

1. Solution:

(a) Occupation(Emily, Surgeon) \vee Occupation(Emily, Lawyer)

(b) Occupation(Joe, Actor) $\wedge \exists p, \text{Actor}(p) \wedge \text{Occupation}(Joe, p)$

(c) $\forall p, \text{Occupation}(p, \text{Surgeon}) \Rightarrow \text{Occupation}(p, \text{Doctor})$

(d) $\neg \exists p \text{Customer}(Joe, p) \wedge \text{Occupation}(p, \text{Lawyer})$

(e) $\exists p \text{Boss}(p, \text{Emily}) \wedge \text{Occupation}(p, \text{Lawyer})$

(f) $\exists p \text{Occupation}(p, \text{Lawyer}) \wedge \exists q \text{Customer}(q, p) \Rightarrow \text{Occupation}(q, \text{Doctor})$

(g) $\forall p \text{Occupation}(p, \text{Surgeon}) \Rightarrow \exists q \text{Customer}(p, q) \wedge \text{Occupation}(q, \text{Lawyer})$

2. Solutions:

(a) $\forall x \text{Even}(x) \Leftrightarrow \exists y x = 2 * y$

(b) $\forall x \text{Prime}(x) \Leftrightarrow \exists y, z x = y * z \Rightarrow y=1 \wedge z=1$

(c) $\forall x \text{Even}(x) \Rightarrow \exists y, z \text{Prime}(y) \wedge \text{Prime}(z) \wedge x = y + z$

3. Solutions:

(a) Horse(x) \Rightarrow Mammal(x)

Cow(x) \Rightarrow Mammal(x)

Pig(x) \Rightarrow Mammal(x)

(b) Horse(y) \wedge Offspring(x, y) \Rightarrow Horse(x)

(c) Horse(Bluebeard)

(d) Parent(Bluebeard, Charlie)

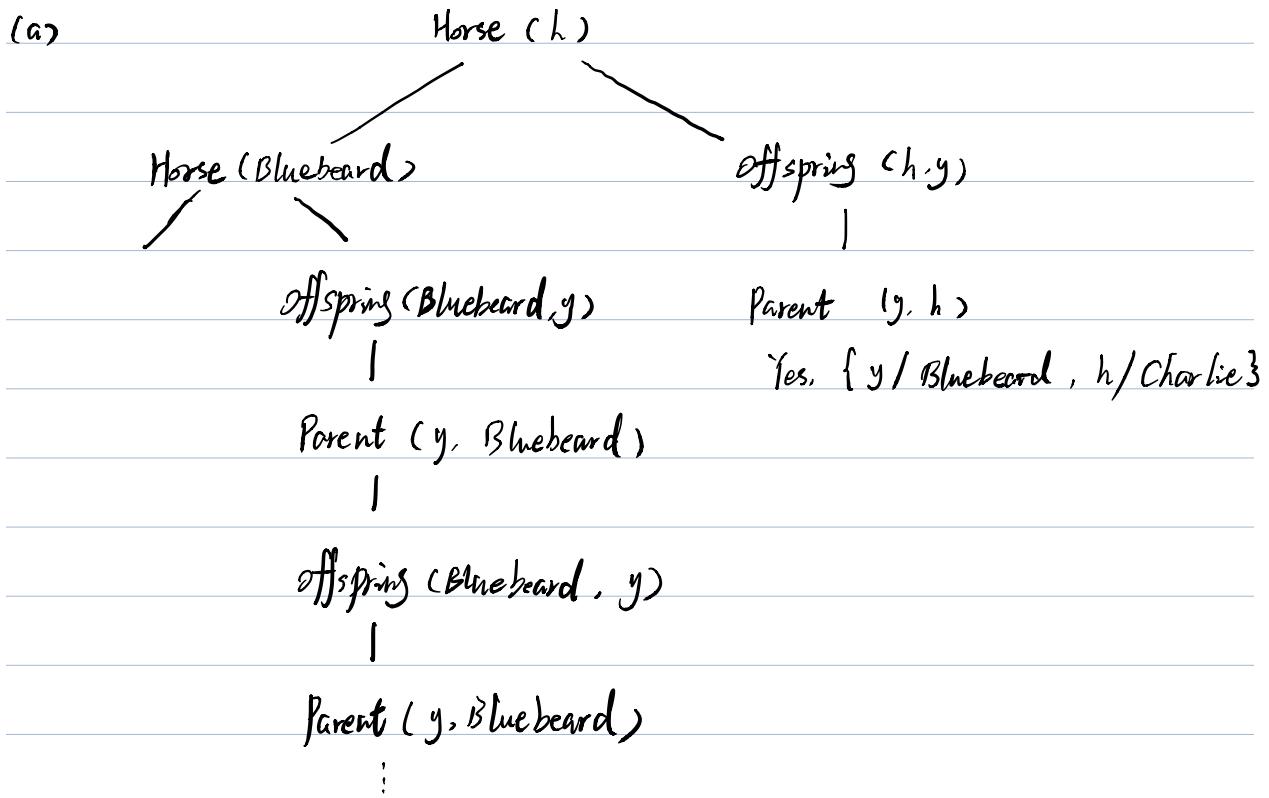
(e) Offspring(x, y) \Rightarrow Parent(y, x)

Parent(y, x) \Rightarrow Offspring(x, y)

(f) Mammal(x) $\Rightarrow \exists y \text{Parent}(y, x)$

4. Solution:

(a)



(b) There is an infinite loop caused by rule (b), the branch with $\text{offspring } (\text{Bluebeard}, \text{y})$ and $\text{Parent } (\text{y}, \text{Bluebeard})$ repeats infinitely, so that the rest of the proof will never be reached.

(c) There are two solutions: both Bluebeard and Charlie are horses.

(d) As suggested by Smith et al., whenever there is an infinite loop, we should suspend our effort to prove the subgoal. Instead, we jump to other branches of the proof of the supergoal, gathering all solutions. At last, we put those solutions into the suspended loop and try to find additional solutions if any.

5. Solution:

a. Translation into first-order logic:

Premise: $\forall x, \text{Horse}(x) \Rightarrow \text{Animal}(x)$

Conclusion: $\forall x, h \text{ Horse}(x) \wedge \text{HeadOf}(h, x) \Rightarrow \exists y \text{ Animal}(y) \wedge \text{HeadOf}(h, y)$

b. Convert into CNF:

①: $\neg \text{Horse}(x) \vee \text{Animal}(x)$

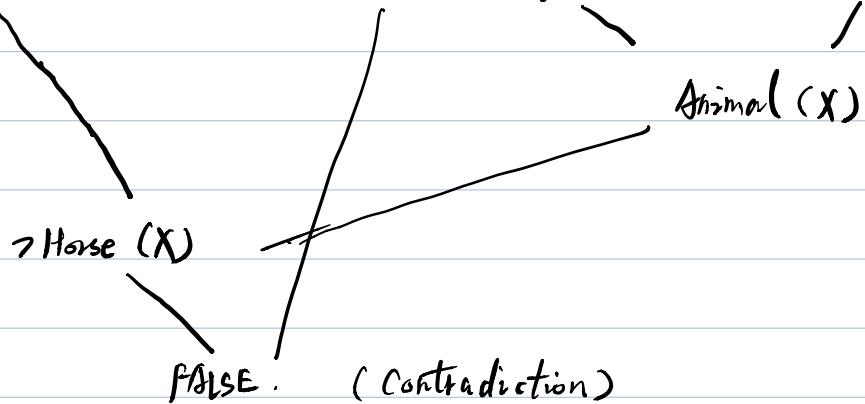
②: $\text{Horse}(X)$

③: $\text{HeadOf}(H, X)$ Note: H and X are skeletal constants

④: Refutation of conclusion: $\neg \text{Animal}(y) \vee \neg \text{HeadOf}(H, y)$

c. Proof

$\neg \text{Horse}(x) \vee \text{Animal}(x) \quad \text{Horse}(X) \quad \text{HeadOf}(H, X) \quad \text{Animal}(y) \vee \neg \text{HeadOf}(H, y)$



QED.

6. Solution:

$$(a) \forall x (\text{Hound}(x) \Rightarrow \text{Howl}(x))$$

$$(b) \forall x \forall y (\text{Have}(x, y) \wedge \text{Cat}(y)) \Rightarrow \exists z (\text{HAVE}(x, z) \wedge \text{Mouse}(z))$$

$$(c) \forall x (\text{LightSleeper}(x) \Rightarrow \exists y (\text{Have}(x, y) \wedge \text{Howl}(y)))$$

$$(d) \exists x (\text{Have}(\text{Sam}, x) \wedge (\text{Cat}(x) \vee \text{Hound}(x)))$$

$$(e) \text{LightSleeper}(\text{Sam}) \Rightarrow \exists z (\text{Have}(\text{Sam}, z) \wedge \text{Mouse}(z))$$

Proof:

① Convert into CNF:

$$(a) \neg \text{Hound}(x) \vee \text{Howl}(x)$$

$$(b) \neg \text{Have}(x, y) \vee \neg \text{Cat}(y) \vee \neg \text{Have}(x, z) \vee \neg \text{Mouse}(z)$$

$$(c) \neg \text{LightSleeper}(x) \vee \neg \text{Have}(x, y) \vee \neg \text{Howl}(y)$$

$$(d) \text{Have}(\text{Sam}, a) \wedge (\text{Cat}(a) \vee \text{Hound}(a))$$

(e) Conclusion negation:

$$\neg (\neg \text{LightSleeper}(\text{Sam}) \vee \exists z \text{Have}(\text{Sam}, z) \wedge \text{Mouse}(z))$$

$$\text{LightSleeper}(\text{Sam}) \wedge \neg \text{Have}(\text{Sam}, b) \wedge \neg \text{Mouse}(b)$$

② CNF clauses are:

$$1. \neg \text{Hound}(x) \vee \text{Howl}(x)$$

$$2. \neg \text{Have}(x, y) \vee \neg \text{Cat}(y) \vee \neg \text{Have}(x, z) \vee \neg \text{Mouse}(z)$$

$$3. \neg \text{LightSleeper}(x) \vee \neg \text{Have}(x, y) \vee \neg \text{Howl}(y)$$

$$4. \text{Have}(\text{Sam}, a)$$

$$5. \text{Cat}(a) \vee \text{Hound}(a)$$

$$6. \text{LightSleeper}(\text{Sam})$$

$$7. \text{Have}(\text{Sam}, b)$$

$$8. \neg \text{Mouse}(b)$$

③ Resolution :

1 & 5 \rightarrow 9 : $\text{Cat}(a) \vee \text{Howl}(a)$

2 & 8 \rightarrow 10 : $\rightarrow \text{Have}(x, y) \vee \rightarrow \text{Cat}(y) \vee \rightarrow \text{Have}(x, b)$

10 & 7 \rightarrow 11 : $\rightarrow \text{Have}(\text{John}, y) \vee \rightarrow \text{Cat}(y)$

9 & 11 \rightarrow 12 : $\rightarrow \text{Have}(\text{John}, a) \vee \text{Howl}(a)$

4 & 12 \rightarrow 13 : $\text{Howl}(a) \vee$

2 & 13 \rightarrow 14 : $\rightarrow \text{Lightsleeper}(x) \vee \rightarrow \text{Have}(x, a)$

4 & 14 \rightarrow 15 : $\rightarrow \text{Lightsleeper}(\text{John})$

6 & 15 \rightarrow 16 : FALSE .

7. Solution :

- (a) $\forall x [\text{FeelWarm}(x) \Rightarrow \text{Drunk}(x) \vee \forall y (\text{Costume}(y) \wedge \text{Have}(x,y) \wedge \text{Warm}(y))]$
- (b) $\forall y [\text{Costume}(y) \wedge \text{Warm}(y) \Rightarrow \text{Funny}(y)]$
- (c) $\forall x [\text{AISStudent}(x) \Rightarrow \text{CSStudent}(x)]$
- (d) $\forall x [\text{AISStudent}(x) \Rightarrow \exists z (\text{Costume}(z) \wedge \text{Robot}(z) \wedge \text{Have}(x,z))]$
- (e) $\neg \exists z [\text{Costume}(z) \wedge \text{Robot}(z) \Rightarrow \text{Funny}(z)]$
- (f) $\forall x [\text{CSStudent}(x) \wedge \text{FeelWarm}(x)] \Rightarrow \forall x [\text{AISStudent}(x) \Rightarrow \text{Drunk}(x)]$

Proof :

① Convert into CNF :

- (a) $\neg \text{FeelWarm}(x) \vee \neg \text{Drunk}(x) \vee (\text{Costume}(F(x)) \wedge \text{Have}(x,F(x)) \wedge \text{Warm}(F(x)))$
- (b) $\neg \text{Costume}(y) \vee \neg \text{Warm}(y) \vee \neg \text{Funny}(y)$
- (c) $\neg \text{AISStudent}(x) \vee \neg \text{CSStudent}(x)$
- (d) $\neg \text{AISStudent}(x) \vee (\neg \text{Robot}(G(x)) \wedge \neg \text{Costume}(G(x)) \wedge \neg \text{Have}(x,G(x)))$
- (e) $\forall z \neg [\text{Robot}(z) \wedge \text{Costume}(z) \wedge \text{Funny}(z)]$
 $\neg \text{Robot}(z) \vee \neg \text{Costume}(z) \vee \neg \text{Funny}(z)$

(f) Conclusion Negation :

- $\neg [\neg \text{CSStudent}(x) \vee \neg \text{FeelWarm}(x) \vee \neg \text{AISStudent}(y) \vee \neg \text{Drunk}(y)]$
- $\text{CSStudent}(x) \wedge \text{FeelWarm}(x) \wedge \text{AISStudent}(y) \wedge \neg \text{Drunk}(y)$

CNF clauses are :

- I(a) $\neg \text{FeelWarm}(x) \vee \neg \text{Drunk}(x) \vee \neg \text{Costume}(y)$
- I(b) $\neg \text{FeelWarm}(x) \vee \neg \text{Drunk}(x) \vee \neg \text{Have}(x,y)$
- I(c) $\neg \text{FeelWarm}(x) \vee \neg \text{Drunk}(x) \vee \neg \text{Warm}(y) \vee$

2. $\rightarrow \text{Costume}(y) \vee \rightarrow \text{Warm}(y) \vee \text{Funny}(y)$ ✓

3. $\rightarrow \text{AISStudent}(x) \vee \text{CSSStudent}(x)$

4(a) $\rightarrow \text{AISStudent}(x) \vee \text{Robot}(F(x))$

4(b) $\rightarrow \text{AISStudent}(x) \vee \text{Have}(x, F(x))$ ✓

4(c) $\rightarrow \text{AISStudent}(x) \vee \text{Costume}(F(x))$

5. $\rightarrow \text{Robot}(z) \vee \rightarrow \text{Costume}(z) \vee \rightarrow \text{Funny}(z)$ ✓

6(a) $\text{CSSStudent}(x)$

6(b) $\text{FeelWarm}(x)$

6(c) $\text{AISStudent}(x)$ ✓

6(d) $\rightarrow \text{Drunk}(x)$ ✓

4(a) + 6(c) : $\text{Robot}(F(x))$

7 ✓

7 + 5 : $\rightarrow \text{Costume}(F(x)) \vee \rightarrow \text{Funny}(F(x))$

8 ✓

8 + 2 : $\rightarrow \text{Warm}(F(x))$

9 ✓

9 + 1(c) : $\rightarrow \text{FeelWarm}(x) \vee \text{Drunk}(x)$

10 ✓

10 + 6(d) : $\rightarrow \text{FeelWarm}(x)$

11 ✓

11 + 6(b) : \emptyset

QED.

8. Solution :

- (a) $\forall x \forall y [\text{Child}(x) \wedge \text{Candy}(y) \Rightarrow \text{Loves}(x, y)]$
- (b) $\forall x [\exists y \text{ Candy}(y) \wedge \text{Loves}(x, y) \Rightarrow \neg \text{NF}(x)]$
- (c) $\forall x [\exists y \text{ Pumpkin}(y) \wedge \text{Eats}(x, y) \Rightarrow \text{NF}(x)]$
- (d) $\forall x \forall y [\text{Pumpkin}(y) \wedge \text{Buys}(x, y) \Rightarrow \text{Carves}(x, y) \vee \text{Eats}(x, y)]$
- (e) $\exists y \text{ Pumpkin}(y) \wedge \text{Buys}(\text{Stuart}, y)$
- (f) $\text{Candy}(\text{Lifesavers})$
- (g) $\text{Child}(\text{Stuart}) \Rightarrow \exists y \text{ Pumpkin}(y) \wedge \text{Carves}(\text{Stuart}, y)$

Proof :

D Convert into CNF

- (a) $\rightarrow \text{Child}(x) \vee \rightarrow \text{Candy}(y) \vee \text{Loves}(x, y)$
- (b) $\rightarrow \text{Candy}(\text{F}(x)) \vee \rightarrow \text{Loves}(x, \text{F}(x)) \vee \rightarrow \text{NF}(x)$
- (c) $\rightarrow \text{Pumpkin}(\text{G}(x)) \vee \rightarrow \text{Eats}(x, \text{G}(x)) \vee \text{NF}(x)$
- (d) $\rightarrow \text{Pumpkin}(\text{G}(x)) \vee \rightarrow \text{Buys}(x, \text{G}(x)) \vee \text{Carves}(x, \text{G}(x)) \vee \text{Eats}(x, \text{G}(x))$
- (e) $\text{Pumpkin}(\text{G}(\text{Stuart})) \wedge \text{Buys}(\text{Stuart}, \text{G}(\text{Stuart}))$
- (f) $\text{Candy}(\text{Lifesavers})$

(g) Conclusion Negation :

$$\rightarrow (\rightarrow \text{Child}(\text{Stuart}) \wedge \text{Pumpkin}(\text{G}(\text{Stuart})) \wedge \text{Carves}(\text{Stuart}, \text{G}(\text{Stuart})))$$
$$\text{Child}(\text{Stuart}) \wedge (\rightarrow \text{Pumpkin}(\text{G}(\text{Stuart})) \vee \rightarrow \text{Carves}(\text{Stuart}, \text{G}(\text{Stuart})))$$

CNF Clauses are :

1. $\rightarrow \text{Child}(x) \wedge \rightarrow \text{Candy}(y) \vee \text{Loves}(x, y)$
2. $\rightarrow \text{Candy}(\text{F}(x)) \vee \rightarrow \text{Loves}(x, \text{F}(x)) \vee \rightarrow \text{NF}(x) \vee$
3. $\rightarrow \text{Pumpkin}(\text{G}(x)) \vee \rightarrow \text{Eats}(x, \text{G}(x)) \vee \text{NF}(x) \vee$

4. \rightarrow Pumpkin ($G(x)$) $\vee \rightarrow$ Buys ($x, G(x)$) \vee Carves ($x, G(x)$) \times Eats ($x, G(x)$) \checkmark
 5(a) Pumpkin ($G(Stuart)$) \sim
 5(b) Buys ($Stuart, G(Stuart)$) \checkmark
 6. Candy (Lifesavers) \checkmark
 7(a) Child ($Stuart$)
 7(b) \rightarrow Pumpkin ($G(Stuart)$) $\vee \rightarrow$ Carves ($Stuart, G(Stuart)$)

Resolution:

- 5(a) + 7(b): \rightarrow Carves ($Stuart, G(Stuart)$) 8
 5(c) + 4: \rightarrow Buys ($Stuart, G(Stuart)$) \vee Carves ($Stuart, G(Stuart)$) \vee
 Eats ($Stuart, G(Stuart)$) 9
 8+9: \rightarrow Buys ($Stuart, G(Stuart)$) \vee Eats ($Stuart, G(Stuart)$) 10
 10+5(b): Eats ($Stuart, G(Stuart)$) 11
 3+5(a): \rightarrow Eats ($Stuart, G(Stuart)$) \vee NF($Stuart$) 12
 11+12: NF($Stuart$) 13
 1+6: \rightarrow Child (x) \vee Loves ($x, Lifesavers$) 14
 2+6: \rightarrow Loves ($x, Lifesavers$) $\vee \rightarrow$ NF(x) 15
 14+15: \rightarrow Child (x) $\vee \rightarrow$ NF(x) 16
 16+7(a): \rightarrow NF($Stuart$) 17
 13+17: \emptyset
 QED.

9. Solution:

- (1) Fly(P_1 , JFK, SFO)
- (2) Fly(P_1 , JFK, JFK)
- (3) Fly(P_2 , SFO, JFK)
- (4) Fly(P_2 , SFO, SFO)

10. Solution:

Action (Go(x, y, r),

PRECOND: At(Shakey, x) \wedge Ln(x, r) \wedge Ln(y, r)

EFFECT: \rightarrow At(Shakey, x) \wedge At(Shakey, y)

Action (Push(b, x, y, r),

PRECOND: At(Shakey, x) \wedge Movable(b) \wedge At(b, x)

EFFECT: \rightarrow At(Shakey, x) \wedge \neg At(b, x) \wedge At(Shakey, y) \wedge At(b, y)

Action (ClimbUp(x, b),

PRECOND: At(Shakey, x) \wedge At(b, x) \wedge Climable(b)

EFFECT: On(Shakey, b) \wedge \neg On(Shakey, floor)

Action (ClimbDown(b, x),

PRECOND: On(Shakey, b)

EFFECT: On(Shakey, floor) \wedge \neg On(Shakey, b)

Action (TurnOn(s, b))

PRECOND: On(Shakey, b) \wedge At(s, x) \wedge At(Shakey, x)

EFFECT: TurnedOn(s)

Action (TurnOff(s, b))

PRECOND: On(Shakey, b) \wedge At(s, x) \wedge At(Shakey, x)

EFFECT: TurnedOff(s)

(2) Initial state:

In(Switch1, Room1) \wedge In(Door1, Room1) \wedge In(Door1, Corridor)

In(Switch2, Room2) \wedge In(Door2, Room2) \wedge In(Door2, Corridor)

In(Switch3, Room3) \wedge In(Door3, Room3) \wedge In(Door3, Corridor)

In(Switch4, Room4) \wedge In(Door4, Room4) \wedge In(Door4, Corridor)

In(Shakey, Room3) \wedge At(Shakey, X1)

In(Box1, Room1) \wedge At(Box1, X1) \wedge Climable(Box1) \wedge Movable(Box1)

In(Box2, Room1) \wedge At(Box2, X2) \wedge Climable(Box2) \wedge Movable(Box2)

In(Box3, Room1) \wedge At(Box3, X3) \wedge Climable(Box3) \wedge Movable(Box3)

In(Box4, Room1) \wedge At(Box4, X4) \wedge Climable(Box4) \wedge Movable(Box4)

TurnedOn(Switch1) \wedge TurnedOff(Switch2) \wedge TurnedOff(Switch3) \wedge TurnedOn(Switch4)

(3) Go(X2, Door3, Room3)

Go(Door3, Door1, Corridor)

Go(Door1, X2, Room1)

Push(Box2, X2, Door1, Room1)

Push(Box2, Door1, Door2, Corridor)

Push (Box2, Door2, Switch2, Room2)