

Reasoning Systems for Categories

- Categories are the primary building blocks of large-scale knowledge representation schemes.
- This topic describes systems specially designed for organizing and reasoning with categories.
- There are two types of reasoning systems:
 - 1. Semantic networks**
 - 2. Description logics**

Reasoning systems

Semantic networks

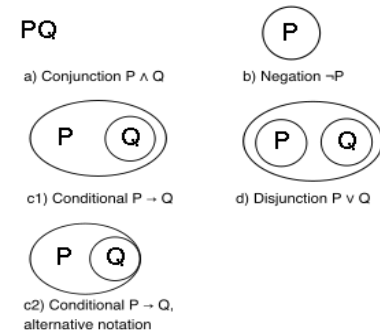
- Visualize knowledge-base in patterns of interconnected nodes and arcs
- Efficient algorithms for inferring of object on the basis of its category membership

Description logics

- Formal language for constructing and combining category definitions
- Efficient algorithms to decide subset and superset relationships between categories.

Semantic Networks

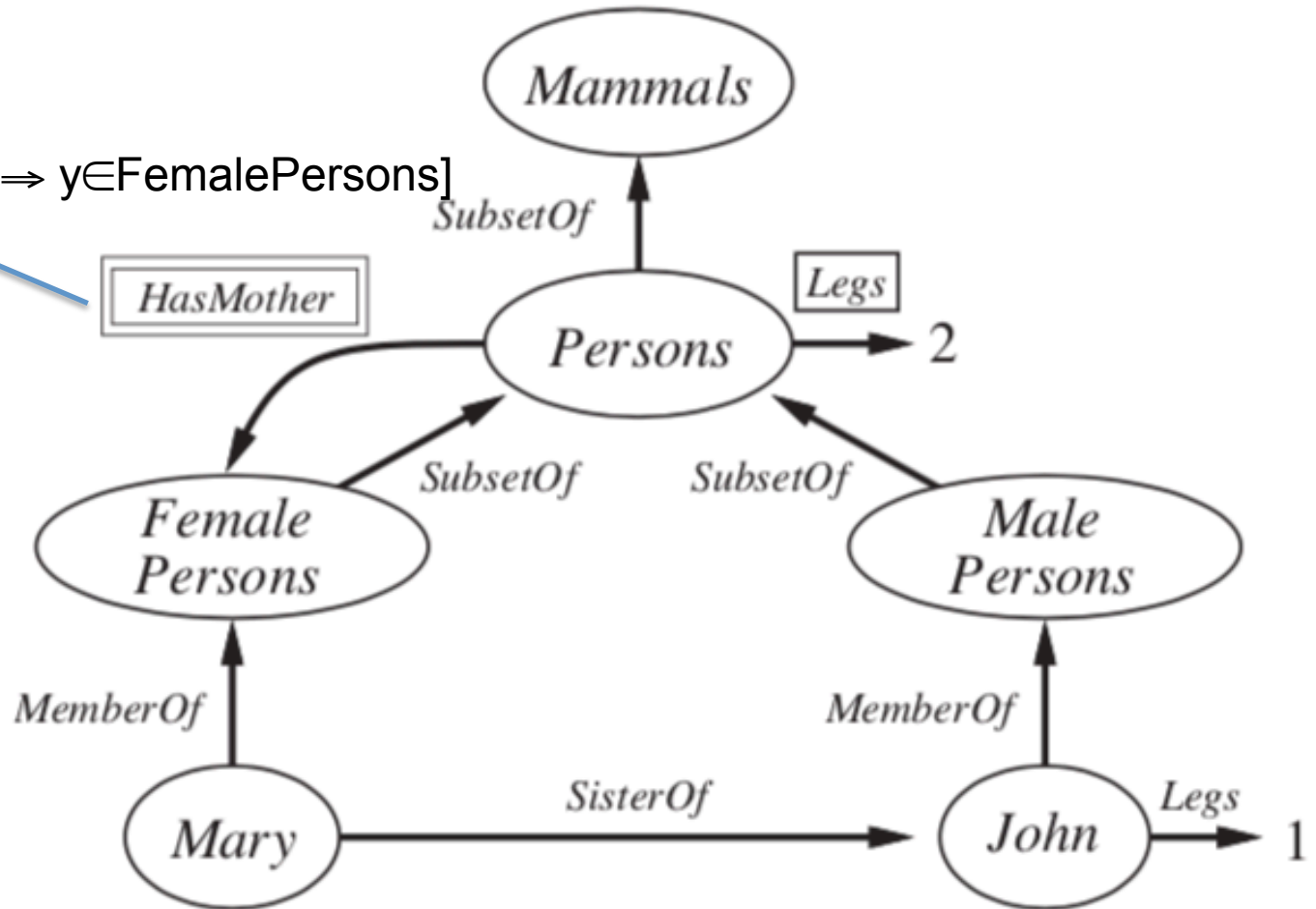
- In 1909, Charles S. Peirce proposed a graphical notation of nodes and edges called **existential graphs**
- A typical graphical notation displays object or category names in ovals or boxes, and connects them with labeled arcs/links
- For Example:
 - MemberOf link between Mary and FemalePersons, corresponding to the logical assertion **Mary** \in **FemalePersons**
 - SisterOf link between Mary and John corresponds to the assertion **SisterOf (Mary, John)**
 - connect categories using SubsetOf links,



Semantic Network Example



$\forall x x \in \text{Persons} \Rightarrow$
 $[\forall y \text{ HasMother}(x,y) \Rightarrow y \in \text{FemalePersons}]$



A semantic network with four objects (John, Mary, 1, and 2) and four categories. Relations are denoted by labeled links.

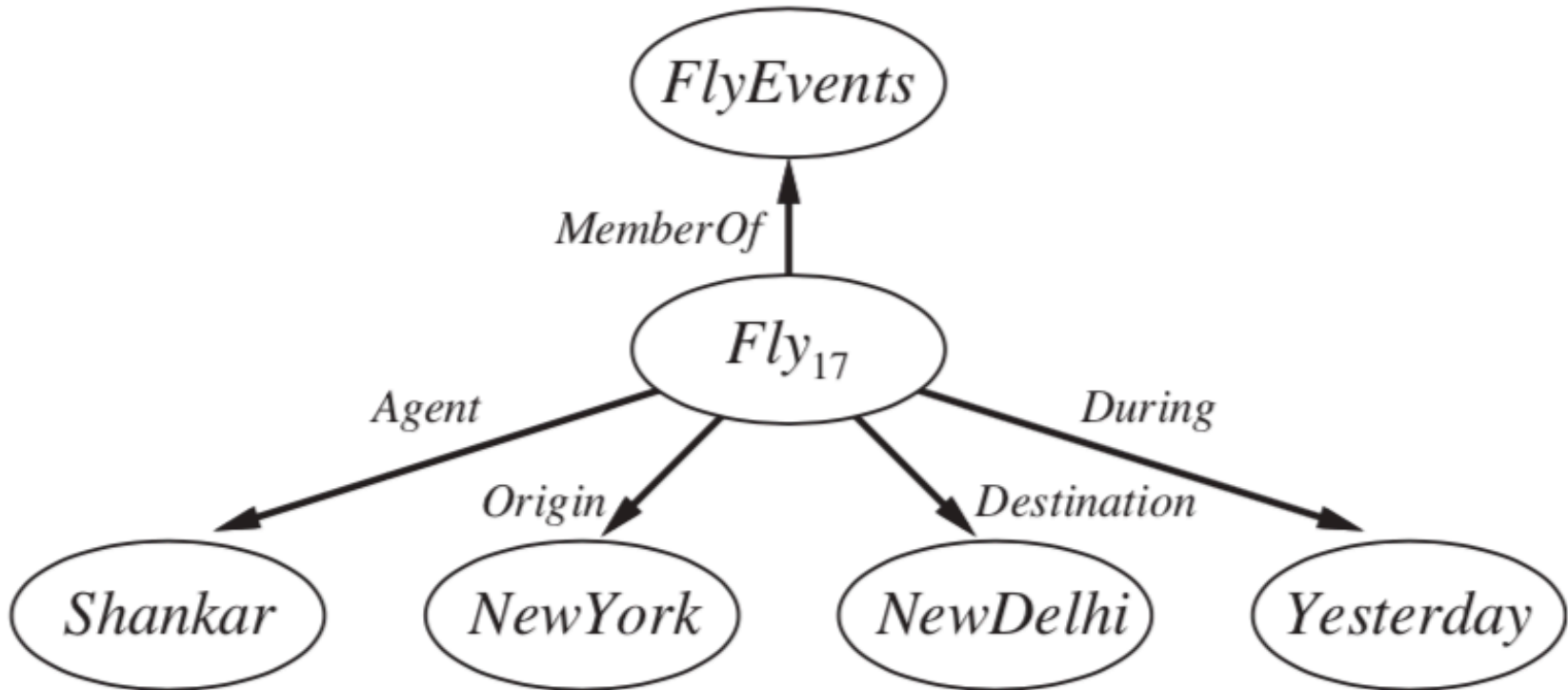
Semantic Networks

- Allows for inheritance reasoning
 - Female persons inherit all properties from person
 - Mary inherits the property of having two legs
- The simplicity and efficiency of this inference mechanism compared with logical theorem has been one of the main attractions of semantic networks.
- Multiple Inheritance becomes complicated because two or more conflicting values for answering the query
- For this reason, multiple inheritance is banned in some **object-oriented programming** (OOP) languages, such as Java

Semantic Networks

- Another form of inference is the use of inverse links
- Example: HasSister is the inverse of SisterOf
- Drawback of semantic network is that the links between bubbles represent only *binary* relations.
- For example, the sentence Fly(Shankar, NewYork, NewDelhi, Yesterday) cannot be asserted directly in a semantic network.
- *But can* obtain the effect of n-ary assertions by reifying the proposition

Semantic Networks



Semantic network showing representation of logical assertion fly()

Semantic Networks

- Ability to **override** the **default** values
- Example:
 - John has 1 leg despite the fact that all persons have 2 legs
 - This would be contradiction in a strictly logical KB.

Description logics

- They are logical notations that are designed to describe definitions and properties about categories
- It is to formalize the semantic network
- Principal inference task is
 - **Subsumption**: checking if one category is the subset of another by comparing their definitions
 - **Classification**: checking whether an object belongs to a category.
 - **Consistency**: whether the category membership criteria are logically satisfiable

Description logics

- The CLASSIC language is a typical description logic
- Any CLASSIC can be written in FOL
- For example, to say that bachelors are unmarried adult males we would write
 - **Bachelor = And (Unmarried , Adult , Male)**
- The equivalent in first-order logic would be
 - **Bachelor(x) \Leftrightarrow Unmarried(x) \wedge Adult(x) \wedge Male(x)**

The syntax of descriptions in a subset of the CLASSIC language.

Concept → **Thing** | *ConceptName*
| **And**(*Concept*,...)
| **All**(*RoleName*, *Concept*)
| **AtLeast**(*Integer*, *RoleName*)
| **AtMost**(*Integer*, *RoleName*)
| **Fills**(*RoleName*, *IndividualName*,...)
| **SameAs**(*Path*, *Path*)
| **OneOf**(*IndividualName*,...)
Path → [*RoleName*,...]