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1.
       a. Color(Sky, Blue)⇒Shining(Sun)
       b. Color(Sky, Gray)\Rightarrow \negShining(Sun)
       c. (\neg Color(Sky, Blue) \land \neg Color(Sky, Gray)) \Rightarrow (\neg Shining(Sun) \land Shining(Moon))
2.
              i. Cloudy(Sky) \Rightarrow Color(Sky,Gray)
              ii. Color(Sky, Gray) \Rightarrow \negShining(Moon)
              iii. Shining(Moon) ⇔ ¬ DayTime
              iv. Cloudy(Sky)
a.
Step 1: Eliminate Implications:
              i. ¬Cloudy(Sky) v Color(Sky,Gray)
              ii. ¬Color(Sky, Gray) v ¬Shining(Moon)
              iii. (Shining(Moon) v DayTime) ^ (¬Shining(Moon) v ¬ DayTime)
              iv. Cloudy(Sky)
Step 2: Move – inwards: (no action required)
              R1: ¬Cloudy(Sky) v Color(Sky,Gray)
              R2: ¬Color(Sky, Gray) v ¬Shining(Moon)
              R3: (Shining(Moon) v DayTime) ^ (¬Shining(Moon) v ¬ DayTime)
              R4: Cloudy(Sky)
b.
Proof by refutation. Insert the negation of what we want to prove into the knowledge base and
see if it results in a contradiction:
              R1: ¬Cloudy(Sky) v Color(Sky,Gray)
              R2: ¬Color(Sky, Gray) v ¬Shining(Moon)
              R3: (Shining(Moon) v DayTime) ^ (¬Shining(Moon) v ¬ DayTime)
              R4: Cloudy(Sky)
              R5: ¬ DayTime
R1: ¬Cloudy(Sky) v Color(Sky,Gray)
R4: Cloudy(Sky)
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R6: Color(Sky,Gray)
R2: ¬Color(Sky, Gray) v ¬Shining(Moon)
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R6: Color(Sky,Gray)
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R7: \negShining(Moon)
R3: (Shining(Moon) v DayTime) ^ (¬Shining(Moon) v ¬ DayTime)
And elimination:
R8: (Shining(Moon) v DayTime)
R8: (Shining(Moon) v DayTime)
R7: ¬Shining(Moon)
R9: DayTime
R9: DayTime conflicts with R5: ¬ DayTime therefore, DayTime
3.
         a. ∃t Shining (Sun, t) ^ Shining (Moon, t)
         b. \forall t \text{ Color (Sea, Blue)} \Rightarrow \text{Shining (Sun, t)}
        c. \forall t \text{ DayTime}(t) \Rightarrow (\text{Color}(Sky, Blue) \text{ v Color}(Sky, Gray))
         d. \forall t \text{ Shining}(Moon, t) \Rightarrow \text{NightTime}(t)
4.
                  i. \forall t \text{ Shining}(Sun,t) \Rightarrow \text{Color}(Sky, Blue, t)
                  ii. \forall t \, (Color(Sea, Gray, t) \, v \, Color(Sea, Blue, t)) \Rightarrow \neg NightTime(t)
                  iii. \forall c,t Color(Sea, c, t) \Leftrightarrow Color(Sky, c, t)
                  iv. \forall t \neg DayTime(t) \Rightarrow NightTime(t)
                  v. ∃t Shining (Sun, t)
a. Convert to Conjunctive Normal Form
Step 1: Eliminate Implications:
        i. \forall t \neg Shining(Sun,t) \ v \ Color(Sky, Blue, t)
         ii. \forall t \neg (Color(Sea, Gray, t) \ v \ Color(Sea, Blue, t)) \ v \ \neg NightTime(t)
         iii. \forall c, t \ (Color(Sea, c, t) \ v \ \neg Color(Sky, c, t)) \land (\neg Color(Sea, c, t) \ v \ Color(Sky, c, t))
         iv. ∀t DayTime(t) v NightTime(t)
         v. ∃t Shining (Sun, t)
Step 2: Move ¬ inwards
        i. \forall t \neg Shining(Sun,t) \ v \ Color(Sky, Blue, t)
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iii. \forall c,t \ (Color(Sea, c, t) \ v \ \neg Color(Sky, c, t)) \land (\neg Color(Sea, c, t) \ v \ Color(Sky, c, t))
            iv. ∀t DayTime(t) v NightTime(t)
            v. ∃t Shining (Sun, t)
Step 3: Standardize variables:
i. \forall t_1 \neg Shining(Sun_1,t_1) \ v \ Color(Sky_2, Blue_2, t_2)
ii. \forall t_1 (\neg Color(Sea_1, Gray_1, t_1) \land \neg Color(Sea_2, Blue_2, t_2)) \lor \neg NightTime(t_3)
iii. \forall c_1, t_1 \text{ (Color(Sea_1, c_1, t_1) } \text{ v} \neg \text{Color(Sky_2, c_2, t_2))} \land (\neg \text{Color(Sea_3, c_3, t_3) } \text{ v} \text{ Color(Sky_4, c_4, t_4))}
iv. \forall t_1 \text{ DayTime}(t_1) \text{ v NightTime}(t_2)
v. \exists t_1 Shining (Sun<sub>1</sub>, t_1)
Step 4: Skolemize:
i. \forall t_1 \neg Shining(Sun_1,t_1) \ v \ Color(Sky_2, Blue_2, t_2)
ii. \forall t_1 (\neg Color(Sea_1, Gray_1, t_1) \land \neg Color(Sea_2, Blue_2, t_2)) \lor \neg NightTime(t_3)
iii. \forall c_1, t_1 \text{ (Color(Sea_1, c_1, t_1) } \text{ v} \neg \text{Color(Sky_2, c_2, t_2))} \land (\neg \text{Color(Sea_3, c_3, t_3) } \text{ v} \text{ Color(Sky_4, c_4, t_4))}
iv. \forall t_1 \text{ DayTime}(t_1) \text{ v NightTime}(t_2)
v. Shining (Sun<sub>1</sub>, F(Sun)
Step 5: Drop Universal Quantifiers:
i. \negShining(Sun<sub>1</sub>,t<sub>1</sub>) v Color(Sky<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
ii. (¬Color(Sea<sub>1</sub>, Gray<sub>1</sub>, t<sub>1</sub>) ^ ¬Color(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)) v ¬NightTime(t<sub>3</sub>)
iii. (Color(Sea<sub>1</sub>, c_1, t_1) v \negColor(Sky<sub>2</sub>, c_2, t_2)) \land (\negColor(Sea<sub>3</sub>, c_3, t_3) v Color(Sky<sub>4</sub>, c_4, t_4))
iv. DayTime(t<sub>1</sub>) v NightTime(t<sub>2</sub>)
v. Shining (Sun<sub>1</sub>, F(Sun)
Step 6: Distribute v over ^
i. ¬Shining(Sun₁,t₁) v Color(Sky₂, Blue₂, t₂)
ii. ((¬Color(Sea<sub>1</sub>, Gray<sub>1</sub>, t<sub>1</sub>) v ¬NightTime(t<sub>3</sub>)) ^ (¬Color(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>) v ¬NightTime(t<sub>3</sub>))
iii. (Color(Sea<sub>1</sub>, c_1, t_1) v \negColor(Sky<sub>2</sub>, c_2, t_2)) \land (\negColor(Sea<sub>3</sub>, c_3, t_3) v Color(Sky<sub>4</sub>, c_4, t_4))
iv. DayTime(t<sub>1</sub>) v NightTime(t<sub>2</sub>)
v. Shining (Sun_1, F(Sun))
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ii. $\forall t (\neg Color(Sea, Gray, t) \land \neg Color(Sea, Blue, t)) \lor \neg NightTime(t)$

b. Show a resolution proof by refutation that $\exists t \text{ DayTime}(t)$ is true.

Add the negation of what we want to prove to the knowledge base and test if it results in a contradiction:

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R1: \negShining(Sun<sub>1</sub>,t<sub>1</sub>) v Color(Sky<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
R2: ((\negColor(Sea<sub>1</sub>, Gray<sub>1</sub>, t<sub>1</sub>) v \negNightTime(t<sub>3</sub>)) ^ (\negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>) v \negNightTime(t<sub>3</sub>))
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R3: (Color(Sea_1, c_1, t_1) \vee \neg Color(Sky_2, c_2, t_2)) \wedge (\neg Color(Sea_3, c_3, t_3) \vee Color(Sky_4, c_4, t_4))
R4: DayTime(t<sub>1</sub>) v NightTime(t<sub>2</sub>)
R5: Shining (Sun<sub>1</sub>, F1)
R6: \neg \exists t \ DayTime(t) \ becomes: \neg DayTime(F(Sun))
R4: DayTime(t<sub>1</sub>) v NightTime(t<sub>2</sub>)
R6: \negDayTime(F(Sun))
______
R7: NightTime(t<sub>2</sub>)
R2: ((\neg Color(Sea_1, Gray_1, t_1) \lor \neg NightTime(t_3)) \land (\neg Color(Sea_2, Blue_2, t_2) \lor \neg NightTime(t_3))
And Elimination:
R8: \negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>) v \negNightTime(t<sub>3</sub>)
R8: \negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>) v \negNightTime(t<sub>3</sub>)
Commutativity:
R9: \negNightTime(t<sub>3</sub>) v \negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
R9: \negNightTime(t<sub>3</sub>) v \negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
R7: NightTime(t<sub>2</sub>)
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R10: \negColor(Sea<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
R1: \negShining(Sun<sub>1</sub>,t<sub>1</sub>) v Color(Sky<sub>2</sub>, Blue<sub>2</sub>, t<sub>2</sub>)
Commutativity:
R11: Color(Sky<sub>2</sub>, Blue<sub>2</sub>, t_2) v \negShining(Sun<sub>1</sub>,t_1)
R11: Color(Sky<sub>2</sub>, Blue<sub>2</sub>, t_2) v ¬Shining(Sun<sub>1</sub>,t_1)
R10: ¬Color(Sea2, Blue2, t2)
R12: \negShining(Sun<sub>1</sub>,t<sub>1</sub>) conflicts with R5: Shining (Sun<sub>1</sub>, F1) therefore \exists t DayTime(t) is true
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