Practicing PL & Resolution & game tree questions from provious years'
question papers

\$ 2015

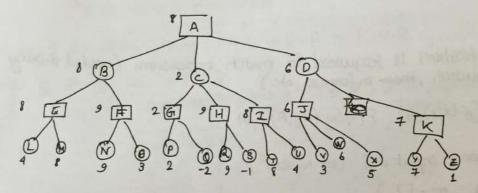
(i) The nodes coversponding the MIN's next move are designated as 'AND' nodes because from MAX's point of view, a win must be obtainable from all possible moves of min

(1ii) The ordering of leaf nodes that results in best printing requires that successors with

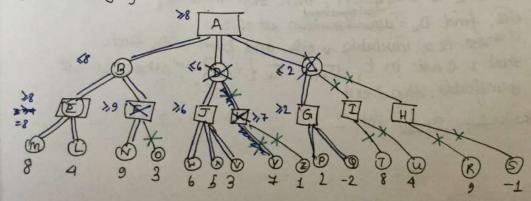
· for every MAX node, largest backed up value be examined first Colescending orders

· for every min node, successors with smallest backed up value be examined first (ascending order)

Backed up values of all nodes



Now, reaveraging so that



(ii) 0x-cutoff

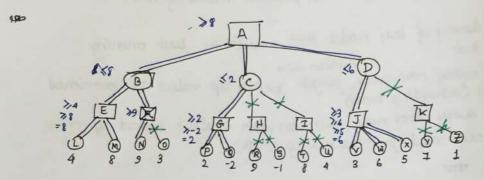
Frsearch can be terminated below MIN node with BX of any ancestor

B-cutoff

Frsearch may be terminated below only MAX node

with 027/3

Brake of any ancestor



867

(a) Unification 18 required to match expressions (needed during resolution, theor informa, etc.)

(b) P(f(x,x),A), P(f(y,f(y,A)),A

Unification: input= 3 (set of expr)

1 K=0 0= = {}

else, find $D_k = \frac{disconmination}{disagramment}$ stop. $mgu = V_k$ else, find $D_k = \frac{disconmination}{disagramment}$ set of S if those is a variable $v \in D_k$ and term $t \in D_k$ such that v is not in t, $V_{k+1} = V_k \{t/v\}$, t^{k+1} otherwise not or unifiable. Stop l exit

8 K=K+1, 8-So goto 2

1 de 12

Not unifeable

Resolution 18 @ 61

Pt-19

A down, rule, is a

if Prg

6 or, if P device

Resolution rule

PV

. we need to

CALSO OF PE

Q F

FF

FT

TF

TF

TT

7 7

14 on ce prove

of any an easter

Not unificable

Resolution is a sound rule of inferion a

A dos rule is a sound rule of inference when

if PFg then PFg

6. or, if P derives of then & ragically follows P

Resolution rule is as follows

PVQ,~QVR - PVR

. We need to show that PVB, ~OVR =PVR

Honce proved

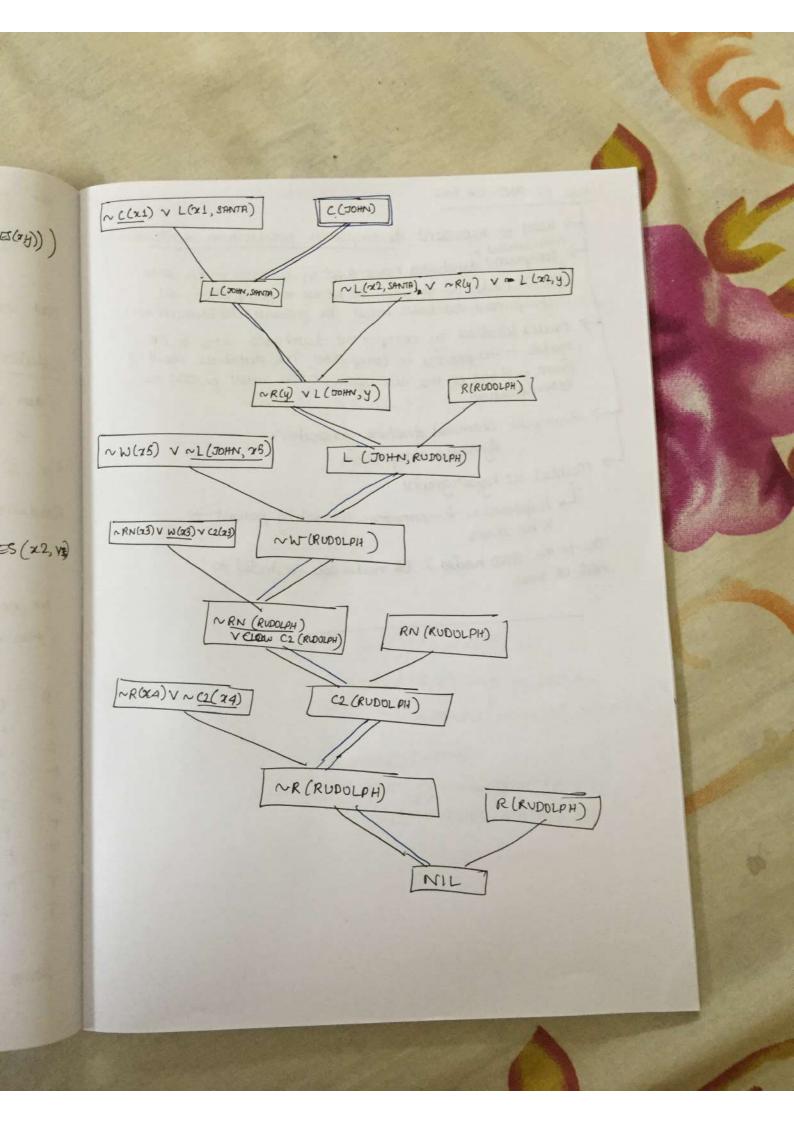
dwing

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~ C(x1) V L(x1
(d) (\frac{1}{2}) (CHILD(2) & LOVES (X, SANTA))
       (YX) (LOVES (X, SANTA) & ENVES (Y) (YY) (HOTE & LOVES (24)))
        REINDEER (RUDOLPH) A REINDER (RUDOLPH)
      (4x) ( REDNOSE (x) -> WERD (x) V CLOWN (x))
      (\forall x) (RENDEER(x) \rightarrow \sim CLOWN(x))
      VHIELD (JOHN)
       (\forall x) (WBRD(x) \rightarrow \sim LOVES(JOHN, x))
   God: TO ~ CHID (JOHN)
    Clausal form: ~ CHILD(X) V LOVES (21), SANTA)
                   NLOVES (XL, SANTA) VMREIN DEER (YE) V LOVES (XL)
                   ~ LOVES (X3, SANTA) V LOVES (X3, V2)
                   RENDEER (RUDOLPH)
                  REDNOSE (RUDOLPH)
                ~ REDNOSE (X3) V WEIRD(23) V (LOWN (X3)
                 NRENDEER (Y4) V NCLOWN (X4)
                NELRO (X5) V ~ LOVEY JOHN, X)
         Resonte as:
                     NC(X1) V L(X1, SANTA)
                      ~ L(X2, SANTA) V ~ R(Y) V L(X2, Y)
                      R (RUDOLPH)
                      RN(RUDOLPH)
                      ~ RN(x3) V W (x3) V (2x3)
                      ~ R (74) V ~ Q(74)
                     ~ W(x5) V NL(as) JOHN, x6)
       Involted goal: re C (JOHN)
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~ W(25) V ~1

~ RN(03) V W(03)

~ROXA) V~



Usage of AND-OR free 2013 > used to represent decomposable production dystems (36) Modes labelled by compound databases have a set of successor nodes are AND nodes - in order to process to completion, all component databases must be processed to tournation > Nodes labelled by component databases are es or prodes - to process to completion the database resulting from just one of the rule applications must process to termination > Examples: Chemical structure generation Symbolic integration > modeled as hypergraphs 4 hyporares or k-connectors connecting parant to k euccessors The terms AND nodes 2 OR nodes are ecostricted to AND-OR trees

0

k	J 04	30%	Dk) Tkei
0	83	P(x, g(y,A,h(y,B))) P(n(A,B),g(A,y,x))	{x,h(A,B)}	{h(4,8)/x}
1	{ h(AB)/x}	P(h(A,B), g(y,A,h(y,B)) P(h(A,B), g(A, y,h(A,B))	{y,A}	{A/y}
2	{h(A,B)/x,	P(h(A, B), g (A, A, h(A,B))		-
			o whater Ca	
singleton exit				
Jexit 1				
$\rightarrow = mqu$				
	mguz { h	(A,B) /x, A/y]		

e)(i)
$$(\forall x)(\forall y)$$

 $(\forall x)(\text{COUNTRY}(x) \rightarrow (\forall Y)(\text{COUNTRY}(Y) \rightarrow ...)$
NEGHBOR $(x,y) \rightarrow \sim \text{COLOUR}$
NEGUALS $(\text{colour}(X), \text{colour}(Y))$

(d) Zebres

(d) Zebres

(
$$\forall x$$
) $(\pm (x) \rightarrow M(x) \land S(x) \land Med Size (x))$

($\forall x$) $(M(x) \rightarrow A(x) \land Wb(x))$

($\forall x$) $(S(x) \rightarrow Nem Se Vel (x) \land Non Spo Hed (x))$

($\forall x$) $(M(x) \rightarrow Med Size (x) \rightarrow Nem Se Vel (x)) \land Nem Sepo Hed (x))$

($\forall x$) $(M(x) \rightarrow Med Size (x) \rightarrow Nem Sepo Hed (x))$

Red Size $(x) \rightarrow Nem Se Vel (x) \land Nem Sepo Hed (x))$

Zele Zele)

goal: Zeke on Large (Zeke)

Clausal form

~ Z(X) V M(X)

no Zeno) V S(x2)

~ Z(23) V Med Size (23)

~ M(x4) V A(x4)

~ M(x5) V Wb(75)

~ S(26) V NonSolid (26)

~ S (x7) V Non Spotted (x7)

~ Medsize(x8) V ~ Longe(x8)

~ Small (x9)

~ Medsize (x9) V ~ Small (x9)

Z(zeke)

Lorge (Zeke)