ASSIGNMENT O

	: Knowledge Based Systems:	
	Tropies - Tropie	
	ISHMAL AHMED	
	21-ARID-426	
	BSCS - SC	a
	Toring the	
	: Steps in Resolution:	11
		Ⅱ
1.	Convert facts into FOL (First order logic).	Ⅱ—
2.	Convert FOL into CNF.	
3.	Negate the statement to be proved, and	
	add the result to the knowledge Base.	-
4.	Drow Resolution graph.	1
<u>s.</u>	If empty clause (NIL) is produced, stop	
-	and report that original theorem is true.	
	Consistence :	-
•	txample 01:	-
1.		-
	enjoy.	
a. 3.	If it is raining you will get wet.	
	It is worm day.	
4.		
ζ.	It is Sunny	
6	Goal: You will eripy	
	11 o	Š.
	Prove: enjoy.	
	Step 1:	
	: Conversion to FOL:	7
	If it is surry and warm the will evine	
	If it is surry and warm day will erjoy. Sunny 1 warm - enjoy	
	J	
		1.

	A COLOR	
	If it is raining you will get wet.	
	raining - wet	
	11-2000-926	
٥	It is worm day.	
	warm	
	: arribbras in the second in t	
0	It is raining.	
	raining.	
	1+ 15 1 Cuanti	
	It is sunny.	•
	10.00	, c
	Step. 02:	- 5
	and an agent I have troop had	
	Conversion to CNF:	
	: 1	£
-01	Sunny A warm -> enjoy.	
	Fliminate implication.	
-	- (sunny 1 warm) V enjoy.	2.4
	Moving negation inside. ¬ Sunny V ¬ Warm V enjoy	
	Sunny V 7 Warm V enjoy	
		-
-2	Paining - wet	
0	Paining wet.	
0	worm	
0	raining	
D	sumy	
		-

	Step 3 3 4:	
	Resolution Graph	
1		
0	Negate the statement to be proved.	
0_	Now take the statement one by one 3 create graph.	
	7 enjoy 7 sumy v 7 worm v enjoy	
		-
	7 SUPPLY V 7 WAYM WAYM	\parallel
	Jonny	-
		7
	Empty claus (contradiction)	-
100000	(Confractiction)	-
		-
		-
		-