

# Reasoning Under Uncertainty: Introduction to Probability

CPSC 322 – Uncertainty 1

Textbook §6.1

# Lecture Overview

- 1 Recap
- 2 Probability Introduction

# Syntax of Datalog

## Definition (variable)

A **variable** starts with upper-case letter.

## Definition (constant)

A **constant** starts with lower-case letter or is a sequence of digits.

## Definition (term)

A **term** is either a variable or a constant.

## Definition (predicate symbol)

A **predicate symbol** starts with lower-case letter.

# Syntax of Datalog (cont)

## Definition (atom)

An **atomic symbol** (atom) is of the form  $p$  or  $p(t_1, \dots, t_n)$  where  $p$  is a predicate symbol and  $t_i$  are terms.

## Definition (definite clause)

A **definite clause** is either an atomic symbol (a fact) or of the form:

$$\underbrace{a}_{\text{head}} \leftarrow \underbrace{b_1 \wedge \dots \wedge b_m}_{\text{body}}$$

where  $a$  and  $b_i$  are atomic symbols.

## Definition (knowledge base)

A **knowledge base** is a set of definite clauses.

# Formal Semantics

## Definition (interpretation)

An **interpretation** is a triple  $I = \langle D, \phi, \pi \rangle$ , where

- $D$ , the **domain**, is a nonempty set. Elements of  $D$  are **individuals**.
- $\phi$  is a mapping that assigns to each constant an element of  $D$ . Constant  $c$  **denotes** individual  $\phi(c)$ .
- $\pi$  is a mapping that assigns to each  $n$ -ary predicate symbol a relation: a function from  $D^n$  into  $\{TRUE, FALSE\}$ .

# Variables

## Definition (variable assignment)

A **variable assignment** is a function from variables into the domain.

- Given an interpretation and a variable assignment, each term denotes an individual and each clause is either true or false.
- A clause containing variables is true in an interpretation if it is true **for all** variable assignments.
  - Variables are **universally quantified** in the scope of a clause.
- Now we can use our previous definition of logical entailment.

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# Using Uncertain Knowledge

- Agents don't have complete knowledge about the world.
- Agents need to make decisions based on their uncertainty.
- It isn't enough to assume what the world is like.  
**Example:** wearing a seat belt.
- An agent needs to reason about its uncertainty.
- When an agent makes an action under uncertainty, it is gambling  $\implies$  probability.



# Probability

- Probability is the formal measure of uncertainty. There are two camps:
- **Frequentists:** believe that probability represents something *objective*, and compute probabilities by counting the frequencies of different events
- **Bayesians:** believe that probability represents something *subjective*, and understand probabilities as degrees of belief.
  - They compute probabilities by starting with **prior beliefs**, and then **updating** beliefs when they get new data.
  - **Example:** Your degree of belief that a bird can fly is your measure of belief in the flying ability of an individual based only on the knowledge that the individual is a bird.
  - Other agents may have different probabilities, as they may have had different experiences with birds or different knowledge about this particular bird.
  - An agent's belief in a bird's flying ability is affected by what the agent knows about that bird.

# Numerical Measures of Belief

- Belief in proposition,  $f$ , can be measured in terms of a number between 0 and 1 — this is the **probability of  $f$** .
  - “The probability that  $f$  is 0” means that  $f$  is believed to be definitely false.
  - “The probability that  $f$  is 1” means that  $f$  is believed to be definitely true.
- Using 0 and 1 is purely a convention.
- $f$  has a probability between 0 and 1, doesn't mean  $f$  is true to some degree, but means you are ignorant of its truth value. Probability is a measure of your ignorance.