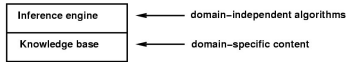


Knowledge Based Agents



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

Knowledge Base Agent Wrapper

```

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 ← 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

Logics at High Level

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; $x + 2 > y$ 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 $x = 0$, $y = 6$

Notion of a Model

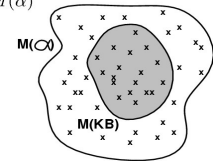
Logicians typically think in terms of models, which are formally
structured worlds with respect to which truth can be evaluated

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

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

E.g. $KB =$ Giants won and Reds won
 $\alpha =$ Giants won



Inference

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

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 $KB \vdash_i \alpha$

Logic Types

Logics are characterized by what they commit to as "primitives"

Ontological commitment: what exists—facts? objects? time? beliefs?

Epistemological commitment: what states of knowledge?

Language	Ontological Commitment	Epistemological Commitment
Propositional logic	facts	true/false/unknown
First-order logic	facts, objects, relations	true/false/unknown
Temporal logic	facts, objects, relations, times	true/false/unknown
Probability theory	facts	degree of belief 0...1
Fuzzy logic	degree of truth	degree of belief 0...1

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

If S_1 and S_2 is a sentence, $S_1 \wedge S_2$ is a sentence

If S_1 and S_2 is a sentence, $S_1 \vee S_2$ is a sentence

If S_1 and S_2 is a sentence, $S_1 \Rightarrow S_2$ is a sentence

If S_1 and S_2 is a sentence, $S_1 \Leftrightarrow S_2$ is a sentence

Propositional Logic: Semantics

Each model specifies true/false for each proposition symbol

E.g. $A \quad B \quad C$
True True False

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
 $S_1 \Rightarrow S_2$ 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 $S_1 \Rightarrow S_2$ is true and $S_2 \Rightarrow S_1$ is true

Inference via Enumeration

Let $\alpha = A \vee B$ and $KB = (A \vee C) \wedge (B \vee \neg C)$

Is it the case that $KB \models \alpha$?

Check all possible models— α must be true wherever KB is true

A	B	C	$A \vee C$	$B \vee \neg C$	KB	α
<i>False</i>	<i>False</i>	<i>False</i>				
<i>False</i>	<i>False</i>	<i>True</i>				
<i>False</i>	<i>True</i>	<i>False</i>				
<i>False</i>	<i>True</i>	<i>True</i>				
<i>True</i>	<i>False</i>	<i>False</i>				
<i>True</i>	<i>False</i>	<i>True</i>				
<i>True</i>	<i>True</i>	<i>False</i>				
<i>True</i>	<i>True</i>	<i>True</i>				