

Unification & Chaining

Outline

- I. Unification
- II. First-order definite clauses
- III. Forward chaining
- IV. Backward chaining

I. Generalized Modus Ponens

$$(p_1 \wedge p_2 \wedge \cdots \wedge p_n \Rightarrow q), \quad p'_1, p'_2, \dots, p'_n$$

Suppose there exists a substitution θ such that

$$\text{SUBST}(\theta, p_i) = \text{SUBST}(\theta, p'_i) \quad \text{for } 1 \leq i \leq n$$

Example $n = 1$, $p_1 \equiv \text{Dad}(x, \text{John})$, $p'_1 \equiv \text{Dad}(\text{David}, y)$, $\theta = \{x/\text{David}, y/\text{John}\}$

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Then

$$\frac{p'_1, p'_2, \dots, p'_n, \quad (p_1 \wedge p_2 \wedge \cdots \wedge p_n \Rightarrow q)}{\text{SUBST}(\theta, q)}$$

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$\text{Gate}(X_1), \text{Terminal}(\text{In}(1, C_1))$

$\text{Gate}(g) \wedge \text{Terminal}(t) \Rightarrow g \neq t$

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$$\text{SUBST}(\theta, q) \begin{array}{l} \Downarrow \theta = \{g/X_1, t/\text{In}(1, C_1)\} \\ q \text{ is } g \neq t \end{array}$$

$$X_1 \neq \text{In}(1, C_1)$$

Unification

- ◆ The process of finding substitutions that make different logical expressions look identical.
- ◆ Carried out by the algorithm UNIFY.

$$\text{UNIFY}(p, q) = \theta \quad \text{where } \text{SUBST}(\theta, p) = \text{SUBST}(\theta, q)$$

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$$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(\text{John}, \text{Jane})) = \{x/\text{Jane}\}$$

$$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(y, \text{Bill})) = \{x/\text{Bill}, y/\text{John}\}$$

$$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(y, \text{Mother}(y))) = \{y/\text{John}, x/\text{Mother}(\text{John})\}$$

Unification (cont'd)

♠ Conflicting substitutions

$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(x, \text{Elizabeth})) = \text{failure}$

Unification (cont'd)

♠ Conflicting substitutions

UNIFY(*Knows*(*John*, *x*), *Knows*(*x*, *Elizabeth*)) = *failure*

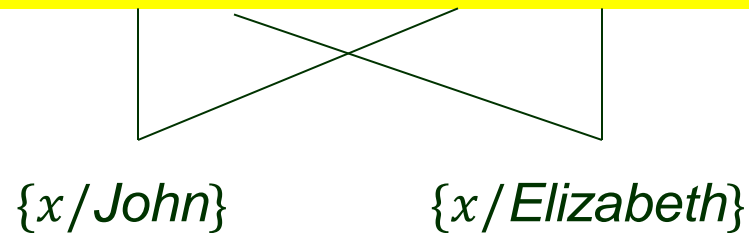
$\{x/John\}$



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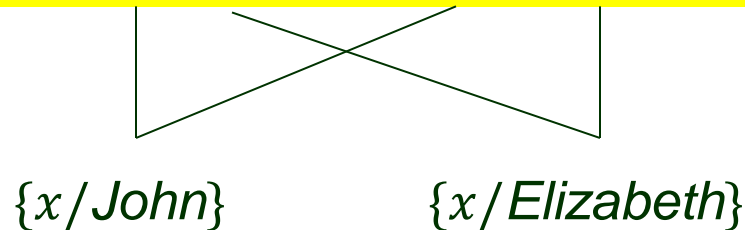
$\{x/Elizabeth\}$

x cannot take on the values *John* and *Elizabeth* at the same time!

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♠ Multiple unifiers

UNIFY(*Knows*(*John*, *x*), *Knows*(*y*, *z*))

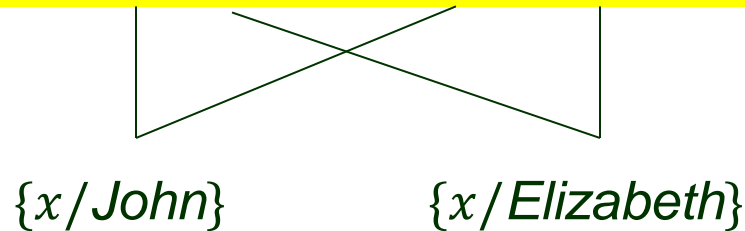
could return $\{y/\textit{John}, x/z\}$

or $\{y/\textit{John}, x/\textit{John}, z/\textit{John}\}$

Unification (cont'd)

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$\text{UNIFY}(\text{Knows}(\text{John}, x), \text{Knows}(x, \text{Elizabeth})) = \text{failure}$



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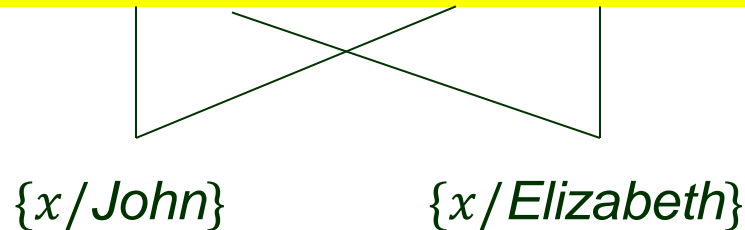
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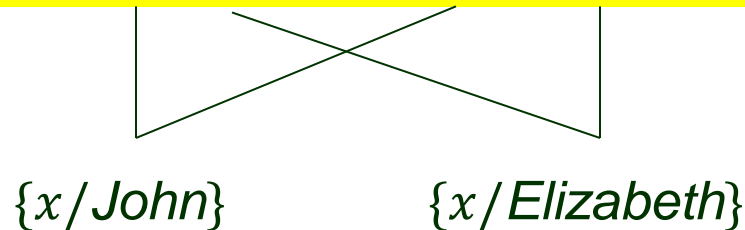
could return $\{y/John, x/z\}$ \Longrightarrow *Knows*(*John*, *z*)

or $\{y/John, x/John, z/John\}$ \Longrightarrow *Knows*(*John*, *John*)

Unification (cont'd)

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UNIFY(*Knows*(John, *x*), *Knows*(*x*, Elizabeth)) = *failure*



x cannot take on the values *John* and *Elizabeth* at the same time!

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UNIFY(*Knows*(John, *x*), *Knows*(*y*, *z*))

could return $\{y/John, x/z\}$ \implies *Knows*(John, *z*)
more general unifier for fewer restriction on variable values

or $\{y/John, x/John, z/John\}$ \implies *Knows*(John, John)

Unification (cont'd)

♠ Conflicting substitutions

UNIFY(*Knows*(John, *x*), *Knows*(*x*, Elizabeth)) = *failure*

$\{x/John\}$

$\{x/Elizabeth\}$

x cannot take on the values *John* and *Elizabeth* at the same time!

♠ Multiple unifiers

UNIFY(*Knows*(John, *x*), *Knows*(*y*, *z*))

could return

$\{y/John, x/z\}$

more general unifier for fewer restriction on variable values

\implies

Knows(John, *z*)

or

$\{y/John, x/John, z/John\}$

less general unifier

\implies

Knows(John, John)

Unification (cont'd)

♠ Conflicting substitutions

UNIFY(*Knows*(John, *x*), *Knows*(*x*, Elizabeth)) = *failure*

{*x*/John}

{*x*/Elizabeth}

x cannot take on the values *John* and *Elizabeth* at the same time!

♠ Multiple unifiers

UNIFY(*Knows*(John, *x*), *Knows*(*y*, *z*))

could return

{*y*/John, *x*/*z*}

more general unifier for fewer restriction on variable values

⟹

Knows(John, *z*)



or

{*y*/John, *x*/John, *z*/John}

less general unifier

⟹

Knows(John, John)

Unification Algorithm

function UNIFY($x, y, \theta = \text{empty}$) **returns** a substitution to make x and y identical, or *failure*
if $\theta = \text{failure}$ **then return** *failure*
else if $x = y$ **then return** θ
else if VARIABLE?(x) **then return** UNIFY-VAR(x, y, θ)
else if VARIABLE?(y) **then return** UNIFY-VAR(y, x, θ) function
else if COMPOUND?(x) **and** COMPOUND?(y) **then** symbol of x
 return UNIFY(ARGS(x), ARGS(y), UNIFY(OP(x), OP(y), θ))
else if LIST?(x) **and** LIST?(y) **then** argument
 return UNIFY(REST(x), REST(y), UNIFY(FIRST(x), FIRST(y), θ)) list of y
else return *failure*

function UNIFY-VAR(var, x, θ) **returns** a substitution
if $\{var/val\} \in \theta$ for some val **then return** UNIFY(val, x, θ)
else if $\{x/val\} \in \theta$ for some val **then return** UNIFY(var, val, θ)
else if OCCUR-CHECK?(var, x) **then return** *failure*
else return add $\{var/x\}$ to θ

Recursively explore two expressions x and y “side by side” to build up a unifier.

Unification Algorithm

```
function UNIFY( $x, y, \theta = \text{empty}$ ) returns a substitution to make  $x$  and  $y$  identical, or failure  
if  $\theta = \text{failure}$  then return failure  
else if  $x = y$  then return  $\theta$   
else if VARIABLE?( $x$ ) then return UNIFY-VAR( $x, y, \theta$ )  
else if VARIABLE?( $y$ ) then return UNIFY-VAR( $y, x, \theta$ ) function  
else if COMPOUND?( $x$ ) and COMPOUND?( $y$ ) then symbol of  $x$   
    return UNIFY(ARGS( $x$ ), ARG( $y$ ), UNIFY(OP( $x$ ), OP( $y$ ),  $\theta$ ))  
else if LIST?( $x$ ) and LIST?( $y$ ) then argument  
    return UNIFY(REST( $x$ ), REST( $y$ ), UNIFY(FIRST( $x$ ), FIRST( $y$ ),  $\theta$ )) list of  $y$   
else return failure
```

```
function UNIFY-VAR( $var, x, \theta$ ) returns a substitution  
if  $\{var/val\} \in \theta$  for some  $val$  then return UNIFY( $val, x, \theta$ )  
else if  $\{x/val\} \in \theta$  for some  $val$  then return UNIFY( $var, val, \theta$ )  
else if OCCUR-CHECK?( $var, x$ ) then return failure // check whether the variable  $var$  appears  
else return add  $\{var/x\}$  to  $\theta$  // inside the complex term  $x$ . match fails if so  
// because no unifier can be constructed.
```

Recursively explore two expressions x and y “side by side” to build up a unifier.

Unification Example

$\text{UNIFY}(P(x, f(a, y), z), P(b, z, f(a, c)), \{\})$

Variables: x, y, z

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$P, P, \{\}$



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$P, P, \{\}$ $\{x, f(a, y), z\}, \{b, z, f(a, c)\}, \{\}$

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$x, b, \{\}$

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$\{x/b, z/f(a, y)\}$

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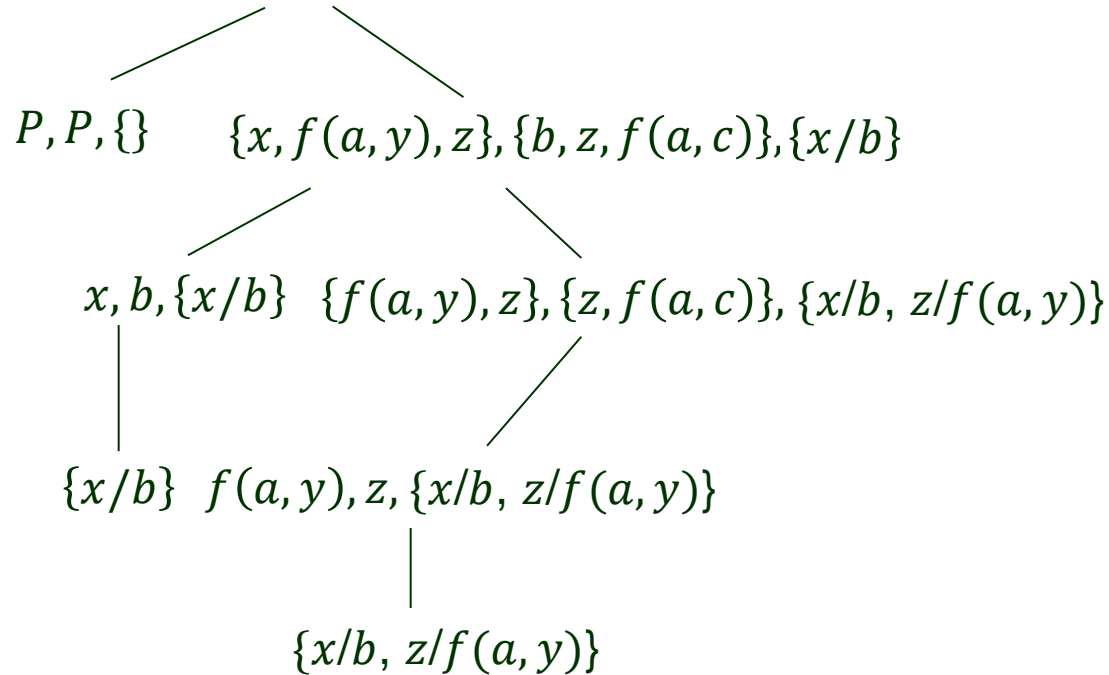
$\{x/b\}$ $f(a, y), z, \{x/b, z/f(a, y)\}$

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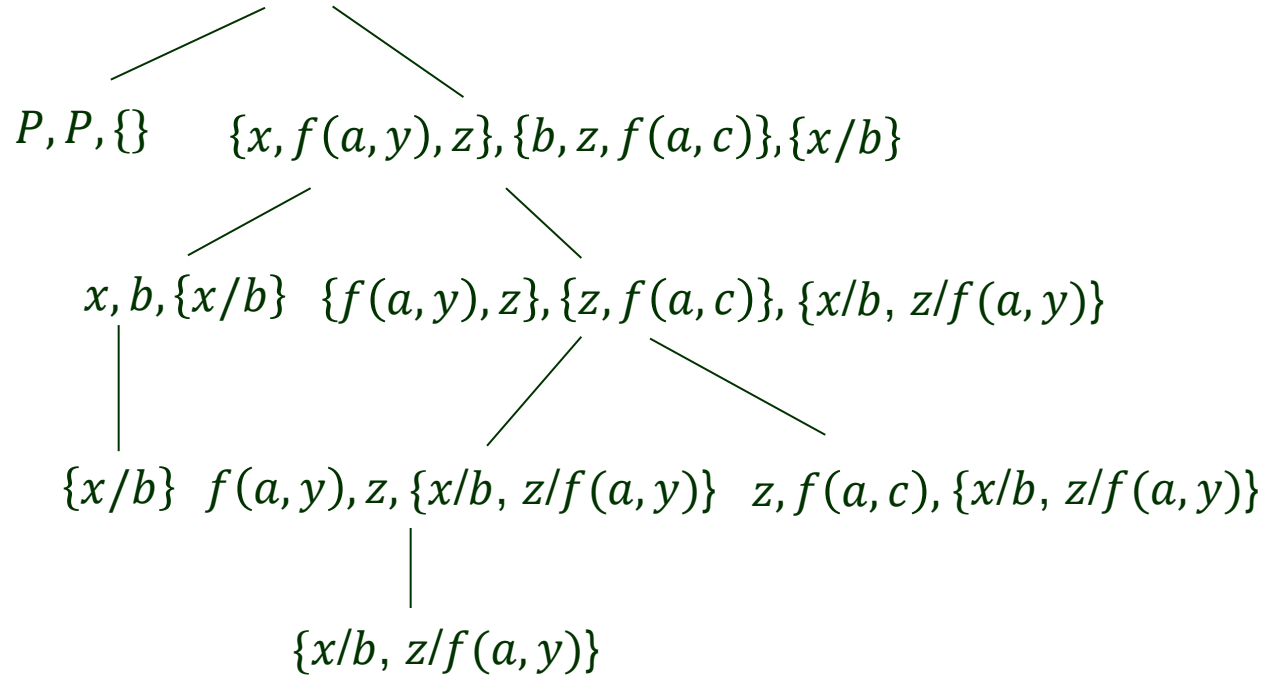
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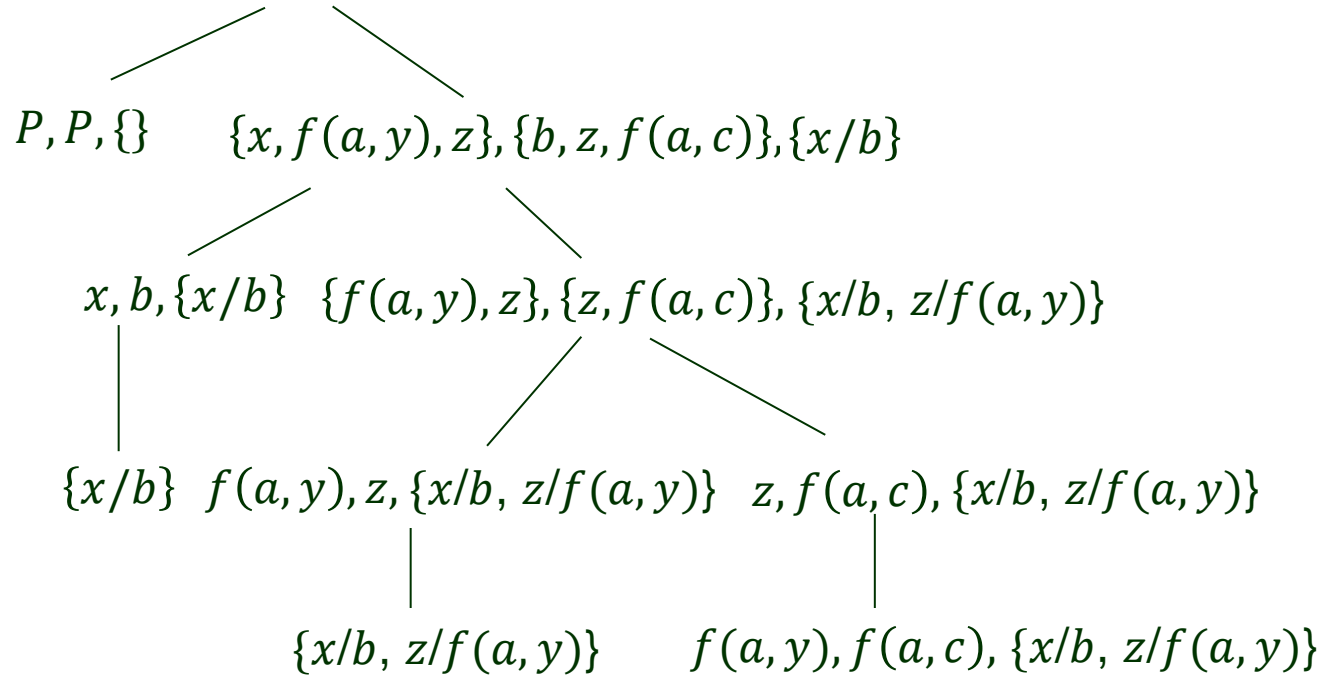
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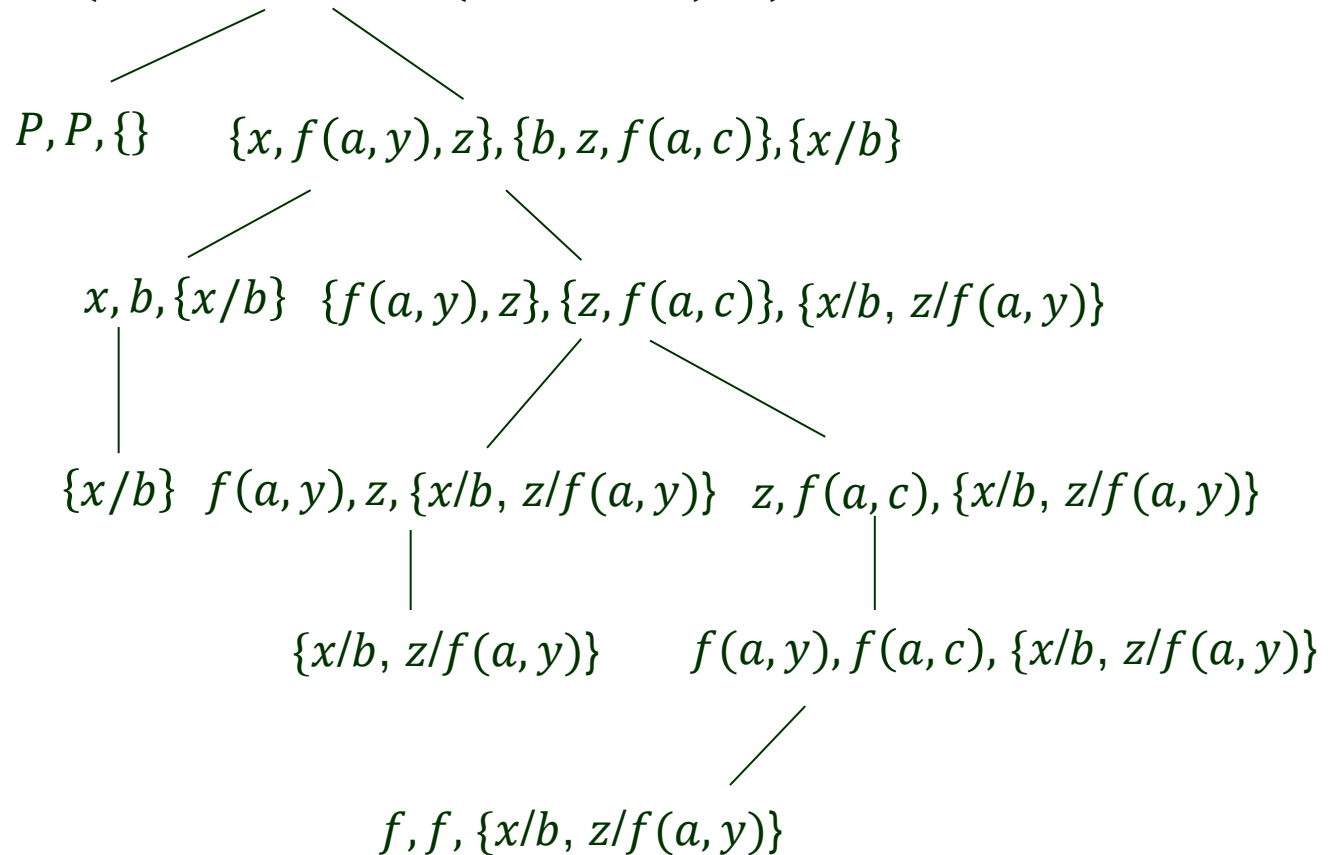
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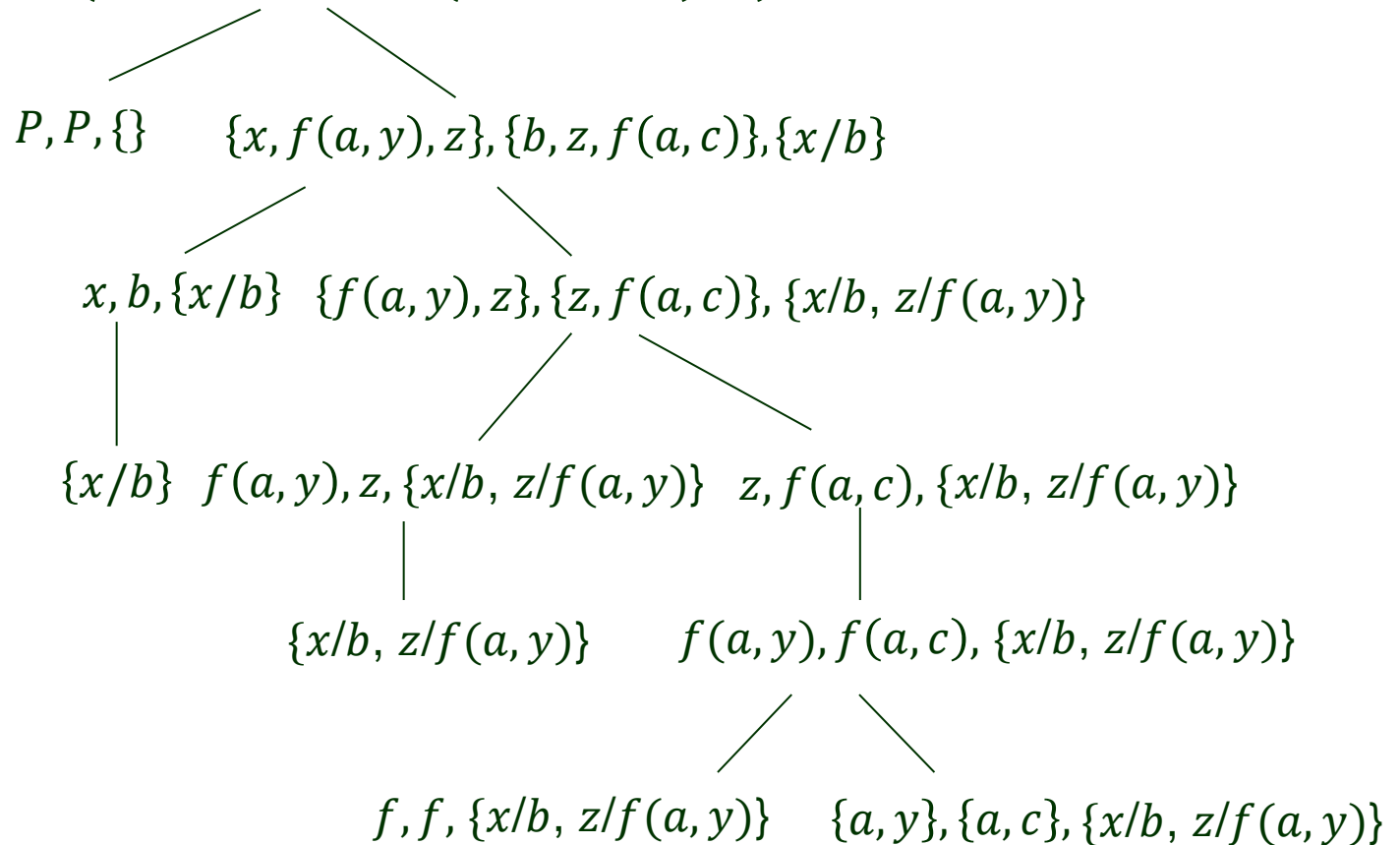
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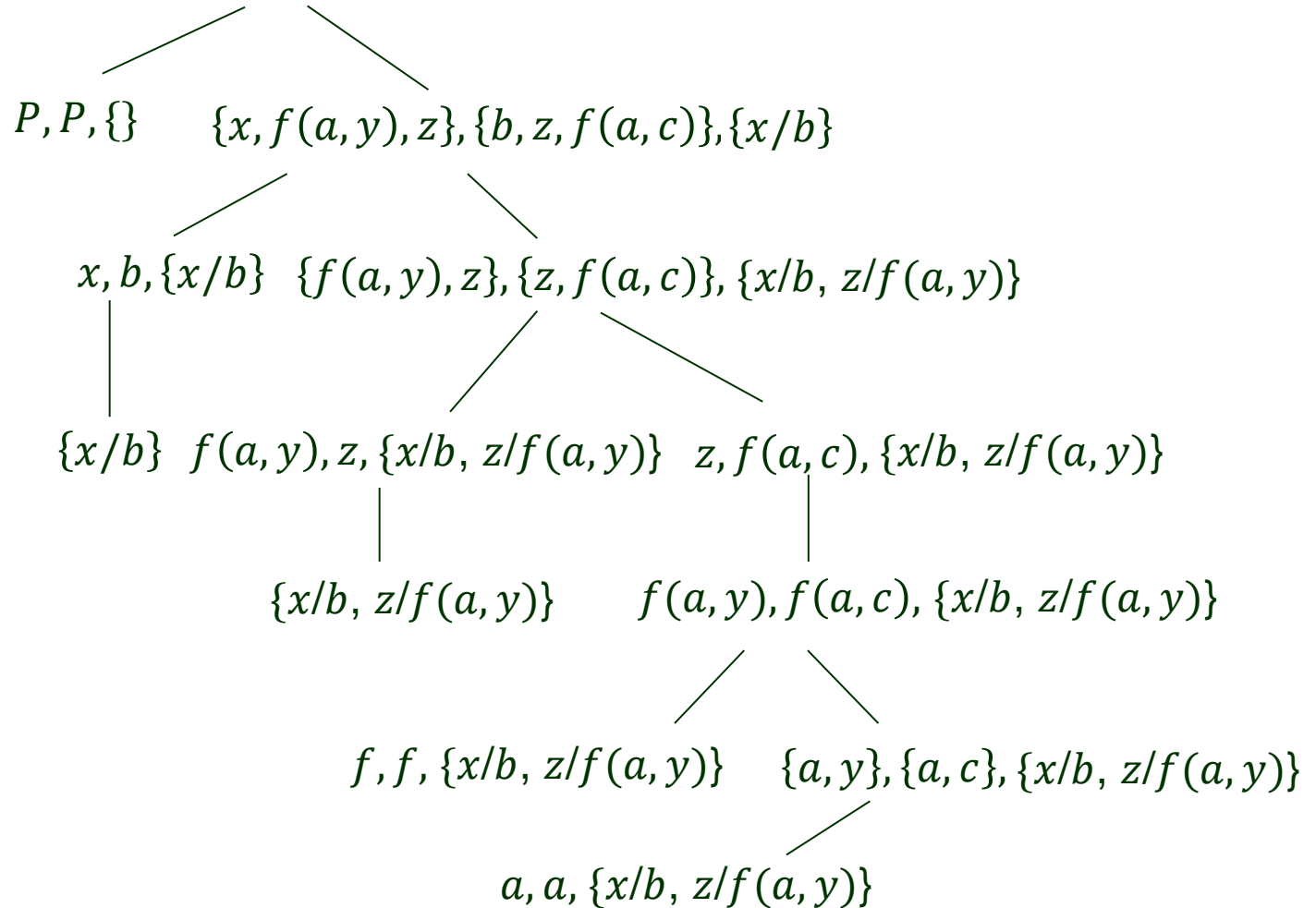
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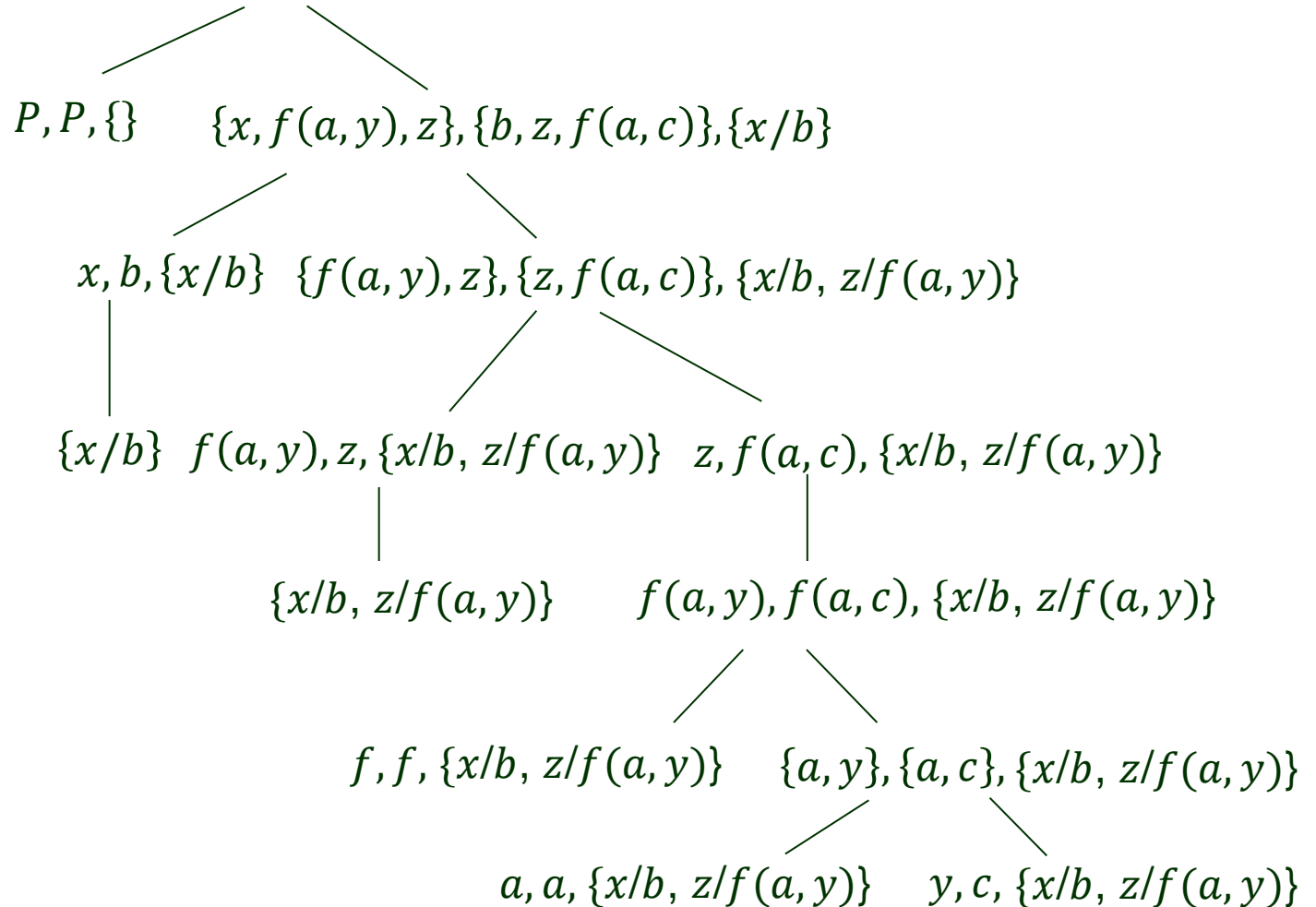
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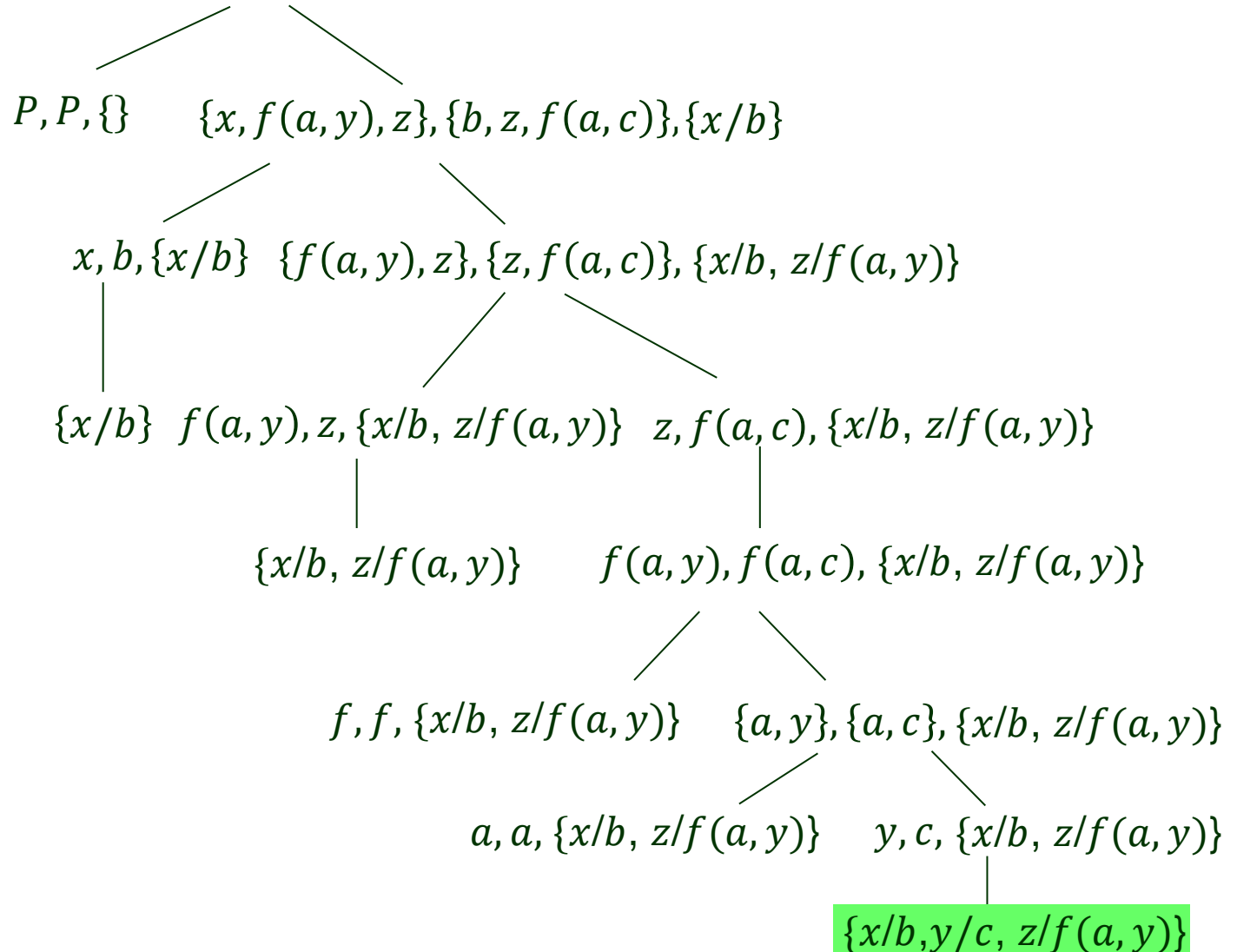
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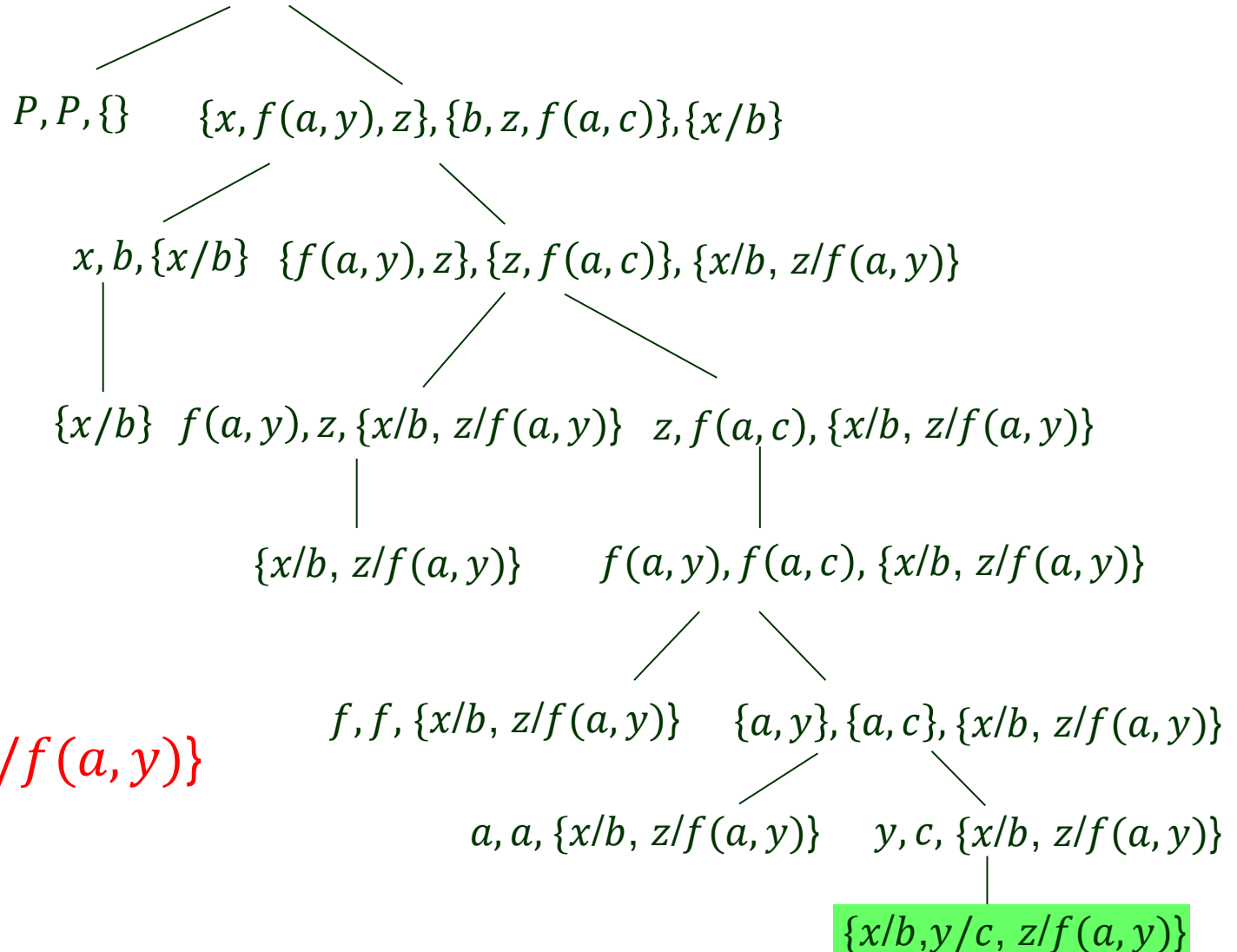
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$\{x/b, y/c, z/f(a, y)\}$

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- existential quantifiers *not* allowed

Translation of Sentences

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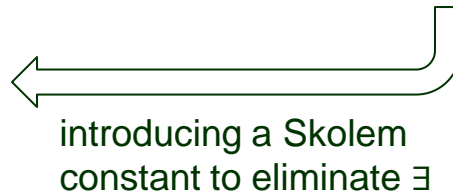
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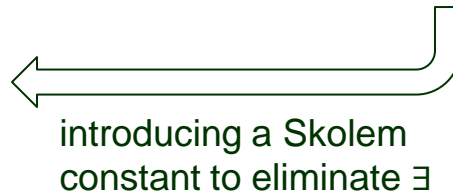
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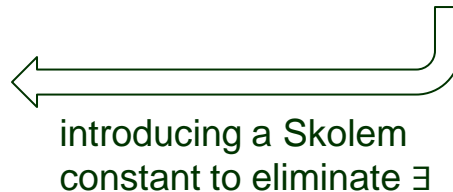
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The *KB* consists of first-order definite clauses with no function symbols. It is called a *Datalog*.

III. Simple Forward Chaining

1. Start from the known facts.
2. Trigger all the rules whose premises are satisfied.
3. Add their conclusions to the known facts.
4. Repeat steps 2 and 3 until one of the following situations occurs:
 - a. The query is answered.
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Likes(x,IceCream) is a renaming of *Likes(y,IceCream)*.
Both have the meaning: “Everyone likes ice cream”.

Execution of Forward Chaining

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KB has now reached a *fixed point*, meaning that no new sentences are possible.

Proof Tree

American(West)

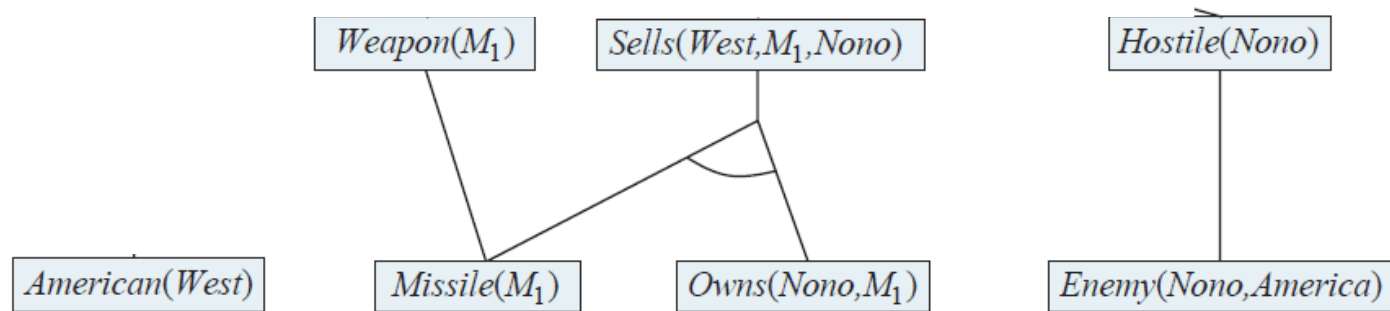
Missile(M₁)

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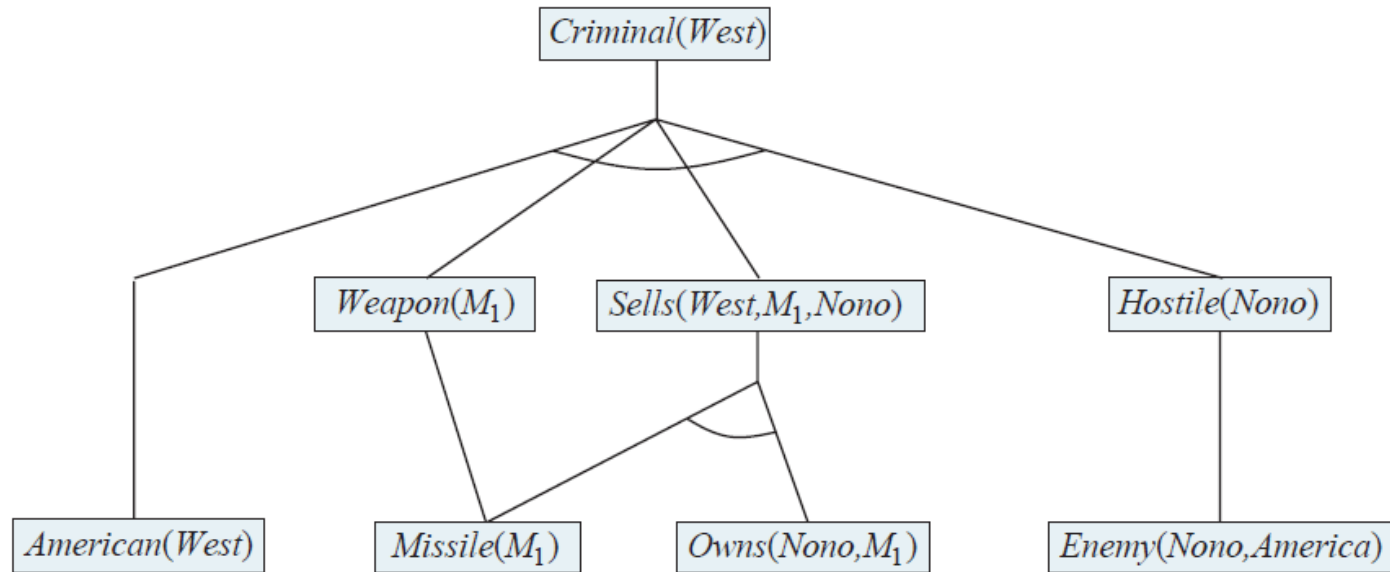
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|

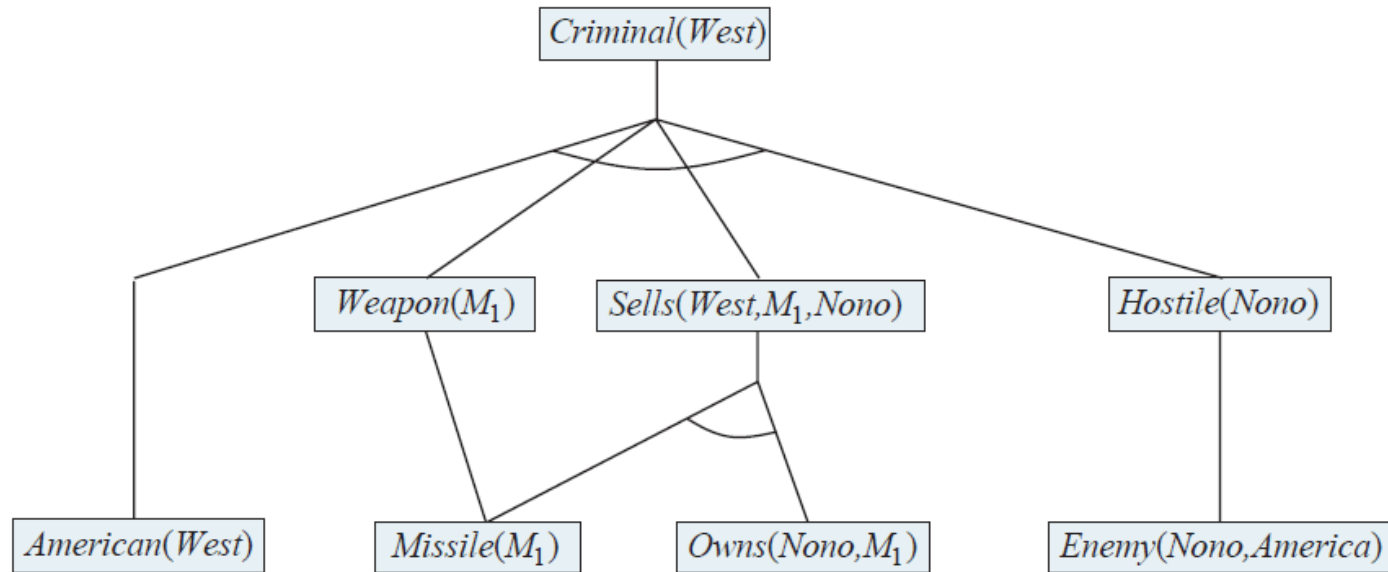
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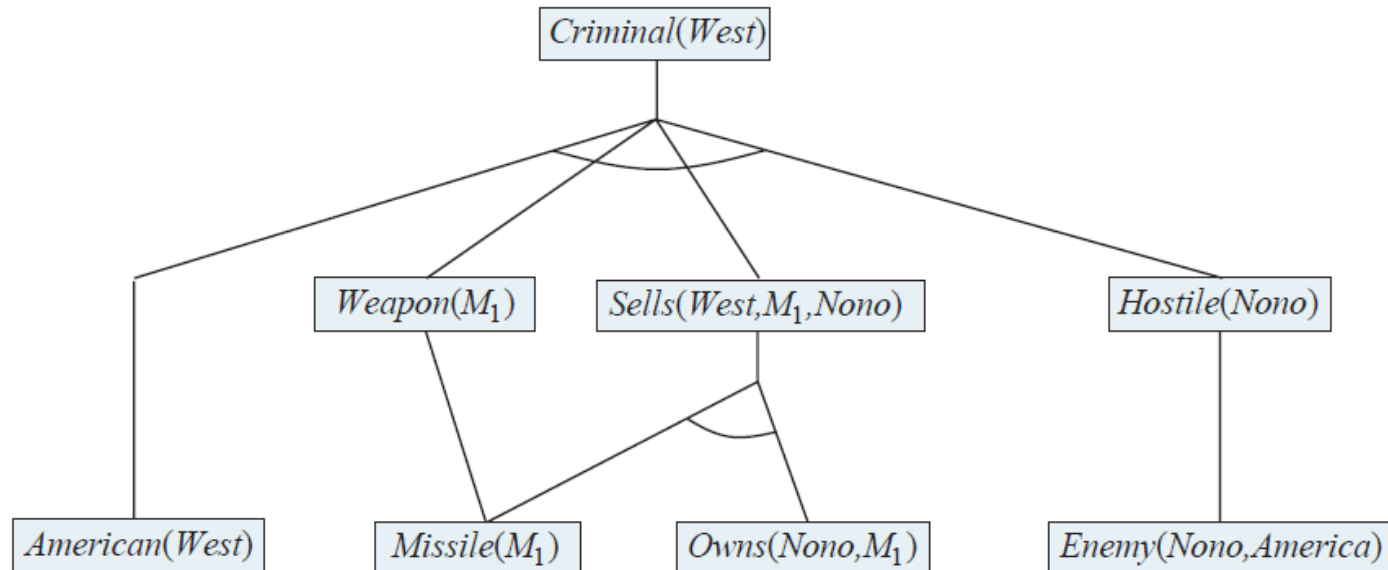
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◆ **Soundness** of forward chaining

Every inference is an application of Generalized Modus Ponens.

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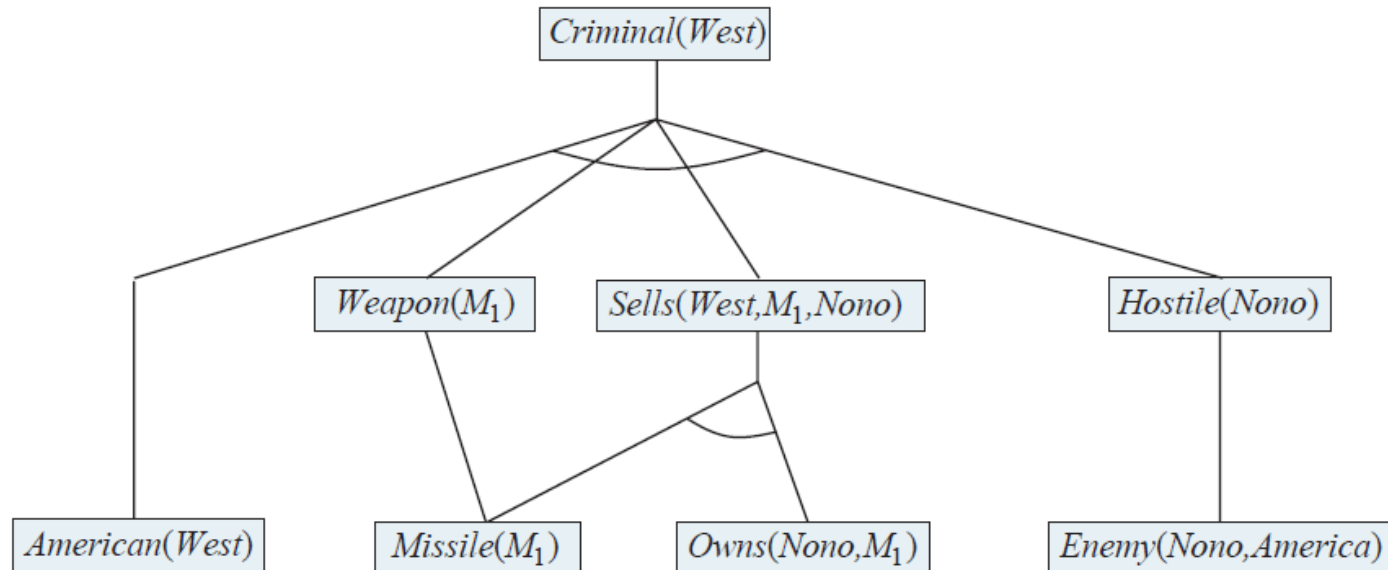
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◆ Completeness

- Easy to establish if no function symbols appears in the KB.
- Guaranteed **except for a query with no answer**, the algorithm could fail to terminate. E.g., $NatNum(0)$ and $NatNum(n) \Rightarrow NatNum(S(n))$.

Improvement 1: Matching Rules Against Known Facts

Inefficiency of simple forward chaining:

- ♠ Exhaustively matches every rule against every fact.
- ♠ Rechecks every rule on each iteration (even with very few additions to *KB*).
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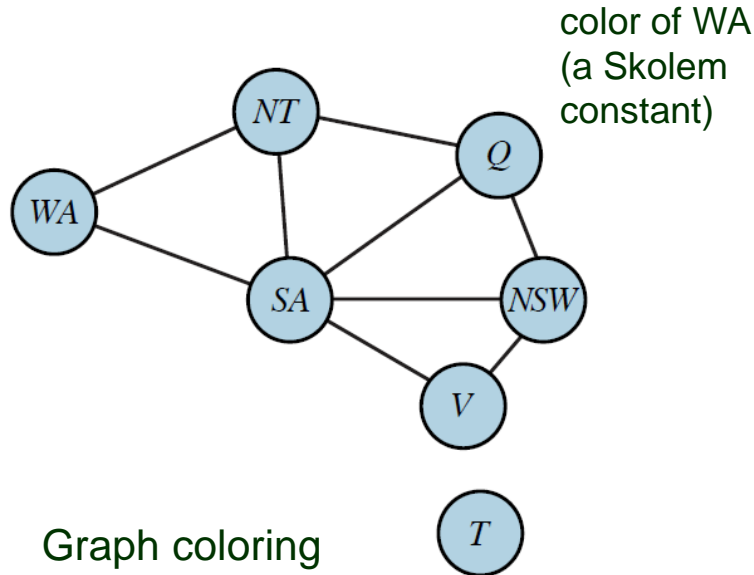
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Use a **heuristic**, e.g., the minimum-remaining-values (MRV) heuristic for CSPs.

CSP as a Definite Clause

View every conjunct in the premise as a constraint on the variables it contains.

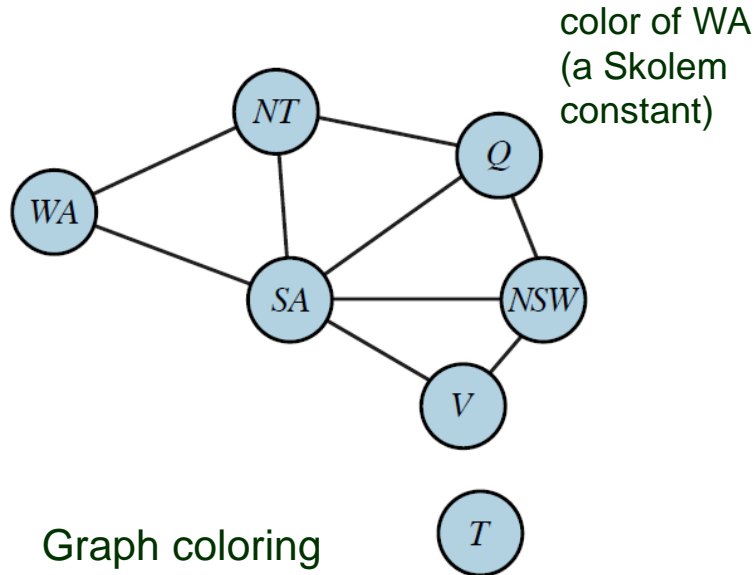


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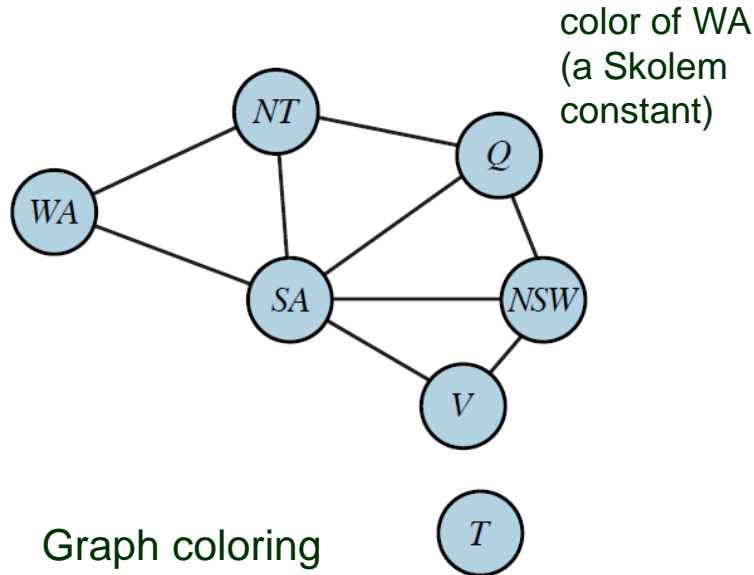
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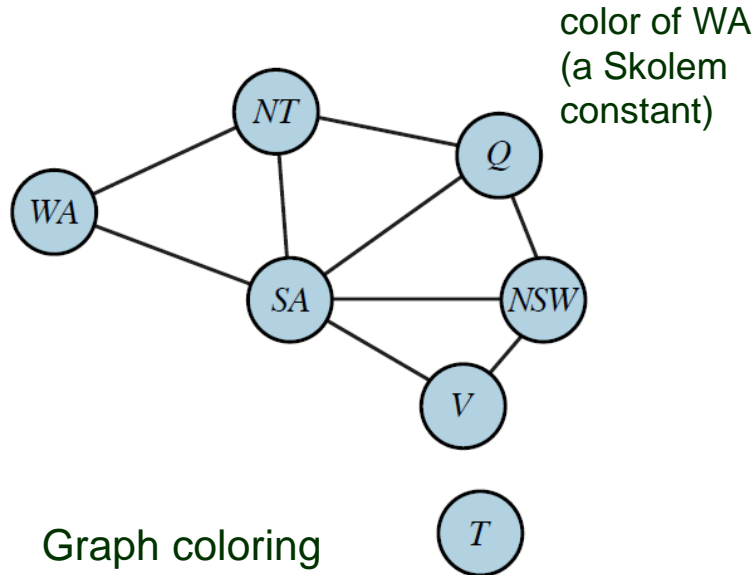
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Good news View every Datalog clause as a CSP and apply heuristics for CSPs (e.g., tree structure, cutset conditioning, etc.).

Improvement 2: Incremental FC

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E.g., the Rete algorithm

IV. Backward Chaining

Works like AND/OR search:

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 - ♣ The goal query can be proved by any rule in the *KB*.
 - ♣ A query containing a variable, e.g., *Person(x)* can be proved in multiple ways.
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How does it work?

- ◆ Fetch all clauses that unify with the goal.
- ◆ Rename the variables in every such clause to be brand-new.
- ◆ Prove every conjunct in the clause by keeping track of the expanded substitution as it goes.

Depth-First Proof Tree

$American(x) \wedge Weapon(y) \wedge Sells(x, y, z) \wedge Hostile(z) \Rightarrow Criminal(x)$

$Missile(x) \wedge Owns(Nono, x) \Rightarrow Sells(West, x, Nono)$

$Missile(x) \Rightarrow Weapon(x)$

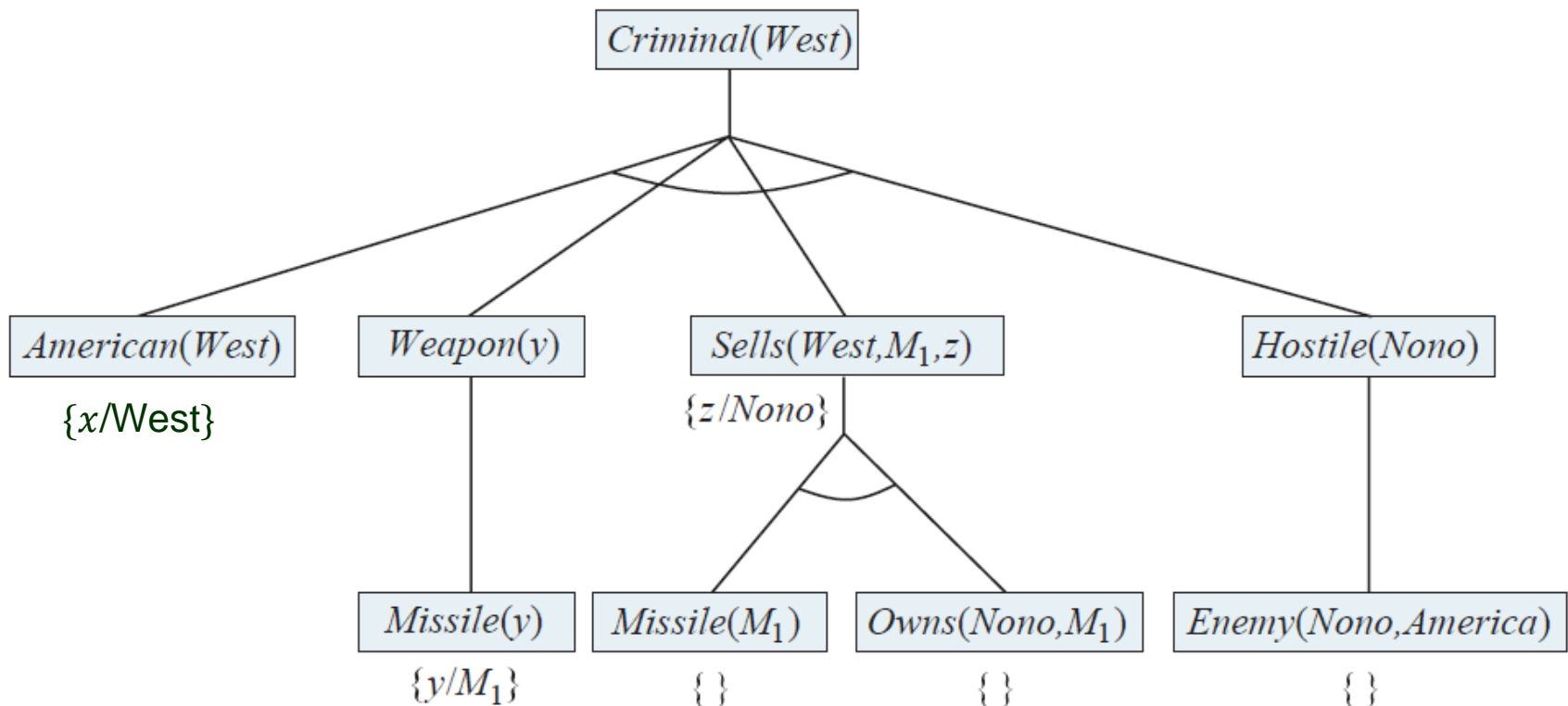
$Enemy(x, America) \Rightarrow Hostile(x)$

$Owns(Nono, M_1)$

$Missile(M_1)$

$American(West)$

$Enemy(Nono, America)$



Depth-First Proof Tree

$American(x) \wedge Weapon(y) \wedge Sells(x, y, z) \wedge Hostile(z) \Rightarrow Criminal(x)$

$Missile(x) \wedge Owns(Nono, x) \Rightarrow Sells(West, x, Nono)$

$Missile(x) \Rightarrow Weapon(x)$

$Enemy(x, America) \Rightarrow Hostile(x)$

$Owns(Nono, M_1)$

$Missile(M_1)$

$American(West)$

$Enemy(Nono, America)$

