

Fundamentals of Artificial Intelligence

Chapter 12: Knowledge Representation

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Outline

- 1 Ontologies and Ontological Engineering
- 2 Categories and Objects
- 3 Reasoning about Knowledge
- 4 Reasoning about Categories
 - Semantic Networks (hints)
 - Description Logics

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Generalities

Q: What content do we put into an agent's KB?

- how do we organize such content?
- how do we represent facts about the world?
- A whole AI field: **Knowledge Representation, KR**
 - often combined with **Automated Reasoning** on KB
- ⇒ **Knowledge Representation & Reasoning, KRR**
- **KR: use FOL to represent the most important aspects of the real world, such as: action, space, time, knowledge, belief**
- Topics:
 - **ontologies and ontological engineering**
 - **objects and categories, composite objects, measurements, ...**
 - **actions and change, events, temporal intervals, ...**
 - **reasoning about knowledge & beliefs**
 - **reasoning about categories**
 - **default reasoning**
 - ...

Knowledge Engineering and Ontological Engineering

Knowledge Engineering

- The activity to **formalize a specific problem or task domain**
- Relevant questions to be addressed:
 - What are the relevant facts, objects, relations ... ?
 - Which is the right level of abstraction?
 - What are the queries to the KB (inferences)?

Ontological Engineering

- The activity to **build general-purpose ontologies**
 - should **be applicable in any special-purpose domain** (with the addition of domain-specific axioms)
 - In non trivial domains, reasoning and problem solving could involve several areas of knowledge simultaneously
 - ⇒ **different areas of knowledge must be combined**
- Several attempts to build general-purpose ontologies
 - CYC, DBpedia, TextRunner, ...
 - not very successful so far

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Categories and Objects

Categories, Objects, Members and Subclasses

- KR requires the organisation of objects into categories
 - interaction at the level of the object
 - reasoning at the level of categories
 - ex: typically we want to buy a basketball, rather than a particular basketball instance
- Categories play a role in predictions about objects
 - agent infers the presence of certain objects from perceptual input
 - infers category from the perceived properties of the objects,
 - uses category information to make predictions about the objects
- Categories can be represented in two ways by FOL
 - predicates (ex $\text{Basketball}(x)$): relations
 - reification of categories into objects (ex Basketballs): sets
 - ⇒ allows categories to be argument of predicates/functions
- Membership of a category as set membership
 - ex: $\text{Member}(b, \text{Basketballs})$ (abbr. $b \in \text{Basketballs}$)
- Subcategories (aka subclasses) are (strict) subsets
 - ex: $\text{Subset}(\text{Basketballs}, \text{Balls})$ (abbr. $\text{Basketballs} \subset \text{Balls}$)

Categories and Objects [cont.]

Inheritance and Taxonomies

- A subcategory inherits the properties of the category
 - ex:
if $\forall x.(x \in \text{Food} \rightarrow \text{Edible}(x))$, $\text{Fruit} \subset \text{Food}$, $\text{Apples} \subset \text{Fruit}$
then $\forall x.(x \in \text{Apple} \rightarrow \text{Edible}(x))$
- A member inherits the properties of the category
 - if $a \in \text{Apples}$, then $\text{Edible}(a)$
- Subclass relation organize categories into taxonomies (aka taxonomic hierarchies)
 - ex: taxonomy of >10M living&extinct species
 - ex: Dewey Decimal System: taxonomy of all fields of knowledge

Categories and Objects [cont.]

FOL Reasoning about Categories

- FOL allows to state facts about categories:
 - an object is a member of a category
 $BB_9 \in \text{Basketballs}$
 - a category is a subclass of another category
 $\text{Basketballs} \subset \text{Balls}$
 - all members of a category have some properties
 $\forall x.(x \in \text{Basketballs} \rightarrow \text{Spherical}(x))$
 - members of a category can be recognized by some properties
 $\forall x.((\text{Orange}(x) \wedge \text{Round}(x) \wedge \text{Diameter}(x) = 9.5'' \wedge x \in \text{Balls}) \rightarrow x \in \text{Basketballs})$
 - category as a whole has some properties
 $\text{Dogs} \in \text{DomesticatedSpecies}$
- New categories can be defined by providing **necessary and sufficient conditions** for membership
 - $\forall x.(x \in \text{Bachelors} \leftrightarrow (\text{Unmarried}(x) \wedge x \in \text{Adults} \wedge x \in \text{Males}))$

Categories and Objects [cont.]

Derived relations

- Two or more categories in a set s are **disjoint** iff they have no members in common
 - $Disjoint(s) \leftrightarrow (\forall c_1 c_2. ((c_1 \in s \wedge c_2 \in s \wedge c_1 \neq c_2) \rightarrow Intersection(c_1, c_2) = \emptyset))$
 - ex:
 $Disjoint(\{Animals, Vegetables\}), Disjoint(\{Insects, Birds, Mammals, Reptiles\}),$
- A set of categories s is an **exhaustive decomposition** of a category c iff all members of c are covered by categories in s
 - $ExhaustiveDecomposition(s, c) \leftrightarrow \forall i. (i \in c \leftrightarrow (\exists c_2. (c_2 \in s \wedge i \in c_2)))$
 - ex: $E.D.(\{Americans, Canadians, Mexicans\}, NorthAmericans)$
- A disjoint exhaustive decomposition is a **partition**
 - $Partition(s, c) \leftrightarrow (Disjoint(s) \wedge ExhaustiveDecomposition(s, c))$
 - ex: $Partition(\{Males, Females\}, Animals)$

Digression: Natural Kinds

- Many categories have no clear-cut definition (ex: **chair**, **bush**, ...)
 - Ex: tomatoes are sometimes green, red, yellow, black; they are mostly round
- One useful solution: category “**Typical(.)**”, s.t. $Typical(c) \subseteq c$
 - ⇒ most knowledge about natural kinds will actually be about their typical instances
 - ex: $\forall x.(x \in Typical(Tomatoes) \rightarrow (Red(x) \wedge Round(x)))$

⇒ We can write down useful facts about categories without providing exact definitions

Note

Quine (1953) challenged the utility of the notion of strict definition.

- Ex: “bachelor”: **is the Pope a bachelor?**
 - ⇒ technically yes, but misleading

Physical Composition

- *PartOf*(.,.) relation: **One object may be part of another**
 - *PartOf*(Bucharest, Romania)
 - *PartOf*(Romania, EasternEurope)
 - *PartOf*(EasternEurope, Europe)
- *PartOf*(.,.) is reflexive and transitive:
 - $\forall x. PartOf(x, x)$
 - $\forall x, y, z. ((PartOf(x, y) \wedge PartOf(y, z)) \rightarrow PartOf(x, z))$ $\Rightarrow PartOf(Bucharest, Europe)$
- Categories of **composite objects** are often characterized by structural relations among parts.
Ex: **Biped**

$$\begin{aligned} Biped(a) \Rightarrow \exists l_1, l_2, b \quad & Leg(l_1) \wedge Leg(l_2) \wedge Body(b) \wedge \\ & PartOf(l_1, a) \wedge PartOf(l_2, a) \wedge PartOf(b, a) \wedge \\ & Attached(l_1, b) \wedge Attached(l_2, b) \wedge \\ & l_1 \neq l_2 \wedge [\forall l_3 \quad Leg(l_3) \wedge PartOf(l_3, a) \Rightarrow (l_3 = l_1 \vee l_3 = l_2)] \end{aligned}$$

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- Other concepts & relations: **PartPartition**, **BunchOf**...

Measurements

Quantitative Measurements

- Objects may have “quantitative” properties
 - e.g. *height*, *mass*, *cost*, ...
- Values that we assign to these properties are *measures*
- Can be represented by *unit functions*
 - ex $Length(L_1) = Inches(1.5) \wedge Inches(1.5) = Centimeters(3.81)$
- Conversion between units:
 - $\forall i. Centimeters(2.54 \times i) = Inches(i)$
- Measures can be used to describe objects:
 - ex: $Diameter(Basketball_{12}) = Inches(9.5)$
 - ex: $ListPrice(Basketball_{12}) = \(19)
 - ex: $\forall d.(d \in Days \rightarrow Duration(d) = Hours(24))$

Measurements [cont.]

Qualitative Measurements

- Some measures have no scale
 - ex: *beauty*, *deliciousness*, *difficulty*,...
- Most important aspect of measures: they are **orderable**
 - Ex: *Deliciousness(SacherTorte) > Deliciousness(BrussellSprout)*
 - Ex: *Beauty(PaulNewmann) > Beauty(MartyFeldman)*
 - Ex: *Difficulty(ProveP ≠ NP) > Difficulty(SolvePuzzle)*
- Allow for reasoning by exploiting transitivity of monotonicity:
 - $\forall e_1 e_2. ((e_1 \in \text{Exercises} \wedge e_2 \in \text{Exercises} \wedge \text{Wrote}(\text{Norvig}, e_1) \wedge \text{Wrote}(\text{Russell}, e_2)) \rightarrow \text{Difficulty}(e_1) > \text{Difficulty}(e_2))$
 - $\forall e_1 e_2. ((e_1 \in \text{Exercises} \wedge e_2 \in \text{Exercises} \wedge \text{Difficulty}(e_1) > \text{Difficulty}(e_2)) \rightarrow \text{ExpectedScore}(e_1) < \text{ExpectedScore}(e_2))$
 - $\forall e_1 e_2. (\text{ExpectedScore}(e_1) < \text{ExpectedScore}(e_2) \rightarrow \text{Pick}(e_1, e_2) = e_2)$
 - Then: $(\text{Wrote}(\text{Norvig}, E_1) \wedge \text{Wrote}(\text{Russell}, E_2)) \models \text{Pick}(E_1, E_2) = E_2$
- **Qualitative physics**: a subfield of AI that investigates how to reason about physical systems without numerical computations

Objects vs Stuff

- There are **countable objects**
 - e.g, **apples, holes, theorems, ...**
- ... and **mass objects**, aka **stuff** or **substances**
 - e.g. **butter, water, energy, ...**

⇒ Intuitive meaning “an amount/quantity of...”

- ex: $b \in \text{butter}$: “b is an amount/quantity of butter”
- Any part of stuff is still stuff:
 - ex: $\forall b, p. ((b \in \text{Butter} \wedge \text{PartOf}(p, b)) \rightarrow p \in \text{Butter})$
- Can define sub-categories, which are stuff
 - ex: $\text{UnsaltedButter} \subset \text{Butter}$
- Stuff has a number of **intrinsic properties**, shared by its subparts
 - e.g., color, fat content, density ...
 - ex: $\forall b. (b \in \text{Butter} \rightarrow \text{MeltingPoint}(b, \text{Centigrade}(30)))$
- Stuff has no **extrinsic properties**
 - e.g., weight, length, shape, ...

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Agents' Attitudes

- Intelligence is intrinsically social: agents need to negotiate and coordinate with other agents
- In multi-agents scenarios, to predict what other agents will do, **we need methods to model mental states of other agents**
 - representations of other agents' knowledge (and beliefs, goals)
- Agent's **Propositional attitudes**: Knows, Believes, Wants,...
 - ex "Lois **Knows** that Superman can fly"

Problem

Propositional attitudes do not behave as regular predicates

- issue: **Referential opacity** vs. **referential transparency**

Referential opacity vs. transparency

- Consider the assertion “Lois knows that Superman can fly”
- Consider the FOL formalization: $Knows(Lois, CanFly(Superman))$
- Minor Problem: $CanFly(Superman)$ is a formula
 - ⇒ cannot occur as argument of a predicate
 - ⇒ **must apply reification** to make it a term
- Major Problem (**Referential Transparency** of FOL):
 - since **Superman is Clark Kent** (but Lois doesn't know it!), FOL allows to conclude “Lois knows that Clark Kent can fly”:
 $Superman = Clark \wedge Knows(Lois, CanFly(Superman))$
 $\models_{FOL} Knows(Lois, CanFly(Clark))$
⇒ **Wrong inference!** (Lois doesn't know Clark Kent can fly!)
- Hint: FOL predicates transparent to equality reasoning:
 $t = s \wedge P(s, \dots) \models_{FOL} P(t, \dots)$
- Need a logic which is **opaque** to equality reasoning
(aka **Referential Opacity**): **Modal Logics**

Modal Logics

- Modal logics include **special modal operators** that take **formulas** (not terms!) as arguments
 - “A knows P” is represented with $K_A P$ (P formula, not term!)
 - ex: “Lois knows that Superman can fly”: $K_{Lois} CanFly(Superman)$
 - ex: “Lois knows Clark Kent knows if he is Superman or not”:
 $K_{Lois}(K_{Clark} Identity(Superman, Clark) \vee K_{Clark} \neg Identity(Superman, Clark))$
- Properties in all modal logics:
 - $K_A(P \wedge Q) \iff K_A P \wedge K_A Q$
 - $K_A P \vee K_A Q \models K_A(P \vee Q)$, but $K_A(P \vee Q) \not\models K_A P \vee K_A Q$ (e.g. $K_A(P \vee \neg P) \not\models K_A P \vee K_A \neg P$)
- The following axiom holds in all (normal) modal logics:
 $K : (K_A \phi \wedge K_A(\phi \rightarrow \psi)) \rightarrow K_A \psi$ (**distribution axiom**): “A is able to perform propositional inference”
- The following axioms hold in some (normal) modal logics:
 $T : K_A \phi \rightarrow \phi$ (**knowledge axiom**): “A knows only true facts”
 $4 : K_A \phi \rightarrow K_A K_A \phi$ (**positive-introspection axiom**): “If A knows fact ϕ , then [s]he knows [s]he knows it”
 $5 : \neg K_A \phi \rightarrow K_A \neg K_A \phi$ (**negative-introspection axiom**):
“If A doesn’t know ϕ , then [s]he knows [s]he doesn’t know it”
- **Referential Opacity**: $Superman = Clark \wedge K_{Lois} CanFly(Superman) \not\models K_{Lois} CanFly(Clark)$
- Reasoning in (propositional) Modal logics is NP-hard (most often even PSPACE-complete)

Semantics of Modal Logics

- A model (Kripke model) is a collection of possible worlds w_i
 - possible worlds are connected in a graph by accessibility relations
 - one relation for each distinct modal operator K_A
- w_1 is accessible from w_0 wrt. K_A if everything which holds in w_1 is consistent with what A knows in w_0 (written “ $\text{Acc}(K_A, w_0, w_1)$ ” or “ $w_0 \xrightarrow{K_A} w_1$ ”)
 - $\Rightarrow K_A\varphi$ holds in w_0 iff φ holds in every world w_i accessible from w_0
 - the more is known in w_0 , the less worlds are accessible from w_0
 - remark: two possible worlds may differ also for what an agent knows there
- Different modal logics differ by different properties of $\text{Acc}(K_A, \dots)$
 - $T : K_A\varphi \rightarrow \varphi$ holds iff $\text{Acc}(K_A, \dots)$ reflexive: $w \xrightarrow{K_A} w$
 - $4 : K_A\varphi \rightarrow K_A K_A\varphi$ holds iff $\text{Acc}(K_A, \dots)$ transitive: $w_0 \xrightarrow{K_A} w_1$ and $w_1 \xrightarrow{K_A} w_2 \implies w_0 \xrightarrow{K_A} w_2$
 - $5 : \neg K_A\varphi \rightarrow K_A\neg K_A\varphi$ holds iff $\text{Acc}(K_A, \dots)$ euclidean: $w_0 \xrightarrow{K_A} w_1$ and $w_0 \xrightarrow{K_A} w_2 \implies w_1 \xrightarrow{K_A} w_2$

Notice the difference:

- $K_A\neg P$: agent A knows that P does not hold
- $\neg K_A P$: agent A does not know that P holds
- $K_A\neg P \models \neg K_A P$, but $\neg K_A P \not\models K_A\neg P$

Semantics of Modal Logics: Example

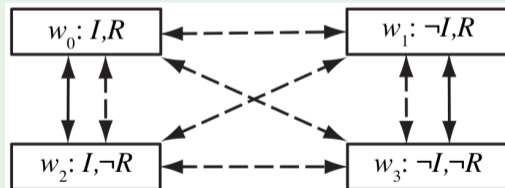
Accessibility relations: $K_{Superman}$ (solid arrows) and K_{Lois} (dotted arrows).

- Legend:

- R: “the weather report says tomorrow will rain”
- I: “Superman’s secret identity is Clark Kent.”
- Ex: $K_{Lois}(K_{Clark}I \vee K_{Clark}\neg I)$: “Lois Knows that Clark Knows if he is Superman or not.”

- Superman knows his own identity: $K_{Superman}I \vee K_{Superman}\neg I$, and

(a) neither he nor Lois has seen the weather report, she knows Superman knows if he is Clark
 $(\neg K_{Lois}R \wedge \neg K_{Lois}\neg R) \wedge (\neg K_{Superman}R \wedge \neg K_{Superman}\neg R) \wedge K_{Lois}(K_{Superman}I \vee K_{Superman}\neg I)$



(a)

(self-loop arrows not reported)

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Semantics of Modal Logics: Example

Accessibility relations: $K_{Superman}$ (solid arrows) and K_{Lois} (dotted arrows).

- **Legenda:**

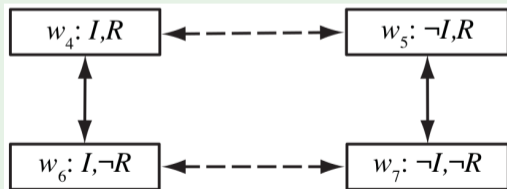
- R: “the weather report says tomorrow will rain”
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- Ex: $K_{Lois}(K_{Clark}I \vee K_{Clark}\neg I)$: “Lois Knows that Clark Knows if he is Superman or not.”

- **Superman knows his own identity:** $K_{Superman}I \vee K_{Superman}\neg I$, and

(b) Lois has seen the weather report, Superman has not, but he knows that Lois has seen it

$(K_{Lois}R \vee K_{Lois}\neg R) \wedge (\neg K_{Superman}R \wedge \neg K_{Superman}\neg R)$

$K_{Lois}(K_{Superman}I \vee K_{Superman}\neg I) \wedge K_{Superman}(K_{Lois}R \vee K_{Lois}\neg R)$



(b)

(self-loop arrows not reported)

Semantics of Modal Logics: Example

Accessibility relations: $K_{Superman}$ (solid arrows) and K_{Lois} (dotted arrows).

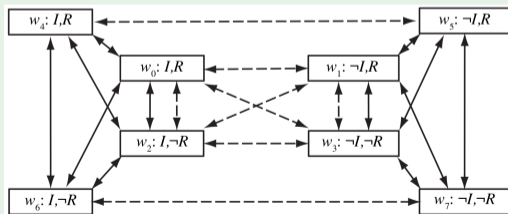
- **Legenda:**

- R: “the weather report says tomorrow will rain”
- I: “Superman’s secret identity is Clark Kent.”
- Ex: $K_{Lois}(K_{Clark}I \vee K_{Clark}\neg I)$: “Lois Knows that Clark Knows if he is Superman or not.”

- **Superman knows his own identity:** $K_{Superman}I \vee K_{Superman}\neg I$, and
(c) Lois may or may not have seen the weather report, Superman has not:

$$((\neg K_{Lois}R \wedge \neg K_{Lois}\neg R) \vee (K_{Lois}R \vee K_{Lois}\neg R)) \wedge (\neg K_{Sup.}R \wedge \neg K_{Sup.}\neg R)$$

$$K_{Lois}(K_{Superman}I \vee K_{Superman}\neg I)$$



(c)

(self-loop arrows not reported)

Semantics of Modal Logics: Example

Accessibility relations: $K_{Superman}$ (solid arrows) and K_{Lois} (dotted arrows).

- **Legenda:**

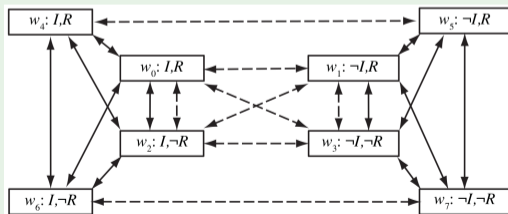
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- **Superman knows his own identity:** $K_{Superman}I \vee K_{Superman}\neg I$, and

(c) Lois may or may not have seen the weather report, Superman has not:

$((\neg K_{Lois}R \wedge \neg K_{Lois}\neg R) \vee (K_{Lois}R \vee K_{Lois}\neg R)) \wedge (\neg K_{Sup.}R \wedge \neg K_{Sup.}\neg R)$

$K_{Lois}(K_{Superman}I \vee K_{Superman}\neg I)$



(self-loop arrows not reported)

Exercise

Consider the previous example.

- For each scenario (a), (b) and (c) define doubly-nested knowledge in terms of

$$\begin{aligned} &[\neg]K_{Lois}[\neg]K_{Lois}[\neg]I, \\ &[\neg]K_{Lois}[\neg]K_{Lois}[\neg]R, \\ &[\neg]K_{Sup.}[\neg]K_{Sup.}[\neg]I, \\ &[\neg]K_{Sup.}[\neg]K_{Sup.}[\neg]R \end{aligned}$$

Exercise

Consider (normal) modal logics (i.e., axioms K, T, 4 and 5 hold).

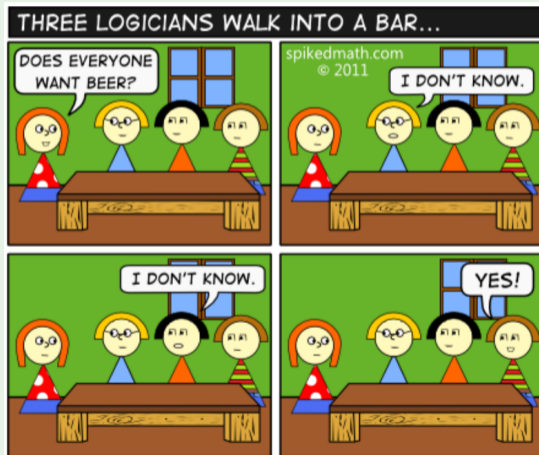
Let $\text{IsRed}(\text{Pen})$, $\text{IsOnTable}(\text{Pen})$ be possible facts, let $Mary$, $John$ be agents and let K_{Mary} , K_{John} denote the modal operators “Mary knows that...” and “John knows that...” respectively.

For each of the following facts, say if it is true or false.

- If $K_{Mary} \neg \text{IsRed}(\text{Pen})$ holds, then $\neg K_{Mary} \text{IsRed}(\text{Pen})$ holds
- If $\neg K_{Mary} \text{IsRed}(\text{Pen})$ holds, then $K_{Mary} \neg \text{IsRed}(\text{Pen})$ holds
- If $K_{John} \text{IsRed}(\text{Pen})$ and $\text{IsRed}(\text{Pen}) \leftrightarrow \text{IsOnTable}(\text{Pen})$ hold, then $K_{John} \text{IsOnTable}(\text{Pen})$ holds
- If $K_{Mary} \text{IsRed}(\text{Pen})$ and $K_{Mary} (\text{IsRed}(\text{Pen}) \rightarrow K_{John} \text{IsRed}(\text{Pen}))$ hold, then $K_{Mary} K_{John} \text{IsRed}(\text{Pen})$ holds

Exercise

- Why does the third logician answers “Yes”?
- Formalize and solve the problem by means of modal logic (K+T+4+5)



(Courtesy of Maria Simi, UniPI)

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Reasoning Systems for Categories

Q. How to organize and reason with categories?

• Semantic Networks

- allow to visualize knowledge bases
- efficient algorithms for category membership inference
- limited expressivity
- many variants

• Description Logics (DLs)

- formal language for constructing and combining category definitions
- (relatively) efficient algorithms to decide subset and superset relationships between categories
- many DLs
 - up to very high expressivity
 - up to very high complexity (e.g., DOUBLY-EXPTIME)

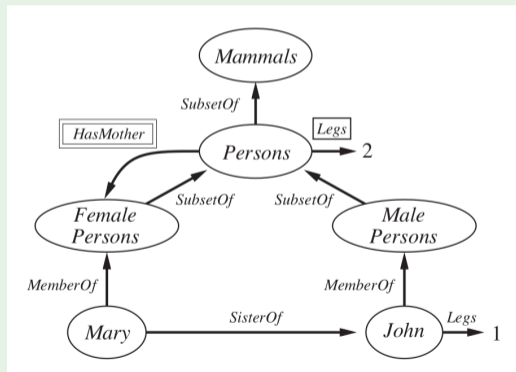
Semantic Networks

- Allow for representing **individual objects**, **categories of objects**, and **relations among objects**
- A **Semantic Network** is a graph where:
 - nodes, with a label, correspond to **concepts**
 - arcs, labelled and directed, correspond to **binary relations between concepts** (aka **roles**)
- Two kinds of nodes:
 - **Generic concepts**, corresponding to **categories/classes**
 - **Individual concepts**, corresponding to **individuals**
- Two special relations are always present, with different names
 - **IS-A**, aka **SubsetOf/SubclassOf** (**subclass**)
 - **InstanceOf** aka **MemberOf** (**membership**)
- **Inheritance detection straightforward**
- Ability to represent **default values** for categories
- Limited expressive power: **cannot represent negation, disjunction, nested function symbols, existential quantification**

Semantic Networks: Example

- Notice

- “HasMother” is a relation between persons (individuals) (categories do not have mothers)
- “HasMother” (double-boxed notation) means
 $\forall x.(x \in \text{Persons} \rightarrow [\forall y.(HasMother(x, y) \rightarrow y \in \text{FemalePersons}))]$
- “Legs” (single-boxed notation) means:
 $\forall x.(x \in \text{Persons} \rightarrow Legs(x, 2))$



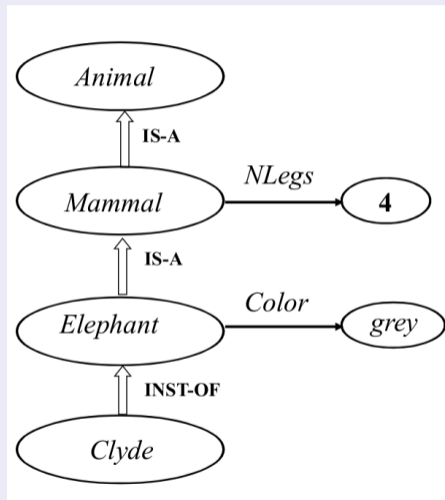
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Inheritance in Semantic Networks

- Inheritance conveniently implemented as **link traversal**

Q. How many legs has Clyde?

⇒ follow the INST-OF/IS-A chain until find the property NLegs

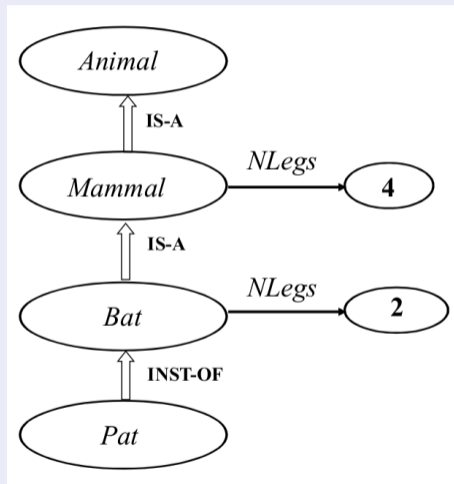


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Inheritance with Exceptions

The presence of exceptions does not create any problem with S.N.

- How many legs has Pat?
 - Just take **the most specific information**: the first that is found going up the hierarchy
- ⇒ ability to represent **default values** for categories



(Courtesy of Maria Simi, UniPI)

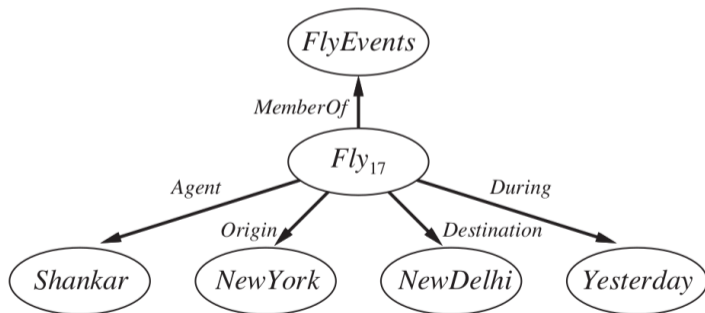
Encoding N-Ary Relations

- Semantic networks allow only binary relations

Q. How to represent n-ary relations?

⇒ Reify the proposition as an event belonging to an appropriate event category

- ex “*Fly₁₇*” for *Fly(Shankar, NewYork, NewDelhi, Yesterday)*



Outline

- 1 Ontologies and Ontological Engineering
- 2 Categories and Objects
- 3 Reasoning about Knowledge
- 4 Reasoning about Categories**
 - Semantic Networks (hints)
 - Description Logics**

Description Logics

- Designed to describe **definitions** and **properties** about categories
- Principal inference tasks:
 - **Subsumption**: check if one category is the subset of another
 - **Classification**: check whether an object belongs to a category
 - **Consistency**: check if category membership criteria are satisfiable
- Defaults and exceptions are lost

Concepts, Roles, Individuals

- **Concepts**, corresponding to **unary relations**
 - operators for the construction of complex concepts:
and (\sqcap), or (\sqcup), not (\neg), all (\forall), some (\exists), at least ($\geq n$), at most ($\leq n$), ...
 - ex: mothers (i.e., women who have children) of at least three female children:
Woman \sqcap \exists hasChildren.Person \sqcap ≥ 3 hasChild.Female
 - ex: articles that have authors and whose authors are all journalists:
Article \sqcap hasAuthor.\sqcap \forall hasAuthor.Journalist
- **Roles** corresponding to **binary relations**
 - ex: *hasAuthor*, *hasChild*
 - can be combined with operators for constructing complex roles
 - *hasChildren \equiv hasSon \sqcup hasDaughter*
- **Individuals** (used in assertions only)
 - ex: *Mary*, *John*

T-Boxes and A-Boxes

- Terminologies (T-Boxes): sets of
 - concepts definitions ($C_1 \equiv C_2$)
ex: *Father* \equiv *Man* \sqcap \exists *hasChild*.*Person*
 - or concept generalizations ($C_1 \sqsubseteq C_2$)
ex: *Woman* \sqsubseteq *Person*
- Assertions (A-Boxes): assert
 - individuals as concept members $i : C$,
where i is an individual and C is a concept
ex: *mary* : *Person*, *john* : *Father*
 - individual pairs as relation members $\langle i, j \rangle : R$,
where i,j are individuals and R is a relation
ex: \langle *john*, *mary* \rangle : *hasChild*

T-Box: Example (Logic \mathcal{ALCN})

| | | |
|------------------------|----------|--|
| Woman | \equiv | Person \sqcap Female |
| Man | \equiv | Person \sqcap \neg Woman |
| Mother | \equiv | Woman \sqcap \exists hasChild.Person |
| Father | \equiv | Man \sqcap \exists hasChild.Person |
| Parent | \equiv | Father \sqcup Mother |
| Grandmother | \equiv | Mother \sqcap \exists hasChild.Parent |
| MotherWithManyChildren | \equiv | Mother \sqcap ≥ 3 hasChild .Person |
| MotherWithoutDaughter | \equiv | Mother \sqcap \forall hasChild. \neg Woman |
| Wife | \equiv | Woman \sqcap \exists hasHusband. Man |

(Courtesy of Maria Simi, UniPI)

Reasoning Services for DLs

- Design and management of ontologies
 - consistency checking of concepts, creation of hierarchies
- Ontology integration
 - Relations between concepts of different ontologies
 - Consistency of integrated hierarchies
- Queries
 - Determine whether facts are consistent wrt ontologies
 - Determine if individuals are instances of concepts
 - Retrieve individuals satisfying a query (concept)
 - Verify if a concept is more general than another (subsumption)

Querying a DL Ontology: Example

All the children of John are females. Mary is a child of John.
Tim is a friend of professor Blake. Prove that Mary is a female.

- $\mathcal{A} \stackrel{\text{def}}{=} \{ \text{john} : \forall \text{hasChild.female}, (\text{john}, \text{mary}) : \text{hasChild},$
 $(\text{blake}, \text{tim}) : \text{hasFriend}, \text{blake} : \text{professor} \}$
- Query: $\text{mary} : \text{female}$ (or: is $\mathcal{A} \sqcap \text{mary} : \neg \text{female}$ unsatisfiable?)
- Yes

Exercise

Given:

- a set of basic concepts: {Person, Male, Doctor, Engineer}
- a set of relations: {hasChild}

with their obvious meaning. Write a \mathcal{T} -box in \mathcal{ALCN} defining the following concepts

- (a) Female, Man, Woman (with their standard meaning)
- (b) femaleDoctorWithoutChildren: female doctor with no children
- (c) fatherOfFemaleDoctor: father of at least two female doctors
- (d) motherOfDoctorsOrEngineers: woman whose children are all engineers or ^a doctors

^anon-exclusive or.