#### Problem 1

English Sentence	First Order Logic
bowling balls are sporting equipment	∀x ball(x, bowling) ^ equipment(x, sport)
horses are faster than frogs	$\forall x,y \text{ horse}(x)^{\Lambda} \text{frog}(y) \rightarrow \text{faster}(x,y)$
all domesticated horses have an owner	$\forall$ x,y horse(x)^domesticated(x) $\rightarrow$ owner(y, x) (owner(y,x) means x is owned by y)
the rider of a horse can be different than the owner	∃x,y horse(x)^rider(x,y)^¬owner(y) (rider(x,y) means y is a rider of x)
a finger is any digit on a hand other than the thumb	$\exists x \ digit(x)^on(x, \ hand)^\neg thumb(x) \rightarrow finger(x)$
an isosceles triangle is defined as a polygon with 3 edges connected at 3 vertices, where 2 (but not 3) edges have the same length	∃t,x,y,z polygon(t)^edgeOf(t, x)^edgeOf(t, y)^edgeOf(t, z)^vertice(x,y)^vertice(x, z)^vertice(y,z)^Equal(x, y)^¬Equal(x, z)^¬Equal(y, z)

### **Problem 2**

Convert the following first-order logic sentence into CNF:

 $\forall x \text{ person(x) } \land [\exists z \text{ petOf(x,z) } \land \forall y \text{ petOf(x,y)} \rightarrow dog(y)] \rightarrow doglover(x)$ 

Eliminate implications

-  $\forall x person(x) \land [\exists z petOf(x,z) \land \forall y (\neg petOf(x,y) \lor dog(y))] \rightarrow doglover(x)$ 

Move negations inward

-  $\forall x person(x) \land [\exists z petOf(x,z) \land \forall y (\neg petOf(x,y) \lor dog(y))] \lor doglover(x)$ 

Standardize

-  $\forall x person(x) \land [\exists z petOf(x,z) \land \forall w (petOf(x,w) \land dog(w))] \lor doglover(x)$ 

Skolemize + Drop universal quantifiers

- person(x)  $\land$  [petOf(x,F(x))  $\land$  petOf(x,G(x))  $\land$  dog(w)]  $\lor$  doglover(x)

Distribute ^ over v

- person(x)  $\land$  petOf(x,F(x))  $\land$  (petOf(x,G(x))  $\land$  dog(g(x)))  $\lor$  doglover(x)

# Problem 3

Predicates	Unifier and Unified Expression
owes(owner(X),citibank,cost(X)) owes(owner(ferrari),Z,cost(Y))	u={X/ferrari, Y/X, Z/citibank} owes(owner(ferrari),citibank,cost(ferrari)
gives(bill, jerry, book21) gives(X,brother(X),Z)	No unifier
opened(X,result(open(X),s0))) opened(toolbox,Z)	u={X/toolbox,Z/result(open(toolbox),s0)} opened(toolbox,result(open(toolbox),s0))

#### Problem 4

## a) Translate the sentences to First-Order Logic

English Sentence	FOL
Marcus is a Pompeian.	1. pompeian(marcus)
All Pompeians are Romans.	2. $\forall x \text{ pompeian}(x) \rightarrow \text{roman}(x)$
Ceasar is a ruler.	3. ruler(caesar)
All Romans are either loyal to Caesar or hate Caesar (but not both).	4. ∀x roman(x) →((loyal(x, caesar) ⇔ ¬hate(x, caesar))^(¬loyal(x, caesar) ⇔ hate(x, caesar))
Everyone is loyal to someone.	5. ∀x(∃y loyal(x, y))
People only try to assassinate rulers they are not loyal to.	6. ∀x,y assassinate(x, y) → ¬loyal(x, y)
Marcus tries to assassinate Caesar.	7. assassinate(marcus, caesar)

# b) Prove that Marcus hates Caesar using Natural Deduction. Label all derived sentences with the ROI and which prior sentences and unifier were used.

- 1. Start with assassinate(marcus, caesar) (7)
- 2. ¬loyal(marcus, caesar) [MP 6, 7], u = {x/marcus, y/caesar}
- 3. roman(marcus) [UnivInst 1] [MP 1, 2],
- 4.  $\neg loyal(marcus, caesar) \Leftrightarrow hate(marcus, caesar) [MP prev, 4] [AE] u = {x/marcus}$
- 5. hate(marcus, caesar) [MP, prev, 2]

## c) Convert all the sentences into CNF

FOL	CNF
pompeian(marcus)	1. pompeian(marcus)
$\forall x \text{ pompeian}(x) \rightarrow \text{roman}(x)$	2. ¬pompeian(x) v roman(x) [IE]
ruler(caesar)	3. ruler(caesar)
$\forall x \text{ roman}(x) \rightarrow ((\text{loyal}(x, \text{caesar}) \Leftrightarrow \neg \text{hate}(x, \text{caesar}))^{(\neg \text{loyal}(x, \text{caesar}))} \Leftrightarrow \text{hate}(x, \text{caesar}))$	4. ¬roman(x) v (¬(loyal(x, caesar) v ¬hate(x, caesar))^(loyal(x, caesar) v hate(x, caesar)) a. ¬(loyal(x, caesar) v ¬hate(x, caesar) b. loyal(x, caesar) v hate(x, caesar)
∀x(∃y loyal(x, y))	5. loyal(x, F(X))
$\forall x,y \text{ assassinate}(x, y) \rightarrow \neg loyal(x, y)$	6. ¬assassinate(x, F(x)) v ¬loyal(x, G(x)) [IE]
assassinate(marcus, caesar)	7. assassinate(marcus, caesar)

## d) Prove that Marcus hates Caesar using Resolution Refutation.

- 1. Start with assassinate(marcus, caesar) (7)
- 2. ¬assassinate(marcus, caesar) v ¬loyal(marcus, caesar), u = {x/marcus, y/caesar) (6)
- 3. ¬loyal(marcus, caesar) (Resolve 2 and 1)
- 4. Take loyal(marcus, caesar) v hate(marcus, caesar) u={x/marcus} (4a)
- 5. hate(marcus, caesar) (Resolve (4a and 3))

#### 5. Write a KB in First-Order Logic with rules/axioms for...

- a. Map-coloring every state must be exactly 1 color, and adjacent states must be different colors. Assume possible colors are states are defined using unary predicate like color(red) or state(WA). To say a state has a color, use a binary predicate, e.g. 'color(WA,red)'.
  - 1.  $\forall x \exists c(color(x,c) \rightarrow (\forall d(color(x,d) \rightarrow d=c)))$
  - 2.  $\forall x \forall y (adjacent(x,y) \rightarrow \forall c(color(x,c) \rightarrow \neg color(y,c)))$
- b. Sammy's Sport Shop include implications of facts like obs(1,W) or label(2,B), as well as constraints about the boxes and colors. Use predicate 'cont(x,q)' to represent that box x contains tennis balls of color q (where q could be W, Y, or B).
  - 1. obs(1,W), obs(2, W), obs(3, Y), label(1, W), label(2, Y), label(3, B)
  - 2.  $\forall x,q | label(x,q) \rightarrow \neg cont(x,q)$
  - 3.  $\forall x, c obs(x, c) \rightarrow cont(x, c) \lor cont(x, B)$  (where c is Y or W, cannot observe B)
- c. Wumpus World (hint start by defining a helper concept 'adjacent(x,y,p,q)' which defines when a room at coordinates (x,y) is adjacent to another room at (y,q). Don't forget rules for 'stench', 'breezy', and 'safe'.
  - 1.  $\forall x \forall y \forall p \forall q \text{ adjacent}(x,y,p,q) \Leftrightarrow ((|x-p|=1 \land y=q)v(x=p \land |y-q|=1))$ 
    - a. if the difference between x/y coords is 1 and either the x/y coords are equal then the rooms are adjacent
  - 2.  $\forall x \forall y \text{ stench}(x,y) \rightarrow \exists p \exists q \text{ adjacent}(x,y,p,q) \land \text{wumpus}(p,q)$
  - 3.  $\forall x \forall y \text{ breezy}(x,y) \rightarrow \exists p \exists q \text{ adjacent}(x,y,p,q) \land \text{pit}(p,q)$
  - 4.  $\forall x \forall y \text{ safe}(x,y) \Leftrightarrow \neg(\text{pit}(x,y) \lor \text{wumpus}(x,y))$
- d. 4-Queens assume row(1)...row(4) and col(1)...col(4) are facts; write rules that describe configurations of 4 queens such that none can attack each other, using 'queen(r,c)' to represent that there is a queen in row r and col c.
  - 1.  $\forall r \text{ (row(r)} \rightarrow \exists c \text{ queen(r,c)} \land \forall d \text{ queen(r,d)} \rightarrow d=c \text{ (one queen in a column)}$
  - 2.  $\forall c(col(c) \rightarrow \exists rqueen(r,c) \land \forall e queen(e,c) \rightarrow e=r (one queen in a row)$
  - 3.  $\forall r \forall c \text{ queen}(r,c) \rightarrow \neg \exists i \exists j \text{ queen}(i,j) \land |i-r|=|j-c|)$  (one queen in a diagonal)