

CS1571 HW 3 Written

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1. Entailment

$$(A \vee C) \wedge (B \vee (\neg C))$$

A	B	C	$A \vee C$	$\neg C$	$B \vee (\neg C)$	$(A \vee C) \wedge (B \vee (\neg C))$	$A \vee B$
True	True	True	True	False	True	False	True
True	True	False	True	True	True	True	True
True	False	True	True	False	False	False	True
True	False	False	True	True	True	True	True
False	True	True	True	False	True	True	True
False	True	False	False	True	True	False	True
False	False	True	True	False	False	False	False
False	False	False	False	True	True	False	False

2. Resolution - Propositional

Knowledge Base:

$$(P \wedge Q) \vee (Q \wedge R)$$

Rules:

$$R \Rightarrow S$$

$$S \Rightarrow P$$

$$(P \wedge Q) \Rightarrow G$$

Goal: G

- (a) (a) $(P \wedge Q) \vee (Q \wedge R)$
 $\equiv ((P \wedge Q) \vee Q) \wedge ((P \wedge Q) \vee R)$
 $\equiv ((P \vee Q) \wedge (Q \vee Q)) \wedge ((P \vee R) \wedge (Q \vee R))$
 $\equiv Q \wedge (P \vee R) \wedge (Q \vee R)$
 $\equiv Q \wedge (P \vee R)$
- (b) $R \Rightarrow S$
 $\equiv \neg R \vee S$
- (c) $S \Rightarrow P$
 $\equiv \neg S \vee P$
- (d) $(P \wedge Q) \Rightarrow G$
 $\equiv \neg(P \wedge Q) \vee G$
 $\equiv (\neg P \vee \neg Q) \vee G$
 $\equiv \neg P \vee \neg Q \vee G$

Step	Formula	Derivation
1	Q	Given
2	$P \vee R$	Given
3	$\neg R \vee S$	Given
4	$\neg S \vee P$	Given
5	$\neg P \vee \neg Q \vee G$	Given
6	$\neg G$	Negated conclusion
7	$P \vee S$	2,3
8	P	4,7
9	$\neg Q \vee G$	5,8
10	G	1,9
11	\bullet	6,10

(b)

3. FOL Translation for Forward and Backward Chaining

GameX says it is criminal for a programmer to provide emulators to people. My friends don't have a GameX, but they use software EMULATOR1 that runs GameX games on their PC, which is written by SuperProgrammer, who is a programmer.

1. **It is criminal for a programmer to provide emulators to people.**

$\forall x \forall y \forall z (Programmer(x) \wedge Emulator(y) \wedge Provide(x, y, z) \wedge People(z) \Rightarrow Criminal(x))$

2. **My Friends use emulator called EMULATOR1.**

$Use(MyFriends, EMULATOR1) \wedge Emulator(EMULATOR1)$

3. **Emulator used by my friends is provided by SuperProgrammer.**

$\exists x (Emulator(x) \wedge Use(MyFriends, x) \Rightarrow Provide(SuperProgrammer, x, MyFriends))$

4. **My friends are people.**

$People(MyFriends)$

5. **SuperProgrammer is a programmer.**

$Programmer(SuperProgrammer)$

4. Unification

- (a) $P(A, B, B), P(x, y, z)$
 $\{x/A, y/B, z/B\}$
- (b) $Q(y, G(A, B)), Q(G(x, x), y)$
Fail
- (c) $Older(Father(y), y), Older(Father(x), John)$
 $\{x/John, y/John\}$
- (d) $Knows(Father(y), y), Knows(x, x)$
Fail

5. Resolution - FOL

- (a) (a) $\forall x(\text{pass}(x, \text{History}) \wedge \text{win}(x, \text{Lottery}) \Rightarrow \text{happy}(x))$
 $\equiv \neg(\text{pass}(x, \text{History}) \wedge \text{win}(x, \text{Lottery})) \vee \text{happy}(x)$
 $\equiv (\neg \text{pass}(x, \text{History}) \vee \neg \text{win}(x, \text{Lottery})) \vee \text{happy}(x)$
 $\equiv \neg \text{pass}(x, \text{History}) \vee \neg \text{win}(x, \text{Lottery}) \vee \text{happy}(x)$
- (b) $\forall x \forall y(\text{study}(x) \vee \text{lucky}(x) \Rightarrow \text{pass}(x, y))$
 $\equiv \neg(\text{study}(x) \vee \text{lucky}(x)) \vee \text{pass}(x, y)$
 $\equiv (\neg \text{study}(x) \wedge \neg \text{lucky}(x)) \vee \text{pass}(x, y)$
 $\equiv (\neg \text{study}(x) \vee \text{pass}(x, y)) \wedge (\neg \text{lucky}(x) \vee \text{pass}(x, y))$
- (c) $\neg \text{study}(\text{John}) \wedge \text{lucky}(\text{John})$
- (d) $\forall x(\text{lucky}(x) \Rightarrow \text{win}(x, \text{Lottery}))$
 $\equiv \neg \text{lucky}(x) \vee \text{win}(x, \text{Lottery})$
- (e) $\exists x(\text{wealthy}(x))$
 $\equiv \text{wealthy}(F(x))$

Step	Formula	Derivation
1	$\neg \text{pass}(x, \text{History}) \vee \neg \text{win}(x, \text{Lottery}) \vee \text{happy}(x)$	Given
2	$\neg \text{study}(x) \vee \text{pass}(x, y)$	Given
3	$\neg \text{lucky}(x) \vee \text{pass}(x, y)$	Given
4	$\neg \text{study}(\text{John})$	Given
5	$\text{lucky}(\text{John})$	Given
6	$\neg \text{lucky}(x) \vee \text{win}(x, \text{Lottery})$	Given
7	$\neg \text{wealthy}(F(x))$	Given
8	$\neg \text{happy}(\text{John})$	Negated conclusion
9	$\text{win}(\text{John}, \text{Lottery})$	5,6
10	$\text{pass}(\text{John}, y)$	3,5
11	$\neg \text{pass}(\text{John}, \text{History}) \vee \text{happy}(\text{John})$	1,9
12	$\text{happy}(\text{John})$	10,11
13	•	8,12