

Integrated Commonsense Reasoning and Learning Using Non-axiomatic Logic

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“Intelligence” as a Whole

- Mainstream AI treats “Intelligence” as a collection of problem-specific and domain-specific functions
- Artificial General Intelligence (AGI) takes “Intelligence” as a general-purpose and holistic/integrated capability
- AGI research still includes different objectives and techniques

Basic Assumption

“Intelligence” is *the capability of a system to adapt to its environment and to work with insufficient knowledge and resources*

Assumption of Insufficient Knowledge and Resources (AIKR):

- To rely on *finite* processing capacity
- To work in *real time*
- To *open* to unexpected tasks

Non-Axiomatic Logic (NAL)

NAL consists of

- a *language* for representation
- a *semantic theory* of the language
- a set of formal *inference rules*

NAL is the logic part of NARS (Non-Axiomatic Reasoning System), an AGI project designed under AIKR

NARS is open source, with demonstrations and working examples

Representation Language

Term: identifier of concept

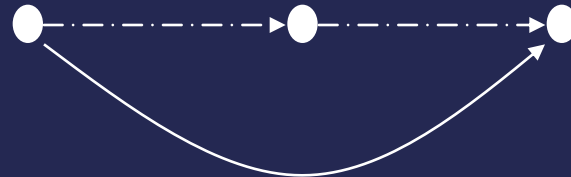
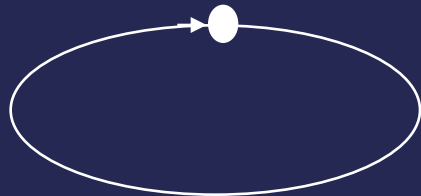
Statement: subject-copula-predicate

$S \rightarrow P$

water *liquid*
●—————→●

as specialization-generalization

Copula *inheritance* is reflexive and transitive



Idealized Evidence

Positive evidence of $S \rightarrow P$:

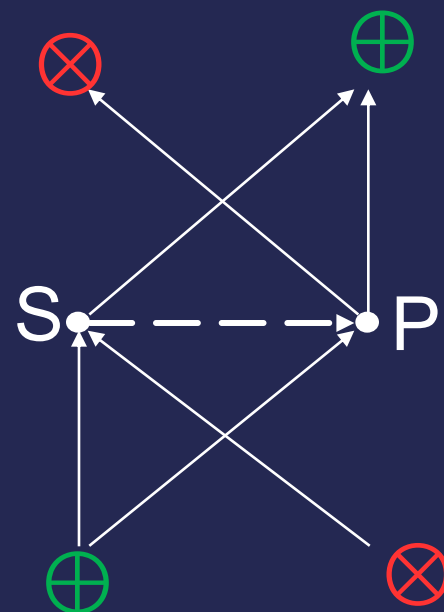
$$\{x \mid ((x \rightarrow S) \wedge (x \rightarrow P)) \\ \vee ((P \rightarrow x) \wedge (S \rightarrow x))\}$$

Negative evidence of $S \rightarrow P$:

$$\{x \mid ((x \rightarrow S) \wedge \neg(x \rightarrow P)) \\ \vee ((P \rightarrow x) \wedge \neg(S \rightarrow x))\}$$

Amount of evidence:

positive (w^+), negative (w^-), total ($w = w^+ + w^-$)



Truth-Value Defined

In NAL, the truth-value of a statement is a pair of real numbers in $[0, 1]$, and measures the evidential support to the statement

$$S \rightarrow P \langle f, c \rangle$$

$$\text{frequency: } f = w^+ / w$$

$$\text{confidence: } c = w / (w + 1)$$



Deduction

$$M \rightarrow P [f_1, c_1]$$

$$S \rightarrow M [f_2, c_2]$$

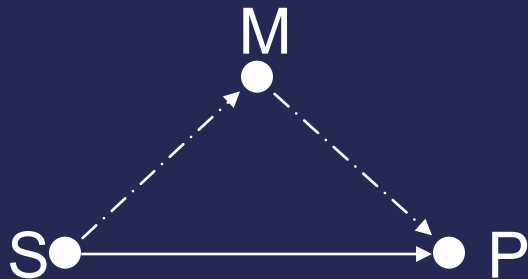
$$f = \text{and}(f_1, f_2)$$

$$c = \text{and}(f_1, f_2, c_1, c_2)$$

$$S \rightarrow P [f, c]$$

$$\textit{bird} \rightarrow \textit{animal} [1.00, 0.90]$$

$$\textit{robin} \rightarrow \textit{bird} [1.00, 0.90]$$



$$\textit{robin} \rightarrow \textit{animal} [1.00, 0.81]$$

Induction

$$M \rightarrow P [f_{1'}, c_{1'}]$$

$$M \rightarrow S [f_{2'}, c_{2'}]$$

$$S \rightarrow P [f, c]$$

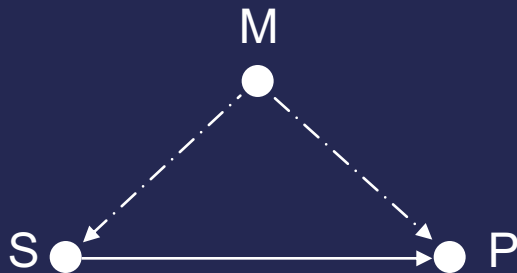
$$w^+ = \text{and}(f_{1'}, f_{2'}, c_{1'}, c_{2'})$$

$$w = \text{and}(f_{2'}, c_{1'}, c_{2'})$$

$$\textit{swan} \rightarrow \textit{bird} \quad [1.00, 0.90]$$

$$\textit{swan} \rightarrow \textit{swimmer} \quad [1.00, 0.90]$$

$$\textit{bird} \rightarrow \textit{swimmer} \quad [1.00, 0.45]$$



Abduction

$$P \rightarrow M [f_{1'}, c_{1'}]$$

$$S \rightarrow M [f_{2'}, c_{2'}]$$

$$S \rightarrow P [f, c]$$

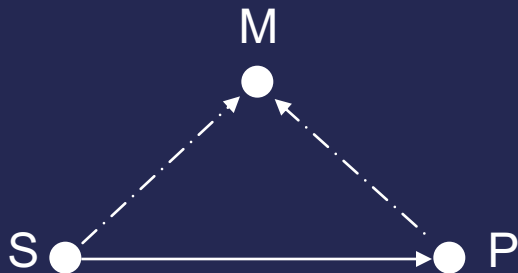
$$w^+ = \text{and}(f_{1'}, f_{2'}, c_{1'}, c_{2'})$$

$$w = \text{and}(f_{1'}, c_{1'}, c_{2'})$$

$$\textit{seabird} \rightarrow \textit{swimmer} [1.00, 0.90]$$

$$\textit{gull} \rightarrow \textit{swimmer} [1.00, 0.90]$$

$$\textit{gull} \rightarrow \textit{seabird} [1.00, 0.45]$$

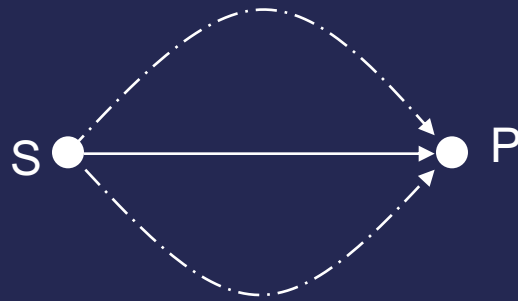


Revision

$$S \rightarrow P [f_{1'}, c_{1'}]$$
$$S \rightarrow P [f_{2'}, c_{2'}]$$

$$S \rightarrow P [f, c]$$

$$w^+ = w_1^+ + w_2^+$$
$$w = w_1 + w_2$$

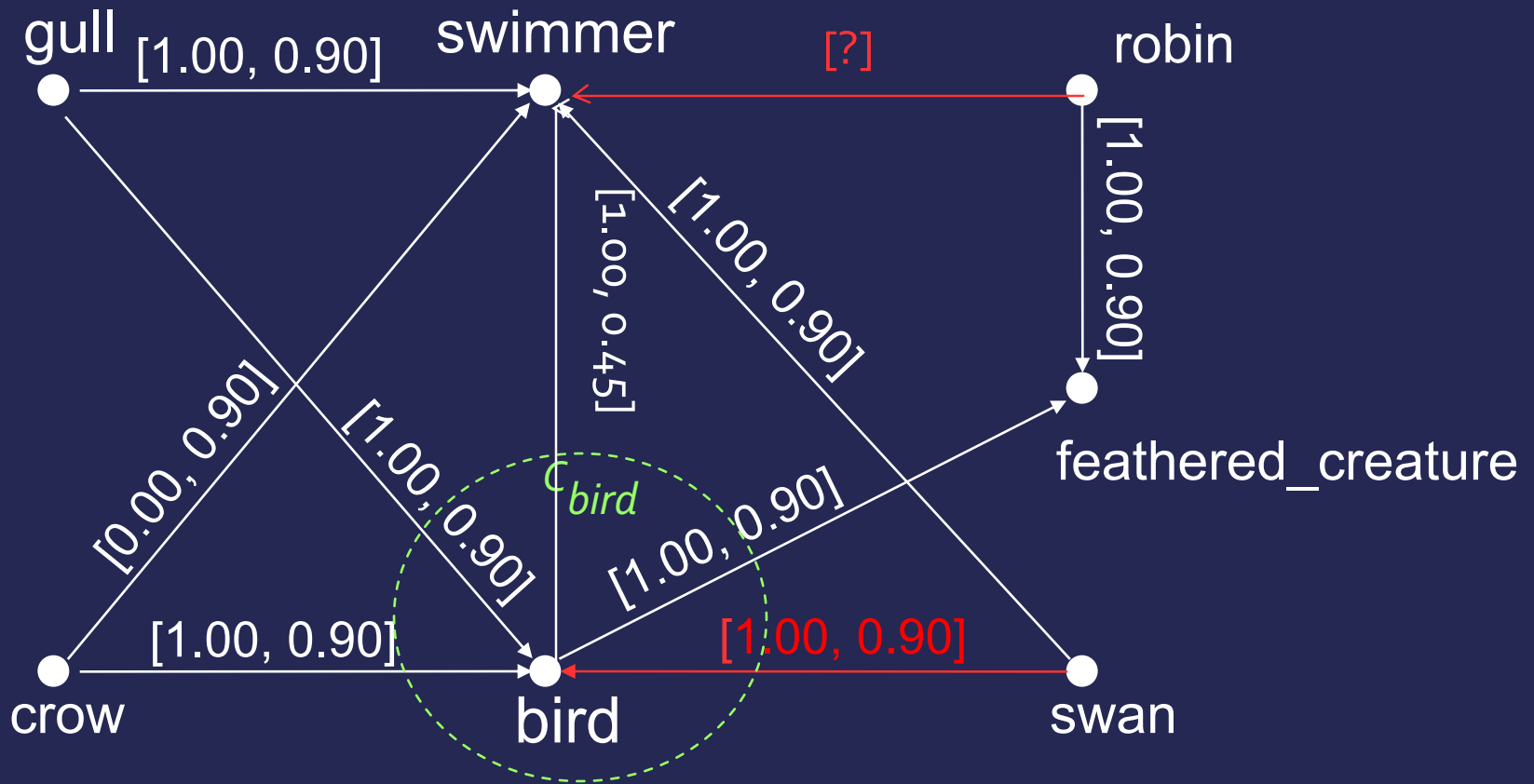


$$\textit{bird} \rightarrow \textit{swimmer} [1.00, 0.62]$$

$$\textit{bird} \rightarrow \textit{swimmer} [0.00, 0.45]$$

$$\textit{bird} \rightarrow \textit{swimmer} [0.67, 0.71]$$

Memory as a Network



Expressing Power

- Terms can be composed from other terms to express patterns in experience
- Statements can correspond to *sensation, perception, event, and operation*
- Copulas include *inheritance, similarity, implication, and equivalence*
- The meaning of a term is its experienced relations with the other terms

Inferential Power

- Syllogistic rules also include *choice, analogy, comparison, etc.*
- Compositional rules generate new terms and concepts
- *Backward inference* uses the rules to derive questions and goals
- Inference tasks: *observation digesting, question answering, and goal achieving*

Learning as Reasoning

- Learning (adaptation) is the long-term effects of the inference processes
- Task processing does not follow any fixed algorithm, but is data-driven, real-time, lifelong, context-sensitive, and incremental
- The system uses whatever knowledge and resources available, and provides justifiable solutions with numerical evaluation

Application Potential

- Customized version of the system can be built for a specific application
- Such a system can be used as a coordinator of various special-purpose tools
- The system allows various forms of run-time user/system interaction
- Ideal for situations where the insufficiency of knowledge/resource cannot be ignored

Publications & demonstrations:

<http://www.cis.temple.edu/~pwang/>

Thanks for your attention!