DATE: / /

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0.	17. WID, C-DIV
01	Apply forward and backward chaining and prove that messy Loves orange.
	that messy Lover exance
	i) Messy loves all type of fruits. (iii) Reports are fruits.
	ii) Apples and buits
	(iii) Baranas are fruits.
	(ii) Anything anyone eats isn't bad is built. (v) Sita eats erange and is good. (vi) Renu eats anything Sita eats
	(v) Sita eats example and is and
	(vi) Renu eats anything site exte
	Sily Cay
Any:-	i) Yn Fruits (n) -> loves (Messy, n)
	TIVIT (ANDIPA)
	(11) (MINT / Kanana)
	(iv) $\forall x \forall y : \text{ eats } (n_{1}y) \land \rightarrow \text{ bad } (n) \rightarrow \text{ truit}(y)$ (v) eats (Sita, prenge) \land good (Sita). (vi) $\forall x : \text{ eats } (\text{Sita}, n) \rightarrow \text{ eats } (\text{Renu}, n)$
	(V) eats (Sita, premae) A grand (Sita)
	(vi) Vx: eats (sita, x) - ents (long x)
	to the tend to
	forward chaining:
	loves (Merry, grange)
	1010 CHOOD, Mellige)
	Huit (and a)
	fruit (apple) eats (Renu, Grange) fruit (Banana)
	(I)QI(QI)Q
	Cuts (Sita, marge) good (Sita)

@ Backward chaining:

Love (th Heroy, brange)

(n/ brange)

fruit (brange)

(y, brange)

rati (x, brange)

Thad (n)

eat (8ita, brange)

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02. Production based System:

- (i) A production system is based on set of sules about behausein. These or rules are basic supresentation found helpful in export system automated planning and action selection.
- @ Components of productions based system are-
 - (ii) Control strategy: determine the order in
- (ii) Control strategy: determine the order in which roles are applied to detabase, provide a way of resolving Conflict that can overly when several rules match at once.

(iii) Rule Applien: Rule applien in a computational System that implements that control strategy and applies the rule.

(iv) Set of froduction Rules -: The production studes operate on the global database each rule usually has a prest precondition that in either statisfied or not by global database. If precondition statisfier then rule in applied which changes the database.

3) Features of froduction system in AI

(i) Simplicity: Structure of each sentence

in unique and uniform-as they

use "3f-then" Structure.

(ii) Modurality: This means the foroduction rule lode the knowledge quailable

is in adirecte plecus.

(iii) modifiability: This means the facility for modifying rules.

(iv) Knowledge intensive: The knowledge base of production system stores purse knowledge



Frame Based System -:

- Knowledge about particular object to or concept:
- (2.) It is used to capture and represent Knowledge in frame-based expect System.
- (3) Frame provide natural way for structured. I and conside representation of knowledge.
- (4) In a single entity, a prome combines off necessary knowledge about particular object or concept.
- (5.) Forame in collection of subs.
- © Each sut desvible particular attribute or operation of prame.
- (i) Frame name
 - (ii) Relationiship & between brames.
 - (iv) Plot value (an be symbolic , mumurice or boolean.
 - (v) stat value can be arrigned when & frame vieated.

(vi) Default Stot value.

(vii) Proudule vi attacked to frame which is executed if Stot value in changed such procedures are called de emens

03

1) The dempster-: Shafer theory in disigned to deal with the distinction between uncertainty and ignorance

- (2) Rather than Computing the probability of a proposition, it correputes the probability that the evidence support the proposition
- (3) Given that the coin might or might not be fair, what belief knowld you ascuibe to the event that it comes up heads 1) emp8+04 Sharper theory says that because you have no evidence either way, you have to say that the belief Be 1(heads) == 0 and also that Be1 (thead) =0.
- This makes dempston sharper theory skeptical un a may that has some un twiting appeal Now suppose you have an expect at your disposal who testifies with 90%. Containity that the coun in fair. Then Be I (heads) = 0.9 × 0.5 = 0.45 and also Be I (Heads) = 0.9 × 0.5 = 0.45 and also Be I (Heads) = 0.45 the dudonce.

using Ar Bayesian theorem.

$$P(T=1|A=1) = P(A=1|T=1) \cdot P(T=1)$$

$$= \frac{P(A=1|T=1)}{P(X=1)} P(T=1)$$

$$= \frac{P(A=1|T=1)}{P(X=1)} P(X=1|T=0) P(X=0)$$