## Similarity-based reasoning using prototypes and counterexamples

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Vague properties, in the sense of gradualness, are characterized by the existence of borderline cases; that is, objects or situations for which the property only partially applies. The aim of this paper is to investigate how a logic for vague concepts can be defined assuming that a vague concept  $\alpha$  is given by a set of prototypical situations  $[\alpha]^+ \subseteq \Omega$  where  $\alpha$  definitely applies, as well as a set of counterexamples  $[\alpha]^- \subseteq \Omega$  where  $\alpha$  does not apply for sure. In this paper we will assume that this information is complete, that is,  $[\alpha]^+$  is the whole set of prototypes and  $[\alpha]^-$  is the whole set of counter-examples. This also means that the remaining set of situations  $\Omega \setminus ([\alpha]^+ \cup [\alpha]^-)$  are those where  $\alpha$  only partially applies. Of course, to be in a consistent scenario, we will require that  $[\alpha]^+ \cap [\alpha]^- = \emptyset$ . In such a case, one might think of a three-valued framework, where for each situation  $w \in \Omega$  the degree to which  $\alpha$  applies at *w* is defined as follows:

$$app(w, \alpha) = \begin{cases} 1, & \text{if } w \in [\alpha]^+\\ 0, & \text{if } w \in [\alpha]^-\\ 1/2, & \text{otherwise} \end{cases}$$

This 3-valued vagueness model, where third value 1/2 does not represent unknown but borderline (see [1] for a disucssion on this topic), is indeed very rough. A more refined model can be introduced by assuming the availability of a (fuzzy) similarity relation  $S : \Omega \times \Omega \rightarrow$ [0,1] among situations. In such a case, for  $w \in \Omega \setminus ([\alpha]^+ \cup [\alpha]^-)$  one can measure how close w is to some prototype of  $\alpha$ , and on the one hand how close w is to some of its counterexamples.

$$S(w, [\alpha]^+) = \sup\{S(w, w') : w' \in [\alpha]^+\} \\ S(w, [\alpha]^-) = \sup\{S(w, w') : w' \in [\alpha]^-\}$$

Finally, to aggregate how much  $\alpha$  applies to situation *w*, considering both the values, one can implement a commonsense rule like this one:

"The closer *w* is to some prototype and the farther is to any of the counterexamples, the **more**  $\alpha$  **applies** to *w*"

Of course, one can think of different models of formalization following this rule; in principle one can think of a suitable aggregation operator  $\otimes$  and define:

$$app^*(w, \alpha) = S(w, [\alpha]^+) \otimes (1 - S(w, [\alpha]^-))$$

This may in principle be appropriate as soon as  $\otimes$  properly extends the above three-valued model in the sense that if  $S(w, [\alpha]^+) = 1$  then  $app^*(w, \alpha) = 1$  and if  $S(w, [\alpha]^-) = 1$  then  $app^*(w, \alpha) = 0$ , and otherwise  $0 < app^*(w, \alpha) < 1$ . Assuming the similarity is strict, i.e. such that S(w, w') = 1 iff w = w', a relevant example of such an aggregation operator, given in [4], is:

$$x \otimes y = \frac{y}{1 - x + y},$$

but other operators may be suitable as well. Note that the mapping  $\mu_{\alpha} : \Omega \to [0, 1]$ , defined as  $\mu_{\alpha}(w) = app^*(w, \alpha)$ , specifies a fuzzy set which can smoothly incorporate the finer distinctions of the apparent 3-valued nature of  $\alpha$ . Or equivalently, one can also interpret  $app^*(w, \alpha)$  as the degree to which  $\alpha$  is satisfied by an interpretation, model or situation  $w \in \Omega$ .

Following the latter logical interpretation, the aim of this paper is to extend the approach used in [2, 3] (where only the values of  $S(w, [\alpha]^+)$ 's were considered) to define a logical framework to reason with fuzzy concepts given by a set of prototypes and counterexamples in the line of [4], but with some differences. The main difference is that we consider here as a working assumption that the base logic for our model of vague concepts based on prototypes and counter-examples is 3-valued Łukasiewicz logic  $L_3$ . Then, to refine such a logic, we will extend the language of  $L_3$  with a modality  $\Diamond$ , and we will consider a Kripe-style semantics given by models M = (W, e, S), where W is a set of worlds,  $S : W \times W \rightarrow [0, 1]$  is a similarity relation on worlds, and  $e(w, \cdot) : V \rightarrow \{0, 1/2, 1\}$  is a  $L_3$ -valuation of variables. The evaluation will be extended to (non-nested) modal formulas by stipulating  $e(w, \Diamond \alpha) = app^*(w, \alpha)$ , where  $[\alpha]^+ = \{w \in W \mid w(\alpha) = 1\}$  and  $[\alpha]^- = \{w \in W \mid w(\alpha) = 0\}$ . In this framework we plan to study different notions of graded entailment, as well as, to explore a Hilbert-style axiomatization and a proof system for the logical system.

## References

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