

# Iterative Deepening Search | Artificial Intelligence

Combination of BFS-DFS

Adv:

It will find goal node at any way.

Disadv:

Consumes very much memory.

BFS

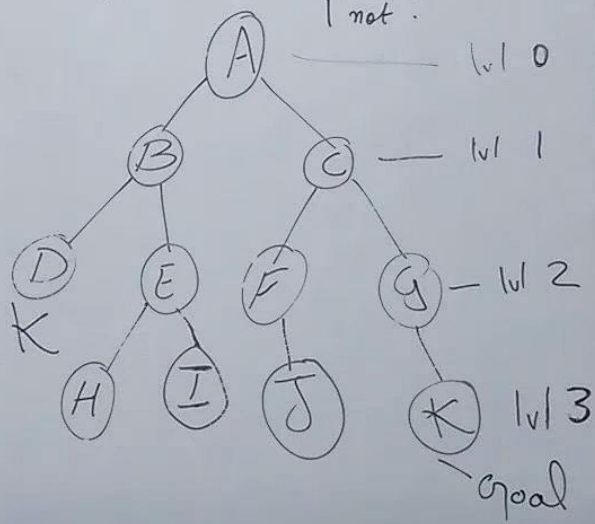
DFS

Consumes very less memory

Not sure, it will find goal node or not.

Depth/level Iterative Deepening Search

0 A  
1 ABC  
2 ABDECFG  
3 ABDEHICFIJGK



logical agents

Agents with some representation of complex knowledge about the world / its environment & uses inference to ~~derive~~ derive new information from the knowledge combined with new i/p's.

Knowledge base :- set of sentences in a formal lang representing facts about the world

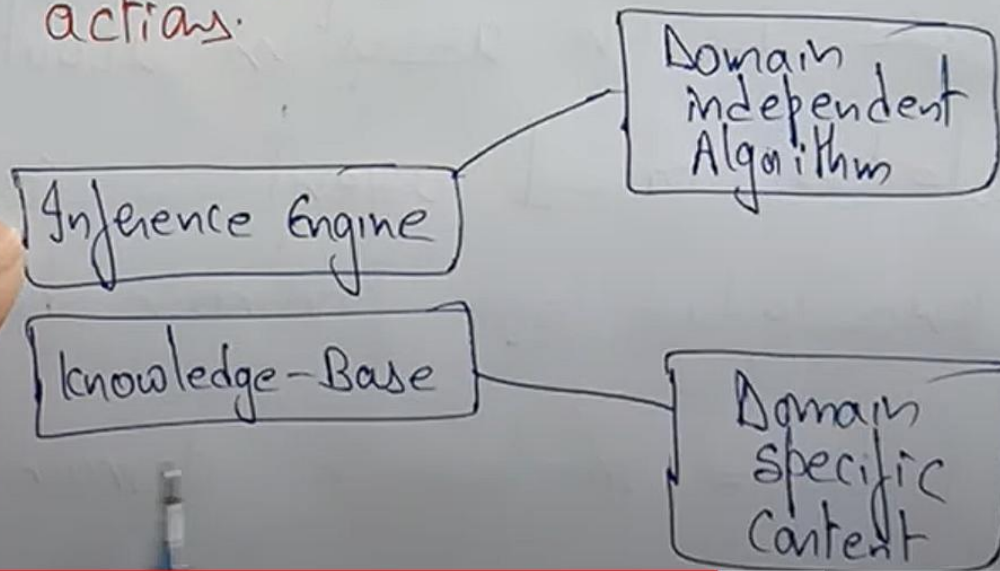
## Knowledge - based agents

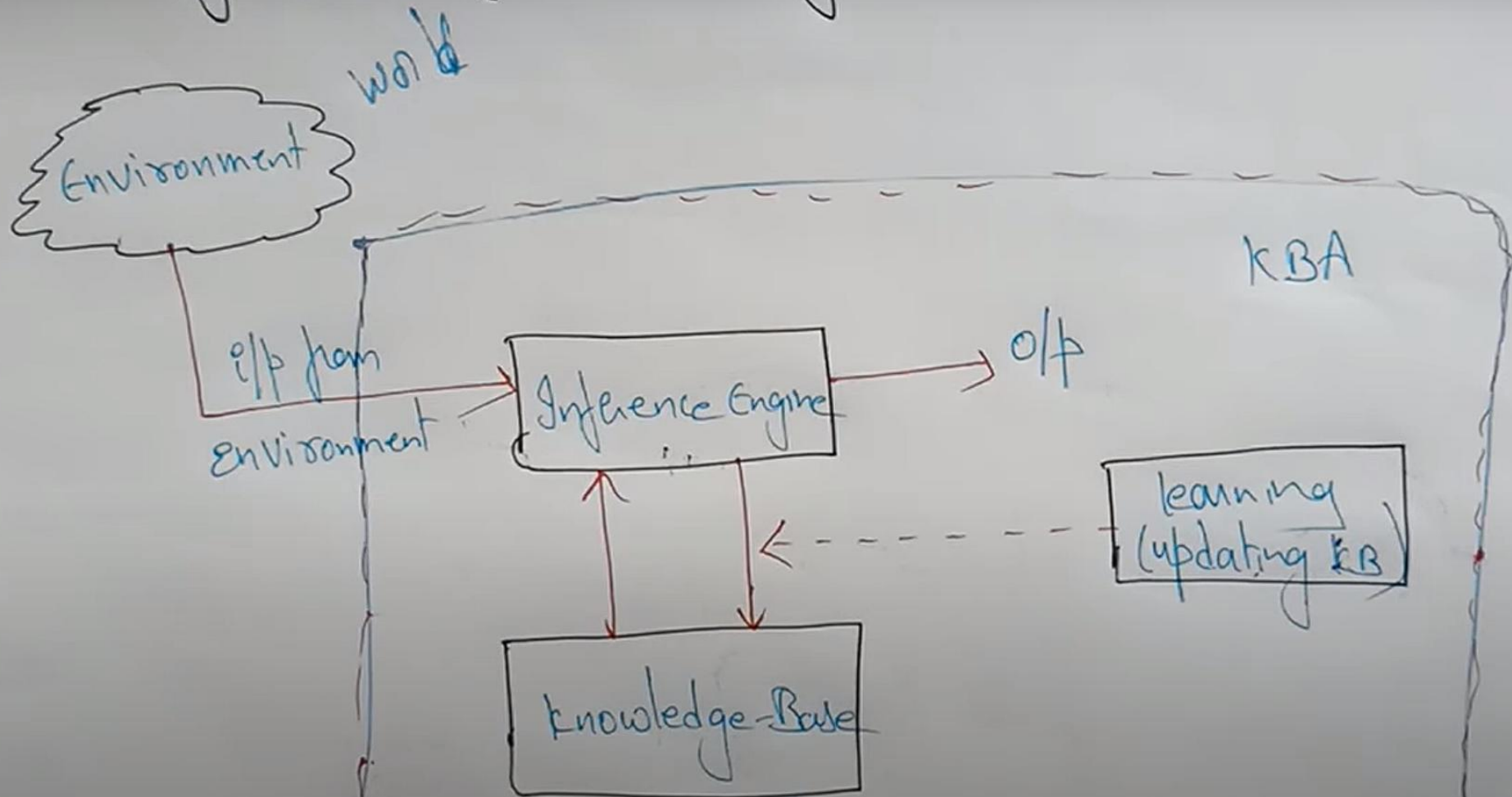
- Intelligent agents need knowledge about the world to choose good actions/decisions.
- knowledge = {sentences} in a knowledge representation language (formal lang)
- A sentence is an assertion about the world.
- A knowledge-based agent is composed of:
  1. knowledge base: domain specific content



- Intelligent agents need knowledge about the world to choose good actions/decisions.
- knowledge = { sentences } in a knowledge representation language (formal lang)
- A sentence is an assertion about the world.
- A knowledge-based agent is composed of:
  1. knowledge base: domain specific content
  2. Inference mechanism: domain-independent algorithm

- Represent states, actions, etc.
- Incorporate new percepts
- update internal representation of the world
- Deduce hidden properties of the world
- Deduce appropriate actions.







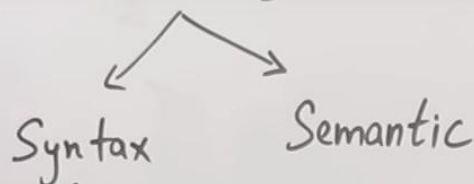
## Declarative:

You can build a knowledge-based agent simply by "TELLING" it what it needs to know.

## Procedural:

- Encode desired behaviors directly as program code
  - Minimizing the role of explicit representation & reasoning can result in a much more efficient system.

# Propositional Logic (Either True or False, not Both)



$1+1=2$  T  
 $2+1=4$  F  
 ND is C. T

T	T	T	T	T
<u>T</u>	F	T	F	<u>F</u>
F	T	T	F	T
F	F	F	F	T

Some st. are Int. T/F

Atomic

$1+1=2$  T  
 $-$  F

Complex

- $\neg$  Negation (Today is Not Friday)  $\neg P$
- $\vee$  Disjunction (You should Eat or Watch TV at a time)  $P \vee Q$
- $\wedge$  Conjunction (Please like my video And Subscribe my channel)  $P \wedge Q$
- $\rightarrow$  if then (if there is rain then the roads are wet)
- $\leftrightarrow$  iff (I will go to Mall iff I have to do shopping)

$P \rightarrow (Q \vee \neg R)^*$  You can access the internet from campus only if you are CSE student or you are not freshman.



## Propositional Calculus:-

It is a system that deals with the method used for manipulation of the symbols according to some rules.

## ALPHABET SET:

- i) Set of Variables or Propositional Symbols  $P, Q, R$
- ii) Logical Constants  $\begin{cases} \text{True (T)} \\ \text{False (F)} \end{cases}$
- iii) Two Parentheses "(" and ")"
- iv) Set of logical operators

IMP:-

word	symbol.	example
i) not	$\neg$	$\neg X$
ii) and	$\wedge$	$X \wedge Y$
iii) or	$\vee$	$X \vee Y$
iv) implies	$\rightarrow$	$(X \rightarrow Y)$ if $X$ then $Y$
v) if and only if	$\leftrightarrow$	$(X \leftrightarrow Y)$

$X$ : It is Hot  
 $Y$ : It is Humid  
 $Z$ : It is raining

{ All, Some }  
 $\hookrightarrow (PL) X$

① if it is humid then it is hot.  
 $(Y \rightarrow X)$

$\hookrightarrow (Y \rightarrow X)$

② if it is hot and humid then it is not raining.  
 $(X \wedge Y) \rightarrow \neg Z$

$(X \wedge Y) \rightarrow \neg Z$

v) Set of equivalence relations or laws:  $(P, Q, R)$  are Variables.

→ Commutative Laws:  $P \wedge Q \equiv Q \wedge P$ ,  $P \vee Q \equiv Q \vee P$

→ Associative Laws:  $(P \wedge Q) \wedge R \equiv P \wedge (Q \wedge R)$ ,  $(P \vee Q) \vee R \equiv P \vee (Q \vee R)$

→ Double Negation:  $\sim(\sim P) \equiv P$

Imp → De-Morgan's Law:  $\neg(P \vee Q) \equiv \neg P \wedge \neg Q$ ,  $\neg(P \wedge Q) \equiv \neg P \vee \neg Q$

→ Absorption Law:  $P \wedge (P \vee Q) \equiv P$ ,  $P \vee (P \wedge Q) \equiv P$

→ Law of Contradiction:  $P \wedge \neg P \equiv \text{false}$   $\begin{matrix} P=1 \\ \neg P=0 \end{matrix} \Big] \textcircled{0} \quad \begin{matrix} P=0 \\ \neg P=1 \end{matrix} \Big] \textcircled{0}$

→ Law of excluded middle:  $P \vee \neg P \equiv \text{True}$   $\begin{matrix} P=1 \\ \neg P=0 \end{matrix} \Big] \textcircled{1} \quad \begin{matrix} P=0 \\ \neg P=1 \end{matrix} \Big] \textcircled{1}$

→ Law of idempotency:  $P \wedge P \equiv P$   $\begin{bmatrix} P=1 \rightarrow \textcircled{1} \\ P=0 \rightarrow 0 \end{bmatrix}$





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### RULES OF INFERENCE:

→ ① MODUS PONENS: If ' $P$ ' and ' $P \rightarrow Q$ ' is given to be true, -then we can infer that ' $Q$ ' is true.

$P$ : It is a holiday ✓ (T)

$Q$ : The school is closed } → we can infer that it is true.

$P \rightarrow Q$ : If it is a holiday, then school is closed ✓ (T)

② MODUS TOLLENS: If ' $\sim Q$ ' and ' $\sim P \rightarrow \sim Q$ ' are given to be true, then we can infer that ' $\sim P$ ' is true.

$\sim Q$  = School is not closed.

if it is not a holiday, then school is not closed.

( $\sim P \rightarrow \sim Q$ )

→  $\sim P$  } it is not a holiday



# First Order Logic in Artificial Intelligence

- FOL is another way of knowledge representation in A.I. It is an extension to PL. (Propositional Logic)
- FOL is also known as Predicate logic. It is a powerful language that develops information about the objects in a more easy way and can also express the relationship between those objects.
- FOL does not only assume that the world contains facts like PL but also assumes



0:01 / 5:22

check: A B, people no: colour name bits numbers



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FOL does not only assume that the world contains facts like PL but also assumes

① objects: A, B, people, no., colour, wars, pits, Wumpus, . . . .

② Relations : It can be unary relation such as :  
n-ary relation such as : the sister of,  
brother of, has color.  
- Function : father of, best friend, end of, ...

> As a natural lang, FOL has two main parts.

a. Syntax

b. Semantics



## Syntax of FOL: Basic Elements

Constant : 1, 2, A, Bhanu, Hyderabad, ...

Variables :  $x, y, z, a, b, \dots$

Predicates : Brother, father,  $>$ , ...

Functions :  $\text{Sqrt}, \dots$

Connectives :  $\neg, \Rightarrow, \wedge, \vee, \Leftrightarrow$

Equality :  $=$

Quantifiers :  $\forall, \exists$

## Inference in First order logic

→ Inference in FOL is used to ~~see~~ deduce new facts from existing sentences.

Before understanding FOL inference rule, let's understand some basic terminologies used in FOL.

### ① Substitution

It is a fundamental operation performed on terms and formulas. It occurs in all inference sys in FOL.

Sentences from existing sentences.

Before understanding FOL inference rule let's understand some basic terminologies used in FOL.

### ① Substitution

It is a fundamental operation performed on terms and formulas. It occurs in all inference sys in FOL.

$$F[a/x]$$

substitute a constant "a" in place of variable "x".



Equality:-  
FOL logic does not only use predicate & terms making atomic sentences but also uses another way, which is equality in FOL. Predicate (term1, term2, ...)

Eg:- Brother(John) = Smith

Hence, the obj referred by Brother(John) is similar to obj referred by Smith. The equality symbol can also be used with negation to represent that two terms are not the same objects.

eg:-  $\neg(x=y)$  which is equivalent to  $x \neq y$ .

## \* Forward Chaining & Backward Chaining

### Inference Engine

- It is component of the system that applies logical rules to the knowledge base to deduce new information.

Concl. from "A" & "A  $\rightarrow$  B" to "B"

$\Rightarrow$  It is raining (A)

$\Rightarrow$  "If it is raining, the road is wet"

(A) (B)

$\Rightarrow$  The road is wet (B)

### Forward Chaining

- Starts with the known facts and asserts new facts.

### Backward Chaining

- Starts with goals and works backward to determine what facts must be asserted so that the goals can be achieved.



## \* Forward Chaining & Backward Chaining

### ⇒ Inference Engine

- It is component of the system that applies logical rules to the knowledge base to deduce new information.

Concl. from "B" & " $A \rightarrow B$ " to "A"

⇒ The road is wet (B)

∴ it is raining, the road is wet  
( $A \rightarrow B$ )

⇒ It is raining (A)

### ✓ ⇒ Forward Chaining

- Starts with the known facts and asserts new facts.

### ✓ ⇒ Backward Chaining

- Starts with goals and works backward to determine what facts must be asserted so that the goals can be achieved.





Ques:- Describe Unification Algorithm with an example.

**ALGORITHM:-**

Unifications means making expressions looks identical.

→ Can be done with the process of Substitution.

Simple Eg:-  $p(x, F(y))$  — (1)  $p(a, F(g(z)))$  — (2)

→ (1) and (2) are identical if  $x$  is replace with  $a$   
 $p(a, F(g(z)))$  and  $y$  is replace with  $g(z)$   
 $[a/x, g(z)/y]$

Unification Cond:-

- ① Predicate Symbol must be Same.
- ② No. of arguments in both expressions must be identical. → Same
- ③ If two similar Variables present in Same expression, then Unification fails.

$p(---)$   
 $p(---)$  ]  $x$

Unify ( $A1, A2$ )

- ① if  $A1$  or  $A2$  is Variable / Constant
  - if  $A1$  and  $A2$  are identical return NIL
  - Else if  $A1$  occurs in  $A2$  return fail
  - Else return  $[A2/A1]$
  - Check for  $A2$  in  $A1$ 
    - fail if  $A2$  occurs in  $A1$
    - Else return  $(A1/A2)$

- ② if Predicate not Same
- ③ if diff. arguments
- ④ Else SUBST to NIL
- ⑤ Loop
- ⑥ Return SUBST.

Unification using Naive Search

Ques:-  $\underbrace{Q(a, g(x, a), f(y))}_{A_1}, \underbrace{Q(a, g(f(b), a), x)}_{A_2}$

Substitute  $x$  with  $f(b)$  [ $f(b)/x$ ]

$Q(a, g(f(b), a), f(y)), Q(a, g(f(b), a), f(b))$

Substitute  $(b/y)$  [ $y$  is substituted with  $b$ ]

$[Q(a, g(f(b), a), f(b)), Q(a, g(f(b), a), f(b))]$

Unified Successfully.

Unification of two terms using  
Substitution Learning Rule:

$\text{Prime}(11), \text{Prime}(y)$

Substitute  $y$  with  $11$   $[(11/y)]$

$\text{Prime}(11), \text{Prime}(11)$

Successfully unified