3,1}$	R_1	R_2	R_3	R_4	R_5	KB
false	*false*	*false*	*false*	*false*	*false*	*false*	*true*	*true*	*true*	*true*	*false*	*false*
false	*false*	*false*	*false*	*false*	*false*	*true*	*true*	*true*	*false*	*true*	*false*	*false*
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
false	*true*	*false*	*false*	*false*	*false*	*false*	*true*	*true*	*false*	*true*	*true*	*false*
false	*true*	*false*	*false*	*false*	*false*	*true*	*true*	*true*	*true*	*true*	*true*	*true*
false	*true*	*false*	*false*	*false*	*true*	*false*	*true*	*true*	*true*	*true*	*true*	*true*
false	*true*	*false*	*false*	*false*	*true*	*true*	*true*	*true*	*true*	*true*	*true*	*true*
false	*true*	*false*	*false*	*true*	*false*	*false*	*true*	*false*	*false*	*true*	*true*	*false*
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
true	*true*	*true*	*true*	*true*	*true*	*true*	*false*	*true*	*true*	*false*	*true*	*false*

- Enumerate rows (different assignments to symbols),
  if KB is true in row, check that α is too

Inference by Enumeration

- Depth-first enumeration of all models is sound and complete

```
function TT-ENTAILS?(KB, α) returns true or false
   inputs: KB, the knowledge base, a sentence in propositional logic
           α, the query, a sentence in propositional logic

   symbols ← a list of the proposition symbols in KB and α
   return TT-CHECK-ALL(KB, α, symbols, [ ])
```

```
function TT-CHECK-ALL(KB, α, symbols, model) returns true or false
   if EMPTY?(symbols) then
      if PL-TRUE?(KB, model) then return PL-TRUE?(α, model)
      else return true
   else do
      P ← FIRST(symbols); rest ← REST(symbols)
      return TT-CHECK-ALL(KB, α, rest, EXTEND(P, true, model)) and
                TT-CHECK-ALL(KB, α, rest, EXTEND(P, false, model))
```

- $O(2^n)$ for n symbols; problem is **co-NP-complete**

equivalence, validity, satisfiability

Logical Equivalence

- Two sentences are logically equivalent iff true in same models:
  $\alpha \equiv \beta$ if and only if $\alpha \models \beta$ and $\beta \models \alpha$

$(\alpha \wedge \beta)$	$\equiv$	$(\beta \wedge \alpha)$	commutativity of $\wedge$
$(\alpha \vee \beta)$	$\equiv$	$(\beta \vee \alpha)$	commutativity of $\vee$
$((\alpha \wedge \beta) \wedge \gamma)$	$\equiv$	$(\alpha \wedge (\beta \wedge \gamma))$	associativity of $\wedge$
$((\alpha \vee \beta) \vee \gamma)$	$\equiv$	$(\alpha \vee (\beta \vee \gamma))$	associativity of $\vee$
$\neg(\neg\alpha)$	$\equiv$	α	double-negation elimination
$(\alpha \implies \beta)$	$\equiv$	$(\neg\beta \implies \neg\alpha)$	contraposition
$(\alpha \implies \beta)$	$\equiv$	$(\neg\alpha \vee \beta)$	implication elimination
$(\alpha \Leftrightarrow \beta)$	$\equiv$	$((\alpha \implies \beta) \wedge (\beta \implies \alpha))$	biconditional elimination
$\neg(\alpha \wedge \beta)$	$\equiv$	$(\neg\alpha \vee \neg\beta)$	De Morgan
$\neg(\alpha \vee \beta)$	$\equiv$	$(\neg\alpha \wedge \neg\beta)$	De Morgan
$(\alpha \wedge (\beta \vee \gamma))$	$\equiv$	$((\alpha \wedge \beta) \vee (\alpha \wedge \gamma))$	distributivity of $\wedge$ over $\vee$
$(\alpha \vee (\beta \wedge \gamma))$	$\equiv$	$((\alpha \vee \beta) \wedge (\alpha \vee \gamma))$	distributivity of $\vee$ over $\wedge$

Validity and Satisfiability

- A sentence is valid if it is true in **all** models,
  e.g., $True$, $A \lor \neg A$, $A \implies A$, $(A \land (A \implies B)) \implies B$

- Validity is connected to inference via the Deduction Theorem:
  $KB \models \alpha$ if and only if $(KB \implies \alpha)$ is valid

- A sentence is satisfiable if it is true in **some** model
  e.g., $A \lor B$, C

- A sentence is unsatisfiable if it is true in **no** models
  e.g., $A \land \neg A$

- Satisfiability is connected to inference via the following:
  $KB \models \alpha$ if and only if $(KB \land \neg\alpha)$ is unsatisfiable
  i.e., prove α by *reductio ad absurdum*

inference

Proof Methods

- Proof methods divide into (roughly) two kinds

- Application of inference rules
  - Legitimate (sound) generation of new sentences from old
  - Proof = a sequence of inference rule applications
    Can use inference rules as operators in a standard search alg.
  - Typically require translation of sentences into a normal form

- Model checking
  - truth table enumeration (always exponential in n)
  - improved backtracking, e.g., Davis–Putnam–Logemann–Loveland
  - heuristic search in model space (sound but incomplete)
    e.g., min-conflicts-like hill-climbing algorithms

Forward and Backward Chaining

- Horn Form (restricted)
  KB = **conjunction** of **Horn clauses**

- Horn clause =

  - proposition symbol; or
  - (conjunction of symbols) $\implies$ symbol

  e.g., $C \wedge (B \implies A) \wedge (C \wedge D \implies B)$

- Modus Ponens (for Horn Form): complete for Horn KBs

$$\frac{\alpha_1, \ldots, \alpha_n, \qquad \alpha_1 \wedge \cdots \wedge \alpha_n \implies \beta}{\beta}$$

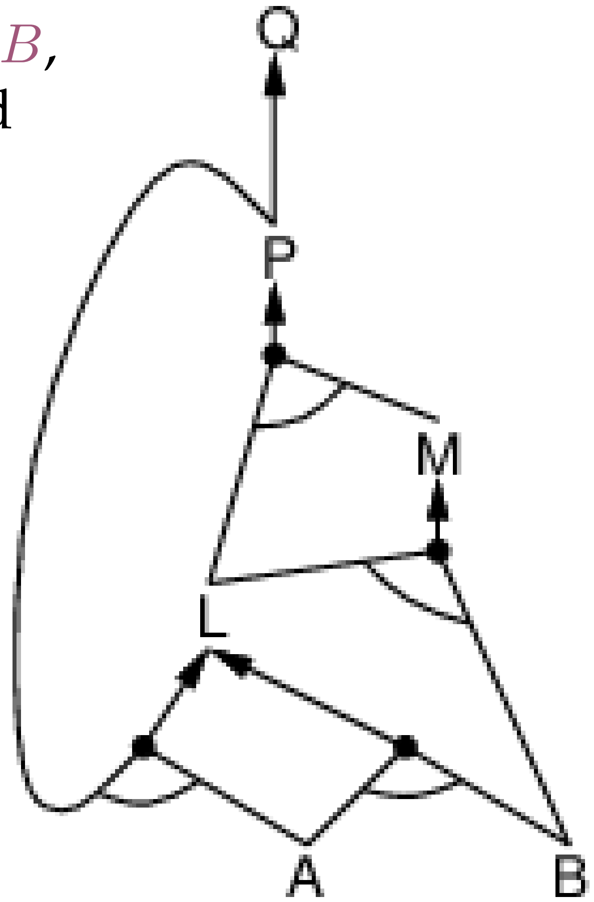
- Can be used with forward chaining or backward chaining

- These algorithms are very natural and run in **linear** time

Example

- Idea: fire any rule whose premises are satisfied in the KB, add its conclusion to the KB, until query is found

$P \implies Q$
$L \wedge M \implies P$
$B \wedge L \implies M$
$A \wedge P \implies L$
$A \wedge B \implies L$
A
B



forward chaining

Forward Chaining Algorithm


```
function PL-FC-ENTAILS?(KB, q) returns true or false
   inputs: KB, the knowledge base, a set of propositional Horn clauses
           q, the query, a proposition symbol
   local variables: count, a table, indexed by clause, init. number of premises
                    inferred, a table, indexed by symbol, each entry initially false
                    agenda, a list of symbols, initially the symbols known in KB

   while agenda is not empty do
      p ← POP(agenda)
      unless inferred[p] do
         inferred[p] ← true
         for each Horn clause c in whose premise p appears do
            decrement count[c]
            if count[c] = 0 then do
               if HEAD[c] = q then return true
               PUSH(HEAD[c], agenda)
   return false
```

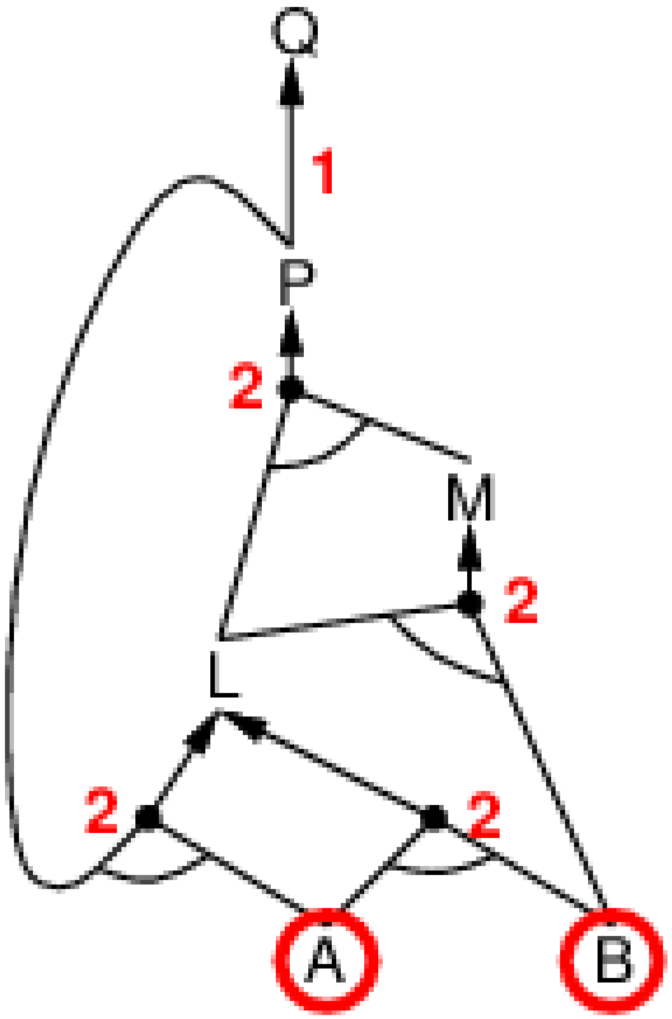
Forward Chaining Example

- Given

  $$P \implies Q$$
  $$L \wedge M \implies P$$
  $$B \wedge L \implies M$$
  $$A \wedge P \implies L$$
  $$A \wedge B \implies L$$
  $$A$$
  $$B$$

- Agenda: A, B

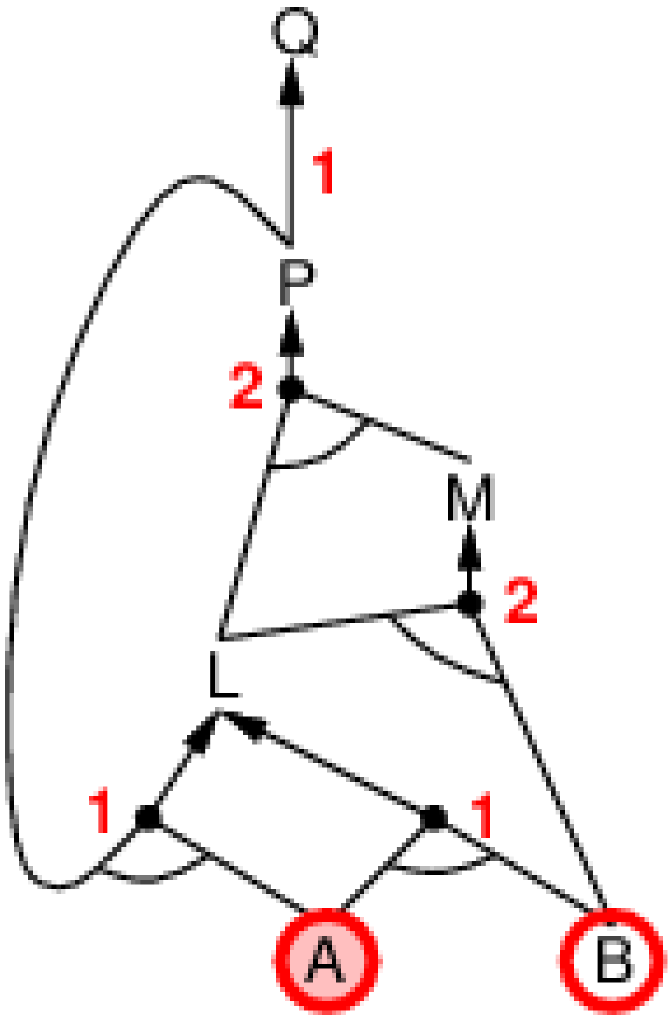
- Annotate horn clauses with number of premises



Forward Chaining Example

- Process agenda item A

- Decrease count for horn clauses in which A is premise



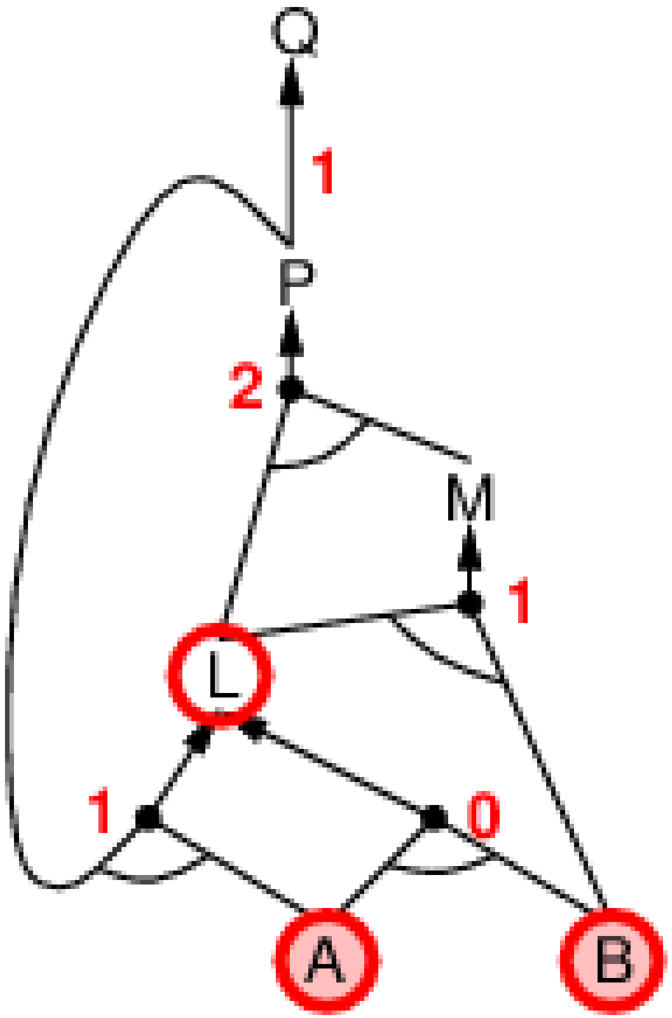
Forward Chaining Example

- Process agenda item B

- Decrease count for horn clauses in which B is premise

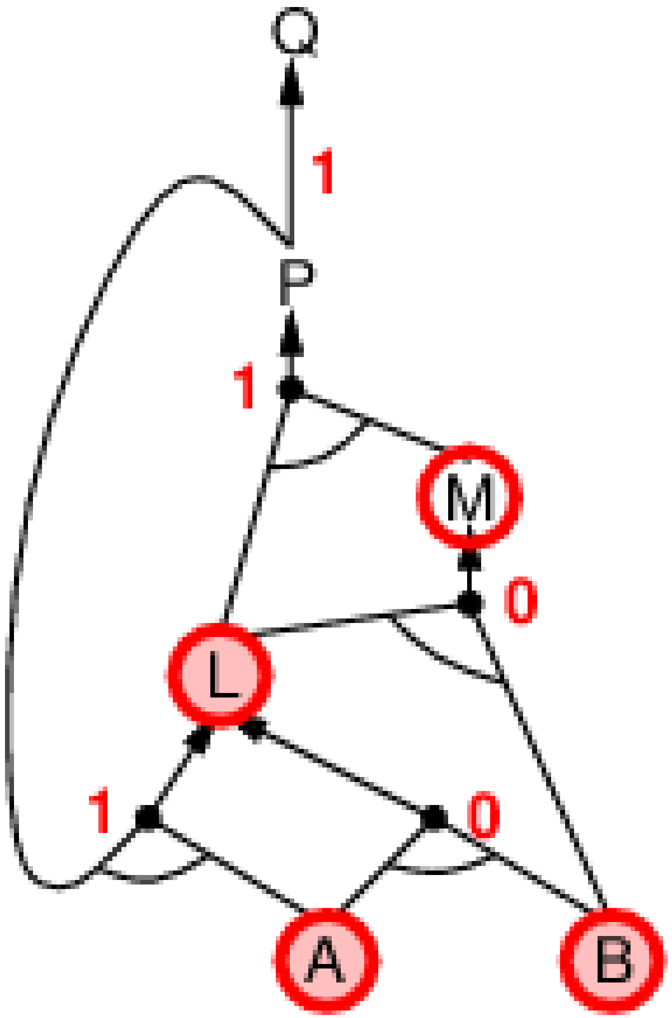
- $A \wedge B \implies L$ has now fulfilled premise

- Add L to agenda



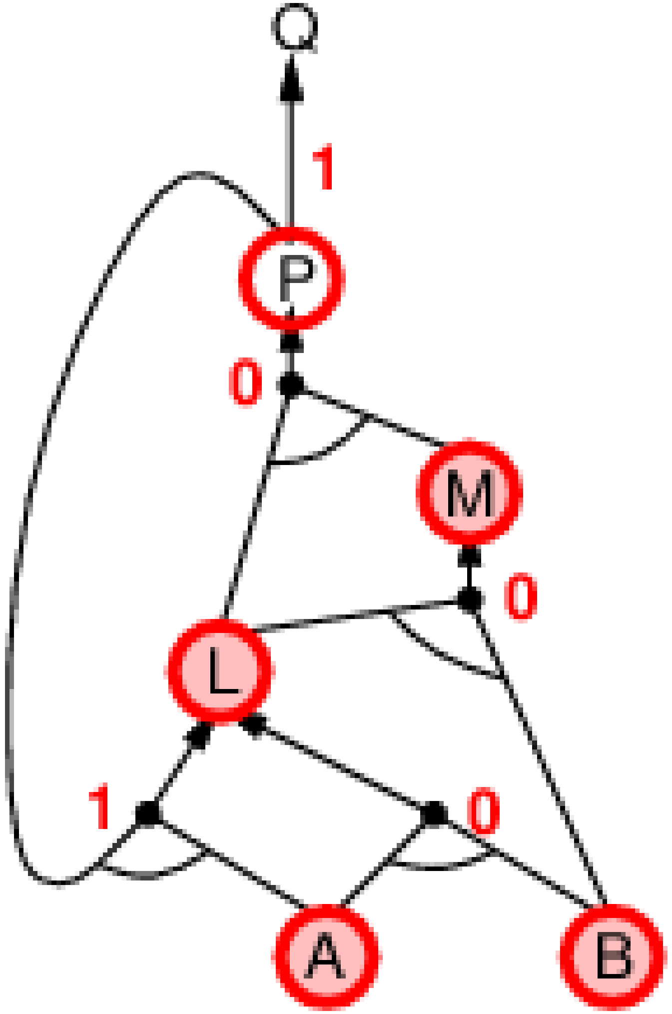
Forward Chaining Example

- Process agenda item L
- Decrease count for horn clauses in which L is premise
- $B \wedge L \implies M$ has now fulfilled premise
- Add M to agenda



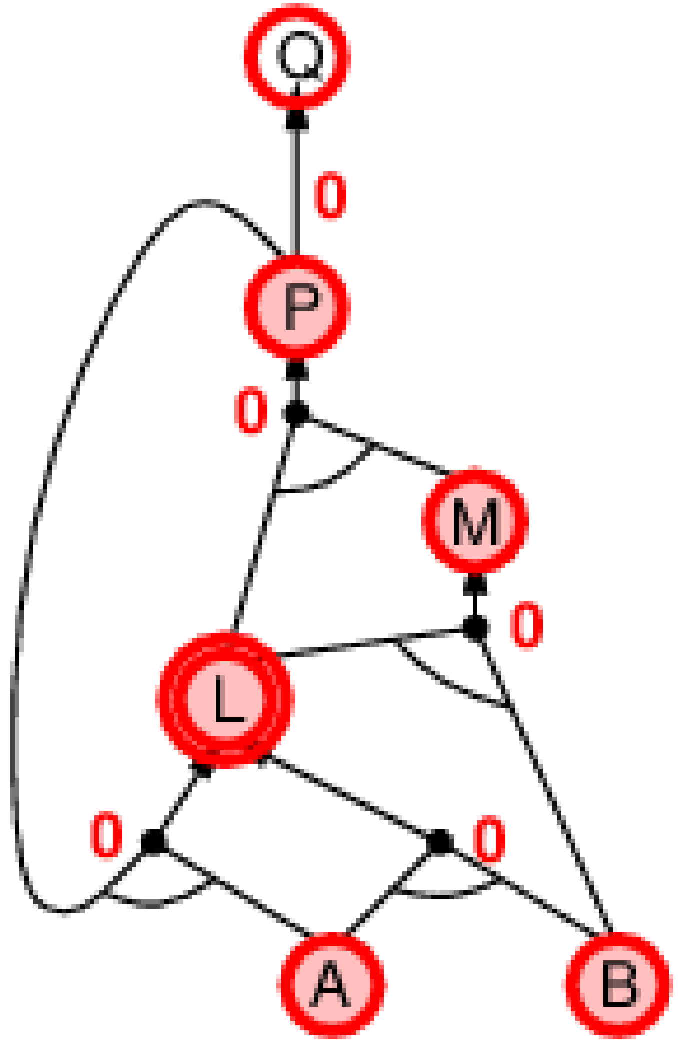
Forward Chaining Example

- Process agenda item M
- Decrease count for horn clauses in which M is premise
- $L \wedge M \implies P$ has now fulfilled premise
- Add P to agenda



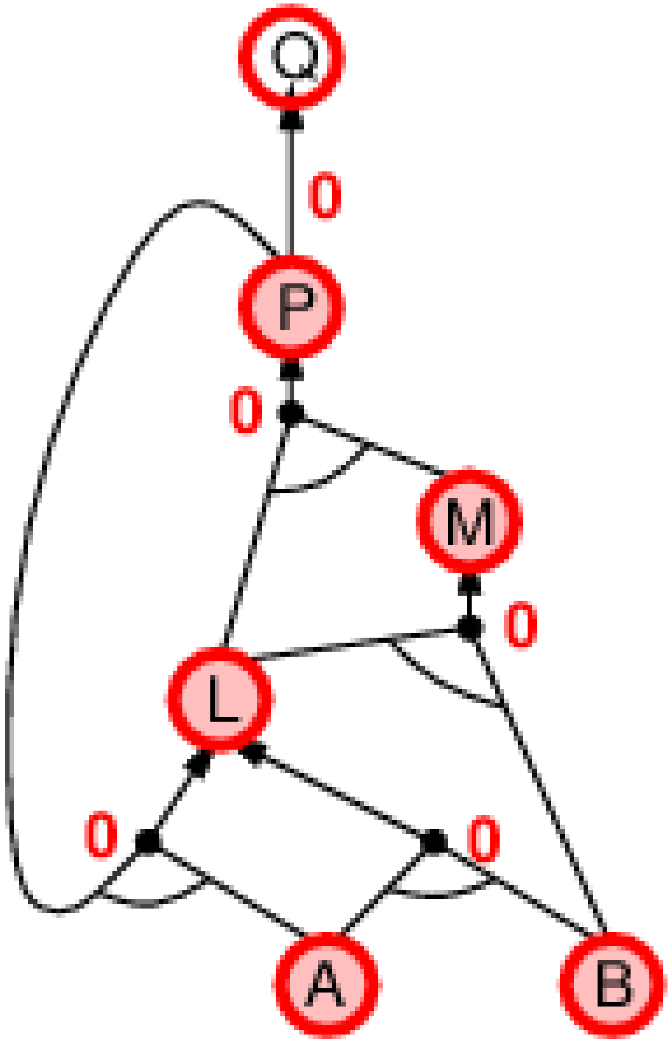
Forward Chaining Example

- Process agenda item P
- Decrease count for horn clauses in which P is premise
- $P \implies Q$ has now fulfilled premise
- Add Q to agenda
- $A \wedge P \implies L$ has now fulfilled premise



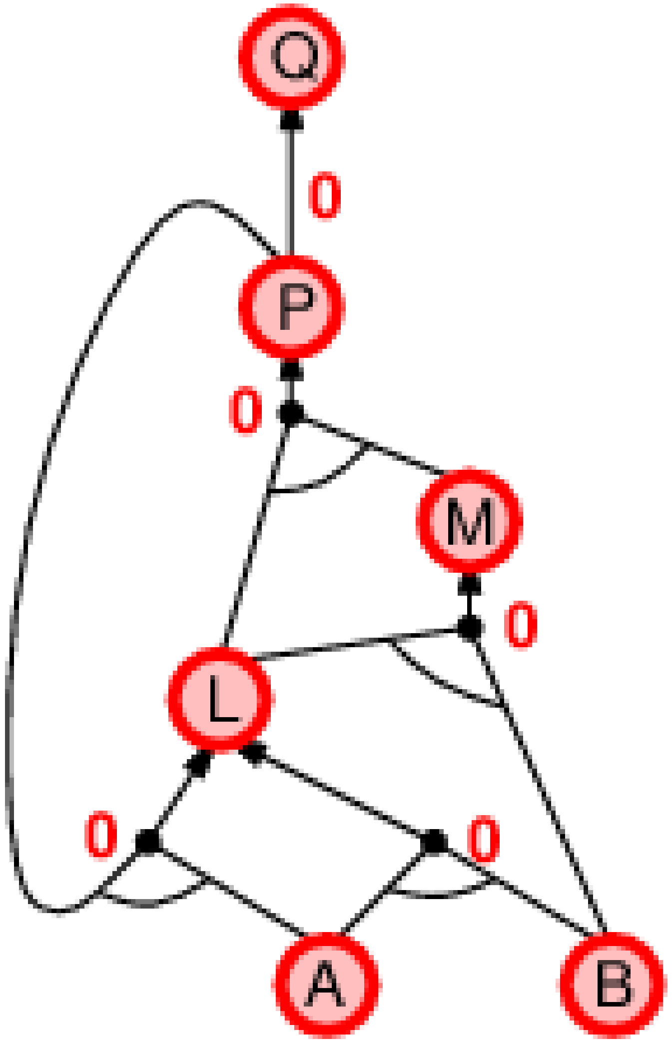
Forward Chaining Example

- Process agenda item P
- Decrease count for horn clauses in which P is premise
- $P \implies Q$ has now fulfilled premise
- Add Q to agenda
- $A \land P \implies L$ has now fulfilled premise
- But L is already inferred



Forward Chaining Example

- Process agenda item Q
- Q is inferred
- Done



Proof of Completeness

- FC derives every atomic sentence that is entailed by KB

1. FC reaches a fixed point where no new atomic sentences are derived
2. consider the final state as a model m, assigning true/false to symbols
3. every clause in the original KB is true in m
   Proof: Suppose a clause $a_1 \wedge \ldots \wedge a_k \Rightarrow b$ is false in m
   Then $a_1 \wedge \ldots \wedge a_k$ is true in m and b is false in m
   Therefore the algorithm has not reached a fixed point!
4. hence m is a model of KB
5. if $KB \models q$, q is true in **every** model of KB, including m

- General idea: construct any model of KB by sound inference, check α

backward chaining

Backward Chaining

- Idea: work backwards from the query q:
  to prove q by BC,
  check if q is known already, or
  prove by BC all premises of some rule concluding q

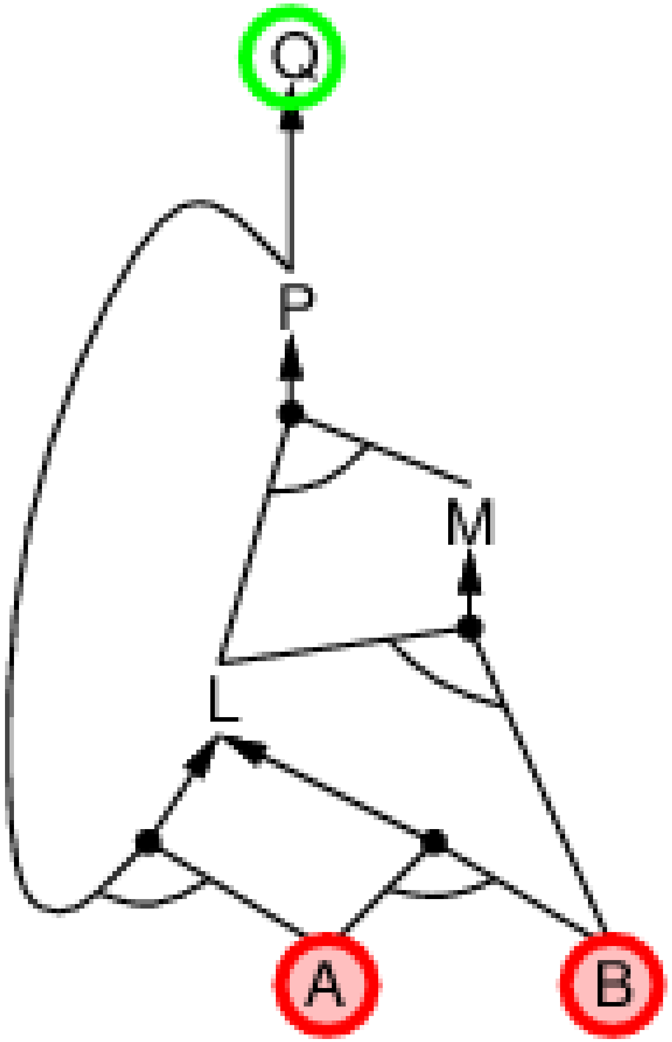
- Avoid loops: check if new subgoal is already on the goal stack

- Avoid repeated work: check if new subgoal

1. has already been proved true, or
2. has already failed

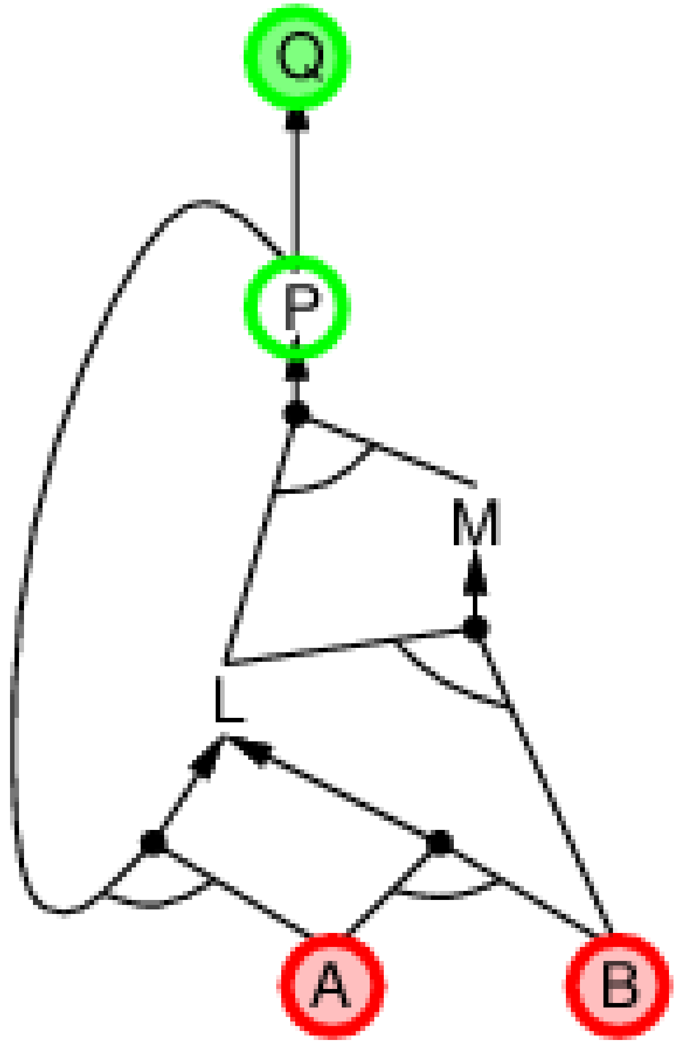
Backward Chaining Example

- A and B are known to be true
- Q needs to be proven



Backward Chaining Example

- Current goal: Q
- Q can be inferred by $P \implies Q$
- P needs to be proven

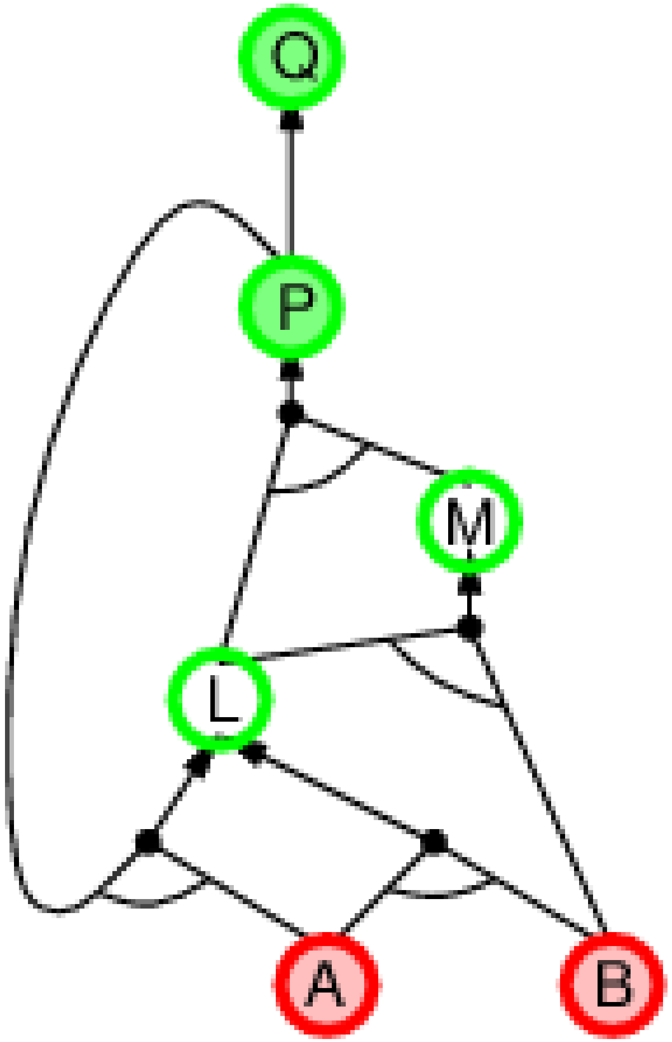


Backward Chaining Example

- Current goal: P

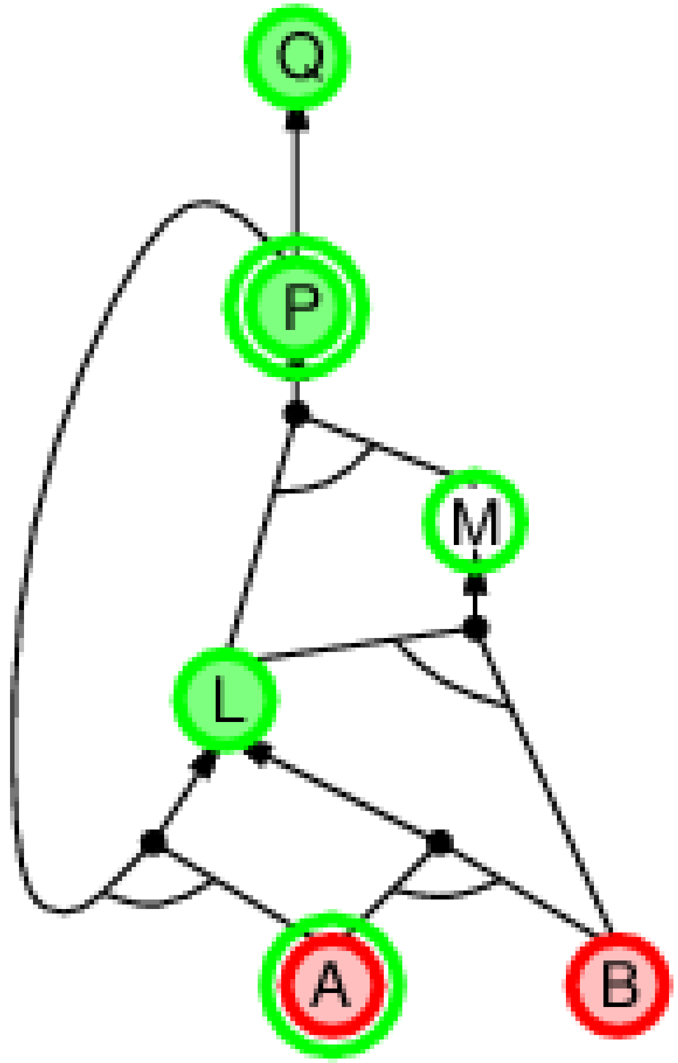
- P can be inferred by $L \wedge M \implies P$

- L and M need to be proven



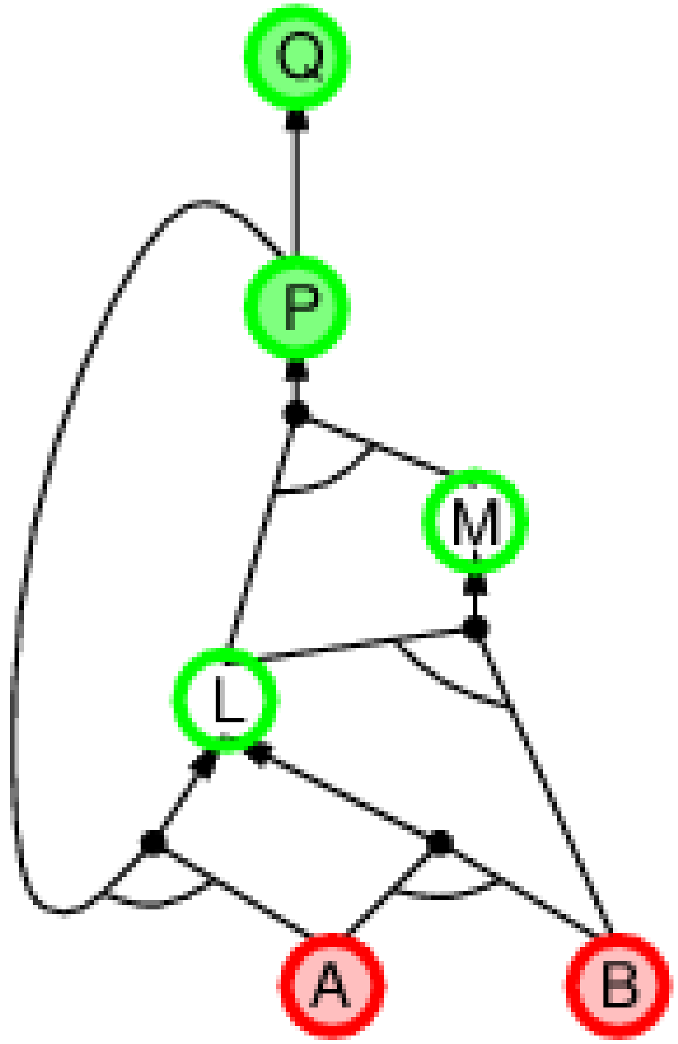
Backward Chaining Example

- Current goal: L
- L can be inferred by $A \wedge P \implies L$
- P is already a goal
- A is already true



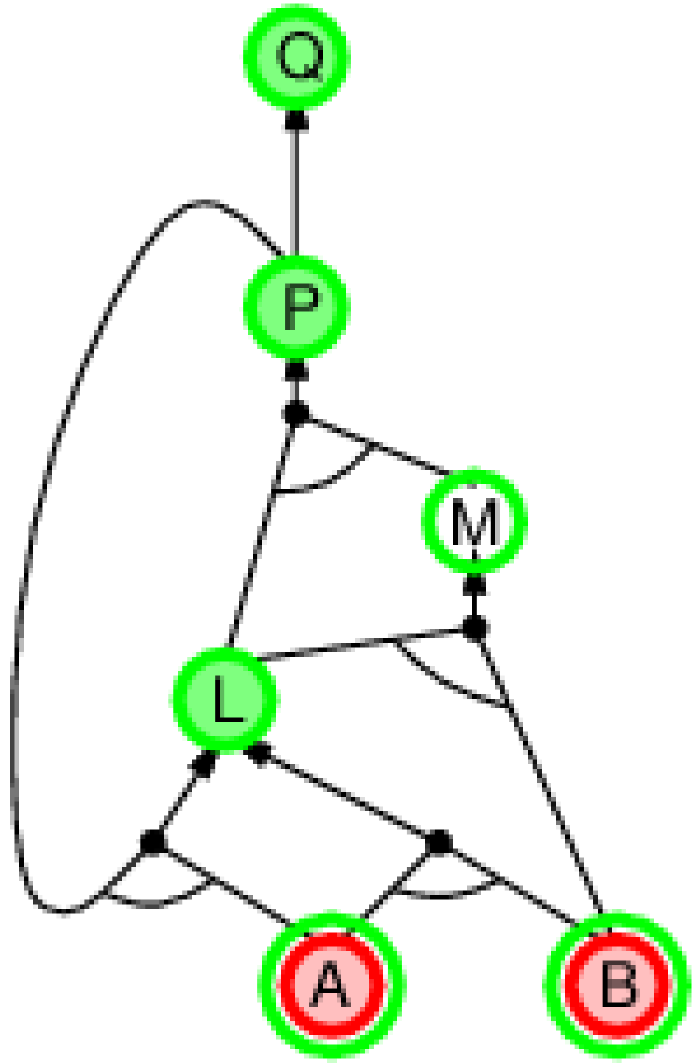
Backward Chaining Example

- Current goal: L



Backward Chaining Example

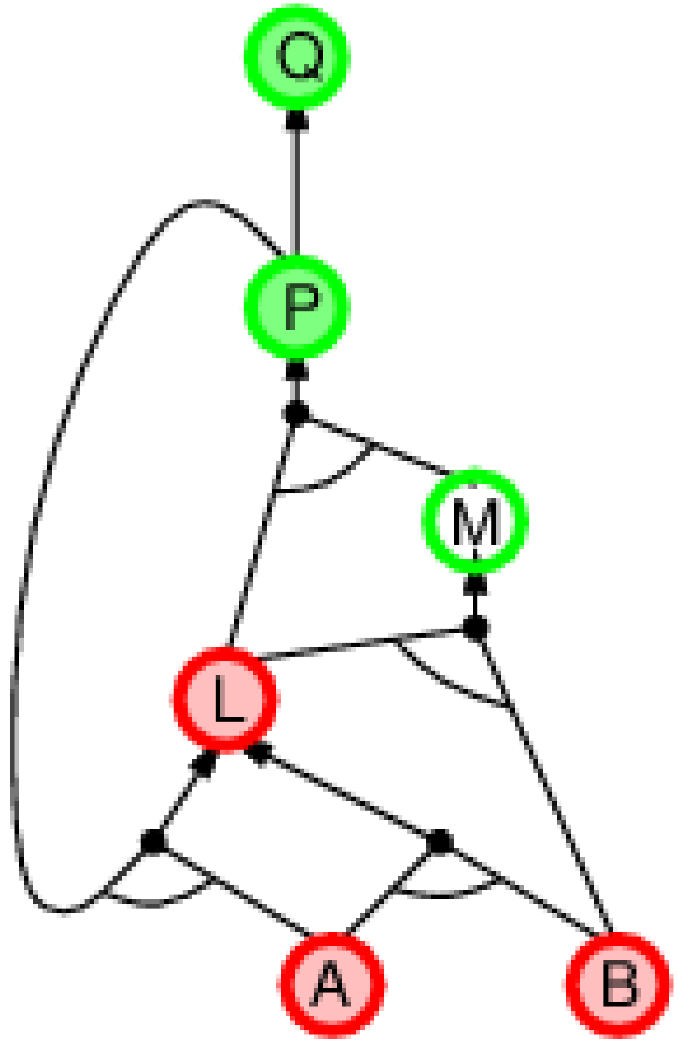
- Current goal: L
- L can be inferred by $A \wedge B \implies L$
- Both are true



Backward Chaining Example

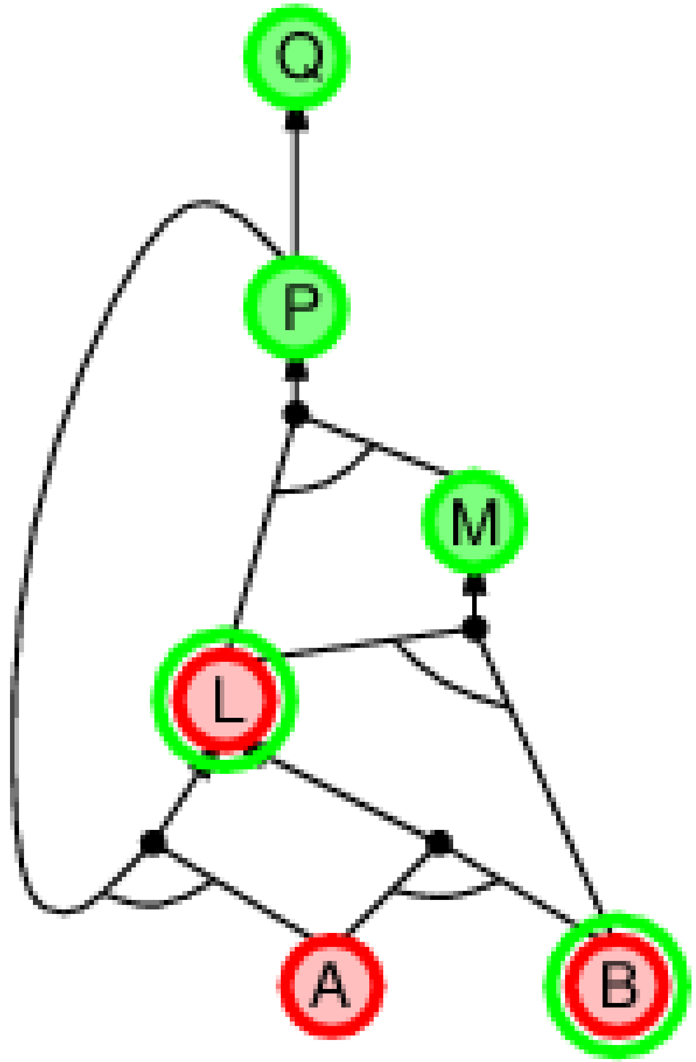
- Current goal: L
- L can be inferred by $A \land B \implies L$
- Both are true

$\Rightarrow$ L is true



Backward Chaining Example

- Current goal: M
- M can be inferred by $B \wedge L \implies M$



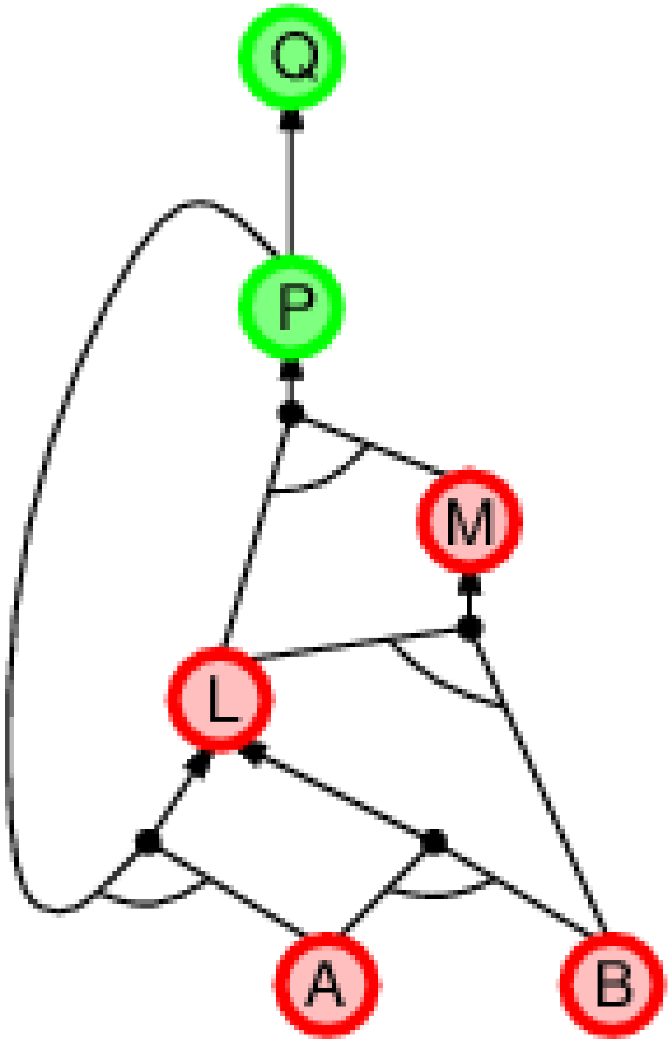
Backward Chaining Example

- Current goal: M

- M can be inferred by $B \wedge L \implies M$

- Both are true

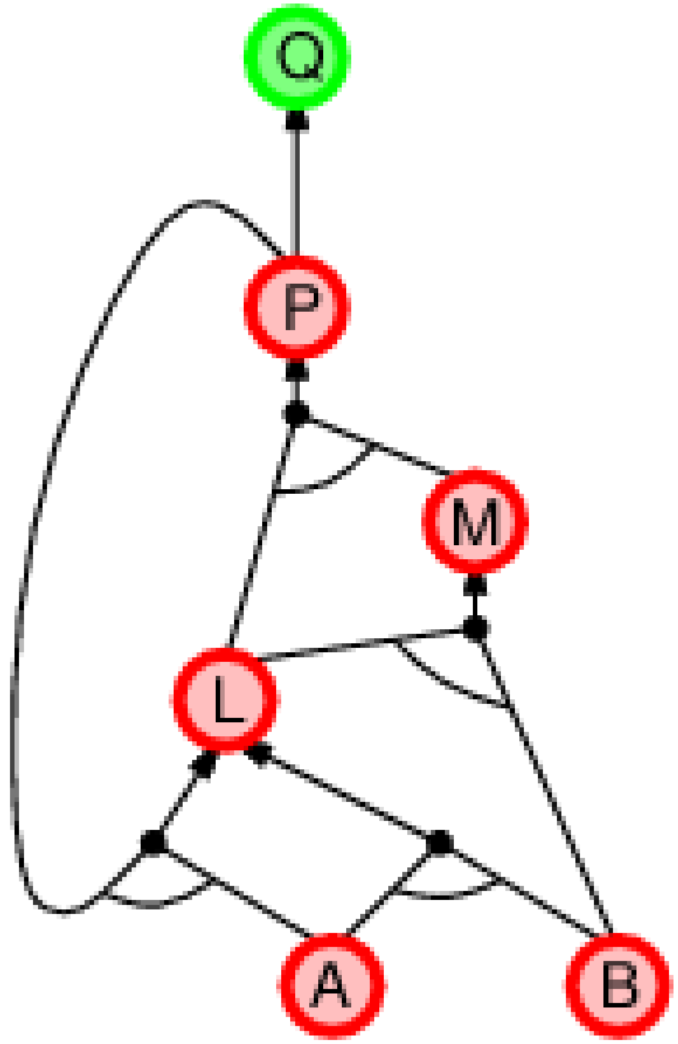
$\Rightarrow$ M is true



Backward Chaining Example

- Current goal: P
- P can be inferred by $L \wedge M \implies P$
- Both are true

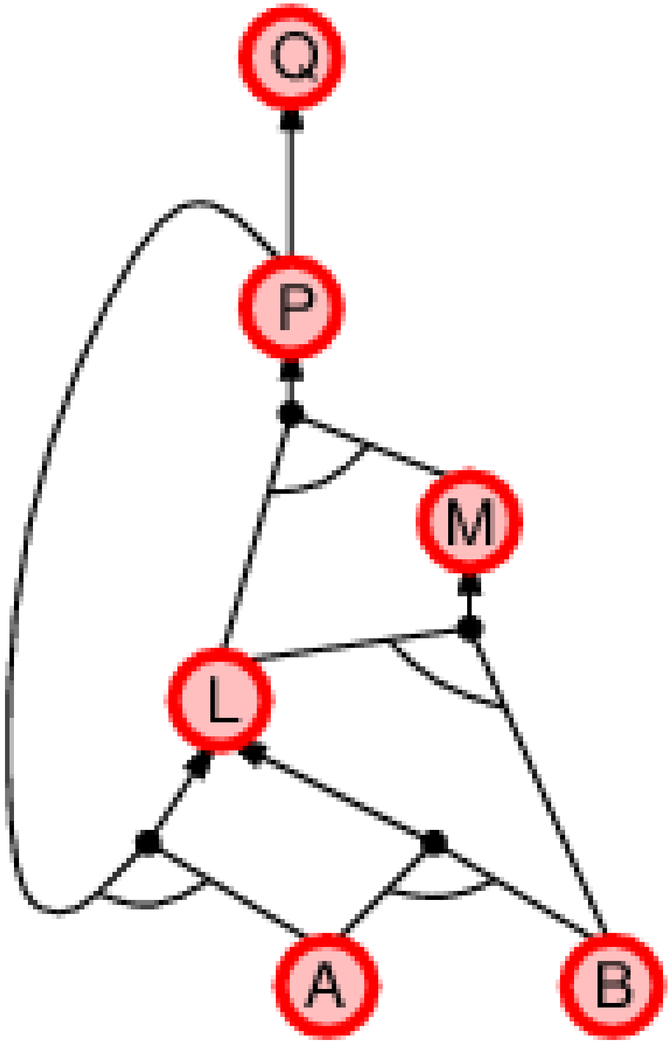
$\Rightarrow$ P is true



Backward Chaining Example

- Current goal: Q
- Q can be inferred by $P \implies Q$
- P is true

$\Rightarrow$ Q is true



Forward vs. Backward Chaining

- FC is data-driven, cf. automatic, unconscious processing,
  e.g., object recognition, routine decisions

- 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?

- Complexity of BC can be **much less** than linear in size of KB

resolution

Resolution

- Conjunctive Normal Form (CNF—universal)

  conjunction of $\underbrace{\textbf{disjunctions} \text{ of } \textbf{literals}}_{\textbf{clauses}}$

  E.g., $(A \vee \neg B) \wedge (B \vee \neg C \vee \neg D)$

- Resolution inference rule (for CNF): complete for propositional logic

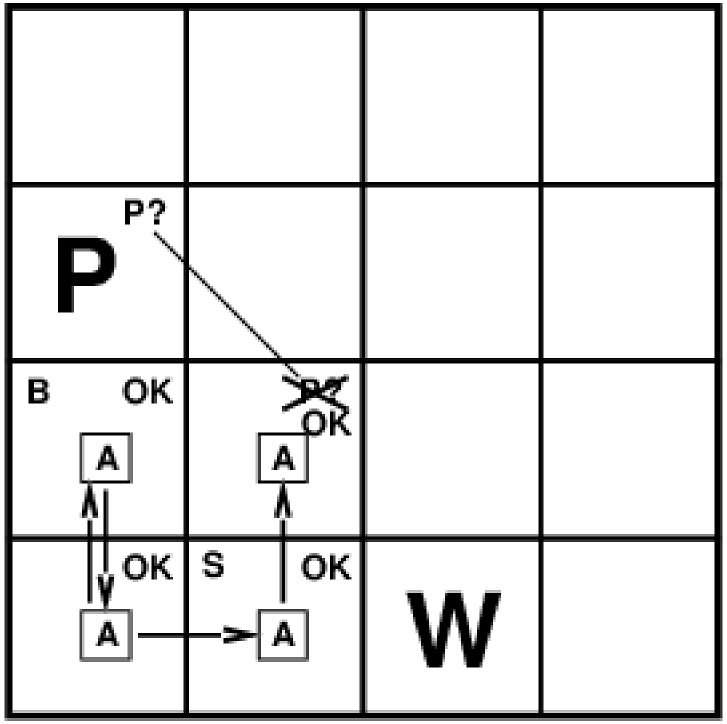
$$\frac{\ell_1 \vee \cdots \vee \ell_k, \qquad m_1 \vee \cdots \vee m_n}{\ell_1 \vee \cdots \vee \ell_{i-1} \vee \ell_{i+1} \vee \cdots \vee \ell_k \vee m_1 \vee \cdots \vee m_{j-1} \vee m_{j+1} \vee \cdots \vee m_n}$$

  where ℓ_i and m_j are complementary literals. E.g.,

$$\frac{P_{1,3} \vee P_{2,2}, \qquad \neg P_{2,2}}{P_{1,3}}$$

- Resolution is sound and complete for propositional logic

Wampus World



- Rules such as: "If breeze, then a pit adjacent."

$$B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$

Conversion to CNF

$$B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1})$$

1. Eliminate $\Leftrightarrow$, replacing $\alpha \Leftrightarrow \beta$ with $(\alpha \implies \beta) \wedge (\beta \implies \alpha)$.

$$(B_{1,1} \implies (P_{1,2} \vee P_{2,1})) \wedge ((P_{1,2} \vee P_{2,1}) \implies B_{1,1})$$

2. Eliminate $\Rightarrow$, replacing $\alpha \Rightarrow \beta$ with $\neg\alpha \vee \beta$.

$$(\neg B_{1,1} \vee P_{1,2} \vee P_{2,1}) \wedge (\neg(P_{1,2} \vee P_{2,1}) \vee B_{1,1})$$

3. Move $\neg$ inwards using de Morgan's rules and double-negation:

$$(\neg B_{1,1} \vee P_{1,2} \vee P_{2,1}) \wedge ((\neg P_{1,2} \wedge \neg P_{2,1}) \vee B_{1,1})$$

4. Apply distributivity law ($\vee$ over $\wedge$) and flatten:

$$(\neg B_{1,1} \vee P_{1,2} \vee P_{2,1}) \wedge (\neg P_{1,2} \vee B_{1,1}) \wedge (\neg P_{2,1} \vee B_{1,1})$$

Resolution Algorithm

- Proof by contradiction, i.e., show $KB \wedge \neg\alpha$ unsatisfiable

```
function PL-RESOLUTION(KB, α) returns true or false
   inputs: KB, the knowledge base, a sentence in propositional logic
           α, the query, a sentence in propositional logic
   clauses ← the set of clauses in the CNF representation of KB ∧ ¬α
   new ← { }
   loop do
      for each C_i, C_j in clauses do
         resolvents ← PL-RESOLVE(C_i, C_j)
         if resolvents contains the empty clause then return true
         new ← new ∪ resolvents
      if new ⊆ clauses then return false
      clauses ← clauses ∪ new
```

Resolution Example

- To disprove: $\alpha = \neg P_{1,2}$
- $KB = (B_{1,1} \Leftrightarrow (P_{1,2} \vee P_{2,1}))$

  reformulated as:

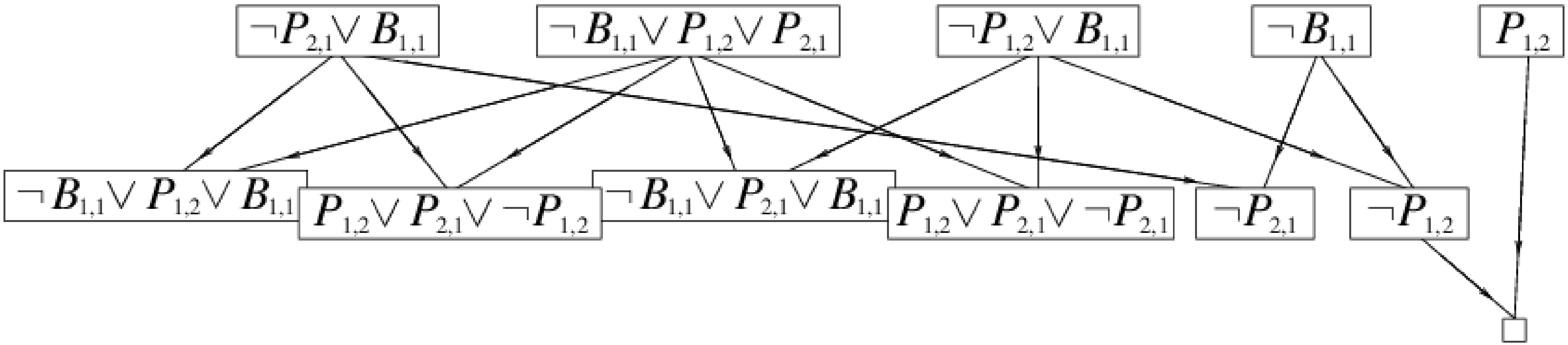
  $(\neg B_{1,1} \vee P_{1,2} \vee P_{2,1}) \wedge (\neg P_{1,2} \vee B_{1,1}) \wedge (\neg P_{2,1} \vee B_{1,1})$
- Observation: $\neg B_{1,1}$
- Resolution

$$\frac{\neg P_{1,2} \vee B_{1,1} \quad \neg B_{1,1}}{\neg P_{1,2}}$$

- Resolution

$$\frac{\neg P_{1,2} \quad P_{1,2}}{\mathit{false}}$$

Resolution Example



- In practice: all resolvable pairs of clauses are combined

Logical Agent

- Logical agent for Wumpus world explores actions
  - observe glitter → done
  - unexplored safe spot → plan route to it
  - if Wampus in possible spot → shoot arrow
  - take a risk to go possibly risky spot
- Propositional logic to infer state of the world
- Heuristic search to decide which action to take

Summary

- Logical agents apply inference to a knowledge base
  to derive new information and make decisions
- Basic concepts of logic:
  - syntax: formal structure of sentences
  - semantics: truth of sentences wrt models
  - entailment: necessary truth of one sentence given another
  - inference: deriving sentences from other sentences
  - soundess: derivations produce only entailed sentences
  - completeness: derivations can produce all entailed sentences
- Wumpus world requires the ability to represent partial and negated information, reason by cases, etc.
- Forward, backward chaining are linear-time, complete for Horn clauses
  Resolution is complete for propositional logic
- Propositional logic lacks expressive power