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Batch : 13

SEM : 7/1-7

SUBJECT : TS LAB.

DOP	DOA	REMARK	SIGN

ASSIGNMENT : 2

Q 1)

Example 1

→

A) Facts into FOL

- 1) $\exists x \forall y (child(x), witch(y) \rightarrow sees(x, y))$
 $\sim \exists y (witch(y) \rightarrow has(y, black\ cat) \wedge has(y, painted\ hat))$
- 2) $\forall y (witch(y) \rightarrow good(y) \vee bad(y))$
- 3) $\exists y ((sees(x, y) \rightarrow witch(y) \rightarrow good(y)) \rightarrow get(x, candy))$
- 4) $\forall y (witch(y) \rightarrow bad(y) \rightarrow has(y, black\ hat))$
- 5) $\exists y (sees(x, y) \rightarrow has(y, painted\ hat))$

B) FOL into CNF

- 1) $\exists x \forall y (child(x), witch(y) \rightarrow sees(x, y))$
 $\rightarrow \sim \exists y (witch(y) \rightarrow has(y, black\ hat))$
 $\rightarrow \sim \exists y (witch(y) \rightarrow has(y, painted\ hat))$
- 2) $\forall y (witch(y) \rightarrow good(y))$
 $\forall y (witch(y) \rightarrow bad(y))$
- 3) $\exists x [(sees(x, y) \rightarrow witch(y) \rightarrow good(y)) \rightarrow gets(x, candy)]$
 $\rightarrow \exists x [(sees(x, good(y)) \rightarrow gets(x, candy)]$
- 4) $\forall y [bad(y) \rightarrow has(y, painted\ hat)]$
 $\rightarrow \sim \forall y [sees(x, y) \rightarrow has(y, black\ hat)]$

c) $sees(x, y)$

$\sim seen(x, good \wedge seen(x, bad))$

$\sim seen(x, good) \vee seen(x, bad)$

$witch(y) \vee sees(x, y)$
 $\{good \vee bad / y\}$

$has(y, z)$

$\{y / good \vee bad\}$

$\{z / black\ cat \vee$

$painted\ hat\}\}$

seen(x, good) \vee has (good,
pointed hat) \vee gets
(x, candy)

gets (x, candy)

seen(x, good) \vee
gets (x, candy)

gets (x, candy)

2)

-
- 1) $\forall x$ (boy(x) or girl(x) \rightarrow child(x))
 - 2) $\forall y$ (child(y) \rightarrow gets(y, doll) or gets(y, train)
or gets(y, coal))
 - 3) $\forall w$ (boy(w) \rightarrow ! gets(w, doll))
 - 4) for all z (child(z) and bad(z) \rightarrow gets(z, coal))
 $\forall y$ child(y) \rightarrow gets(y, train)
 - 5) child(ram) \rightarrow gets(ram, coal)
- To prove (child(ram) \rightarrow bad(ram))

CNF clauses.

- 1) ! boy(x) or child(x)
! girl(x) or child(x)
- 2) ! child(y) or gets(y, doll) or
gets(y, train) or gets(y, coal)
- 3) ! boy(w) or ! gets(w, doll)
- 4) ! child(z) or ! bad(z) or gets(z, coal)
- 5) ! child(ram) \rightarrow gets(ram, coal)
- 6) bad(ram)

Resolution.

1) ! child(z) or ! bad(z) or gets(z, coal)

6) bad(ram)

7) ! child(ram) or gets(ram, coal)

substituting 2 by ram.

1) ca) ! boy(x) or child(x)

boy(ram)

8) child ram (substituting x by ram)

7) ! child(ram) or gets(ram, coal)

8) child(ram)

9) gets(ram, coal)

2) ! child(cy) or gets(cy, doll) or gets(cy, train)
or gets(cy, coal)

8) child(ram)

10) gets(ram, doll) or gets(ram, train) or
gets(ram, coal)

(substituting y by ram)

9) gets(ram, coal)

10) gets(ram, doll) or gets(ram, train) or gets
ram, coal)

11) gets(ram, doll) or gets(ram, coal)

3) ! boy(w) or ! gets(w, doll)

5) boy(ram)

12) ! get(ram, doll) (substituting w by ram)

11) gets(ram, doll) or gets(ram, train)

12) ! gets(ram, doll)

13) gets(ram, coal)

6) <ax> get(ram, coal)

13) gets(ram, coal)

hence, bad(ram) is proved.

Q.2)

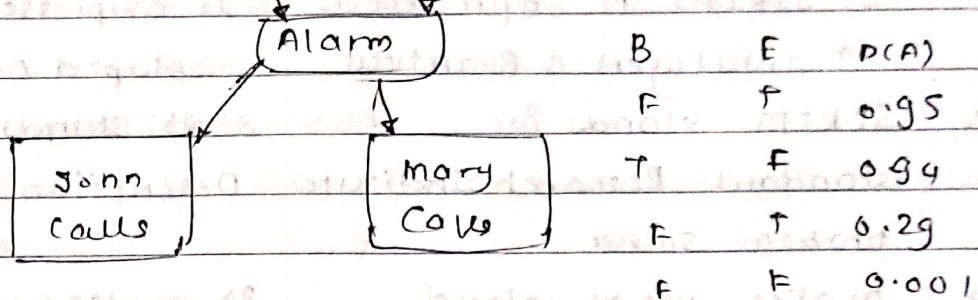
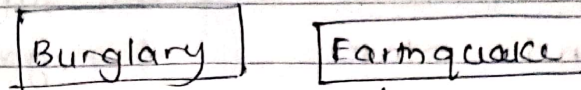
STRIPS language

ADL

- | | |
|---|---|
| 1) Only allow positive literals in the state
For eg. A valid sentence is STRIPS is expressed as
→ Intelligent & Beautiful | can support both positive & negative literals
For eg. → Some sentence is expressed as →
stupid & ugly |
| 2) STRIPS stands for standard Research Institute problem solver | 2) stands for Action Description language |
| 3) makes use of closed world assumption (i.e.)
unmentioned literals are false | 3) makes use of open world Assumption (i.e.)
unmentioned literals are unknown |
| 4) Goals are conjunctions
For eg. (Intelligent & Beautiful) | 4) Goals may involve conjunctions & disjunctions for eg.
(Intelligent & Beautiful & Rich) |
| 5) Effects are conjunctions | 5) Conditional effects are allowed i.e. When D: E
means E is an effect only if P is satisfied. |
| 6) Does not support equality | 6) Equality predicate, (x=y) is build in |
| 7) Does not now support for types | 7) Support for types
for eg: The variable P: Person |

Q. 4)

→



A	P(A)
T	0.009
F	0.001

A	P(A)
T	0.009
F	0.001

1) The topology of network indicates that

- Burglary and earthquake affect the probability of the alarm going off

- whether John and Mary call depends only on alarm.

→ They do not perceive any burglaries directly. They do not notice minor earthquakes and they do not confer before calling.

→ Mary listening to loud music & John, confusing phone ringing to sound of alarm can be read from network only implicitly as uncertainty associated to calling network

2) The probability actually summarizes potentially infinite sets of circumstances

4) Each row must be sum to 1, because, entries represents exhaustive set of cases for variable.

5) All variables are Boolean

6) In general, a table for a boolean variable with k parents contains 2^k independently specific probabilities

7) Every entry in full joint probability distribution can be calculated from information in Bayesian network.

8) A generic entry in joint distributions probability at a conjunction of particular assignments to each variable, $p(x_1 = x_1 \wedge \dots \wedge x_n = x_n)$ abbreviated as $p(x_1, \dots, x_n)$

$\rightarrow p(x_1 = 1, \text{parents}(x_1))$, where $\text{parents}(x_1)$ denotes the specific values of the variable parents (x_1)

$- p(j \wedge m \wedge a \wedge b \wedge e)$

$= p(j|a) p(m|a) p(a \wedge b \wedge e) p(e|b \wedge e)$

$= 0.09 \times 0.07 \times 0.001 \times 0.999 \times 0.998$

$= 0.000628$

\rightarrow Bayesian Network,

