Programing Assignment #6

CSCE 625 - Artificial Intelligence

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1. Knowledge base for Sammy's Sport Shop

1.1. Per color appears at least once and at most once.

Table 1 clauses for each color appears at least once and at most once

C1W C2W C3W	C1Y C2Y C3Y	C1B C2B C3B	
-C1W -C2W	-C1Y-C2Y	-C1B -C2B	
-C1W -C3W	-CIY-C3Y	-C1B -C3B	
-C2W -C3W	-C2Y-C3Y	-C2B -C3B	
White	Yellow	Both	

1.2. The labels are definitely wrong.

L1W -> -C1W will be transformed to -L1W -C1W.

Table 2 clauses for each box with wrong label

-L1W -C1W	-L2W -C2W	-L3W -C3W	
-LIY-CIY	-L2Y -C2Y	-L3Y -C3Y	
-L1B -C1B	-L2B -C2B	-L3B -C3B	
Box 1	Box 2	Box 3	

1.3. The observed color implies something about what the box contains.

O1Y <-> (C1Y v C1B) will be transformed to (-O1Y C1Y C1B) v (O1Y - C1Y) v (O1Y - C1B).

Table 3 clauses for each box with color observed

-OIY CIY CIB	-O2Y C2Y C2B	-O3Y C3Y C3B	
OIY-CIY	O2Y-C2Y	<i>O3Y -C3Y</i>	
O1Y-C1B	O2Y -C2B	O3Y -C3B	
-OIW CIW CIB	-O2W C2W C2B	-O3W C3W C3B	
OIW-CIW	O2W -C2W	O3W -C3W	
OIW-CIB	O2W -C2B	O3W -C3B	
Box 1	Box 2	Box 3	

1.4. Facts.

Table 4 clauses for facts about labels and colors observed

LIW	OIY
L2Y	O2W
L3B	O3Y
Labels	Colors observed

1.5. Query and negative query.

The query "box 2 must contain white balls" is C2W. So the negative query is -C2W.

2. Run and compile the code

2.1.

The file I turned in are "Prover.java", "KB.txt", and "transcript_former.txt".

2.2.

Compile with command "javac Prover.java", then run with command "java Prover".

2.3.

Enter the file name of knowledge base, "KB.txt". It will generate a file named "transcript.txt", which contains the transcript.

```
C: Windows System32 cd C: Wsers 001 Desktop AI_hw6
C: Wsers 001 Desktop AI_hw6 javac Prover.java
C: Wsers 001 Desktop AI_hw6 java Prover
Enter the file name of knowledge base.KB.txt
success - empty clause!
```

Figure 1

3. Performance

When proving the knowledge base does entail a query, Resolution Refutation proof procedure can quickly complete the proof. However, when proving the knowledge base does not entail a query, this method must exhaust all the resolvable pairs in the queue. As a result, if the input is not small, it might take quite a while to complete the proof. Still, if the input is too large, out of memory might happen.

	There are appendixes in the next pages.	
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Appendix A: Transcript

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initial clauses
0: (C1W v C2W v C3W)
1: (-C1W v -C2W)
2: (-C1W v -C3W)
3: (-C2W v -C3W)
4: (C1Y v C2Y v C3Y)
. . .
40: (L2Y)
41: (L3B)
42: (O1Y)
43: (O2W)
44: (O3Y)
45: (-C2W)
-----
[Qsize=112] resolving 0 and 45 on C2W: (C1W v C2W v C3W) and (-C2W) -> (C1W v C3W)
46: (C1W v C3W)
[Qsize=119] resolving 12 and 39 on -L1W: (-C1W v -L1W) and (L1W) -> (-C1W)
47: (-C1W)
[Qsize=121] resolving 16 and 40 on -L2Y: (-C2Y v -L2Y) and (L2Y) -> (-C2Y)
48: (-C2Y)
[Qsize=122] resolving 20 and 41 on -L3B: (-C3B v -L3B) and (L3B) -> (-C3B)
49: (-C3B)
. . .
[Qsize=215] resolving 49 and 66 on C3B: (-C3B) and (-O3Y v C3B) -> (-O3Y)
70: (-O3Y)
[Qsize=217] resolving 49 and 67 on C3B: (-C3B) and (C3B v C3Y) -> (C3Y)
71: (C3Y)
[Qsize=221] resolving 64 and 67 on C3Y: (-C3Y) and (C3B v C3Y) -> (C3B)
[Qsize=220] resolving 10 and 69 on C3B: (-C1B v -C3B) and (C3B) -> (-C1B)
[Qsize=219] resolving 11 and 69 on C3B: (-C2B v -C3B) and (C3B) -> (-C2B)
72: (-C2B)
[Qsize=227] resolving 20 and 69 on C3B: (-C3B v -L3B) and (C3B) -> (-L3B)
73: (-L3B)
[Qsize=227] resolving 35 and 69 on C3B: (-C3B v O3Y) and (C3B) -> (O3Y)
[Qsize=226] resolving 38 and 69 on C3B: (-C3B v O3W) and (C3B) -> (O3W)
```

```
74: (O3W)
[Qsize=226] resolving 49 and 69 on C3B: (-C3B) and (C3B) -> ()
75: ()
success - empty clause!
proof trace:
75: () [49,69]
  49: (-C3B) [20,41]
    20: (-C3B v -L3B) input
    41: (L3B) input
  69: (C3B) [44,66]
    44: (O3Y) input
    66: (-O3Y v C3B) [33,64]
       33: (-O3Y v C3B v C3Y) input
       64: (-C3Y) [6,62]
         6: (-C1Y v -C3Y) input
         62: (C1Y) [51,55]
           51: (C1B v C1Y) [21,42]
              21: (-O1Y v C1B v C1Y) input
              42: (O1Y) input
           55: (-C1B) [9,54]
              9: (-C1B v -C2B) input
              54: (C2B) [45,52]
                45: (-C2W) input
                52: (C2B v C2W) [30,43]
                  30: (-O2W v C2B v C2W) input
                  43: (O2W) input
```