

# Complete Knowledge Assumption

- Often you want to assume that your knowledge is complete. Everything not known to be true is false.
- **Example:** you can state what switches are up and the agent can assume that the other switches are down.
- **Example:** assume that a database of what students are enrolled in a course is complete.
- The definite clause language is **monotonic**: adding clauses can't invalidate a previous conclusion.
- Under the complete knowledge assumption, the system is **non-monotonic**: adding clauses can invalidate a previous conclusion.
- The **complete knowledge assumption** is sometimes called the **closed world assumption**.

# Completion of a knowledge base

- Suppose the rules for atom  $a$  are

$$a \leftarrow b_1.$$

$\vdots$

$$a \leftarrow b_n.$$

equivalent logical formula  $a \leftarrow b_1 \vee \dots \vee b_n.$

“ $a$  is true if  $b_1$  or  $\dots$  or  $b_n$ ”

- Under the Complete Knowledge Assumption, if  $a$  is true, one of the  $b_i$  must be true:

$$a \rightarrow b_1 \vee \dots \vee b_n.$$

- Under the CKA, the clauses for  $a$  mean **Clark's completion**:

$$a \leftrightarrow b_1 \vee \dots \vee b_n$$

“ $a$  is true if and only if  $b_1$  or  $\dots$  or  $b_n$ ”

# Clark's Completion of a KB

- Clark's completion of a knowledge base consists of the completion of every atom.
- An atom  $h$  with no clauses, has the completion  $h \leftrightarrow \text{false}$ .  
"h is false".
- You can interpret negations in the body of clauses.

$$\sim h$$

means that  $h$  is false under the complete knowledge assumption

This is **negation as failure**.

Idea: only represent up and use \+ up instead of down

- Easier to specify
- Less error prone (exactly one must be true)

## Negation as failure example (naf.pl)

$p \leftarrow q \wedge \sim r.$

$p \leftarrow s.$

$q \leftarrow \sim s.$

$r \leftarrow \sim t.$

$t.$

$s \leftarrow w.$

# Bottom-up negation as failure interpreter

$C := \{\}$

repeat

  either

    select  $r \in KB$  such that

$r$  is " $h \leftarrow b_1 \wedge \dots \wedge b_m$ "

$b_i \in C$  for all  $i$ , and

$h \notin C$

$C := C \cup \{h\}$

  or

    select  $h$  such that for every rule " $h \leftarrow b_1 \wedge \dots \wedge b_m$ "  $\in KB$

      either for some  $b_i, \sim b_i \in C$

      or some  $b_i = \sim g$  and  $g \in C$

$C := C \cup \{\sim h\}$

until no more selections are possible

# Negation as failure example

$p \leftarrow q \wedge \sim r.$

$p \leftarrow s.$

$q \leftarrow \sim s.$

$r \leftarrow \sim t.$

$t.$

$s \leftarrow w.$

# Top-Down negation as failure proof procedure

- If the proof for  $a$  fails, you can conclude  $\sim a$ .
- Failure can be defined recursively:  
Suppose you have rules for atom  $a$ :

$$a \leftarrow b_1$$

⋮

$$a \leftarrow b_n$$

If each body  $b_i$  fails,  $a$  fails.

A body fails if one of the conjuncts in the body fails.

- If there are no rules for  $h$  then  $h$  fails
- Note that you need *finite* failure. Example  $p \leftarrow p$ .



# Default Reasoning

- When giving information, we don't want to enumerate all of the exceptions, even if we could think of them all.
- In default reasoning, we specify general knowledge and modularly add exceptions. The general knowledge is used for cases we don't know are exceptional.
- Classical logic is **monotonic**: If  $g$  logically follows from  $A$ , it also follows from any superset of  $A$ .
- Default reasoning is **nonmonotonic**: When we add that something is exceptional, we can't conclude what we could before.

## Example: default reasoning about resorts (beach.pl)

- A resort is on the beach or away from the beach.  
A resort is away from the beach unless it says it is on a beach.

$away\_from\_beach \leftarrow \sim on\_beach.$

- If we are told the resort is on the beach, we would expect that resort users would have access to the beach.

If they have access to a beach, we would expect them to be able to swim at the beach.

$beach\_access \leftarrow on\_beach \wedge \sim ab\_beach\_access.$

$swim\_at\_beach \leftarrow beach\_access \wedge \sim ab\_swim\_at\_beach.$

$ab\_swim\_at\_beach \leftarrow enclosed\_bay \wedge big\_city \wedge \sim ab\_no\_swim.$

$ab\_no\_swim \leftarrow in\_BC \wedge \sim ab\_BC\_beaches.$

See end of `logicNegation.py` in `aipython.org` or  
<https://artint.info/3e/resources/ch05/beach.pl>

How can we represent

- Birds fly.
- Emus and tiny birds dont fly.
- Hummingbirds are exceptional tiny birds.