Project 2 Report: Runhua Gao

API Design:

**GetModel(literals)**: pass in a list of literals, return all possible worlds for these literals

**ModelChecking(literals, KB,proved):** pass in a list of literals, knowledge base(set of Sentences class), proved(The sentence we wanna see if it is entailed by knowledge base, optional), return all models that satisfy the knowledge base and print if knowledge base entails the proved sentence if proved is offered

**Resolution(clause1,clause2):** pass in two clause in CNF format(preprocess the sentence, convert it into CNF, hard-coded), return the result of resolved clause

**Detail about Resolution:** 

If there are no complementary elements in these two clause, return None If after the resolve there are no elements in union clauses, return empty(do not equal None)

If there are complementary elements in union clause after resolution, return None(A v !A must be true, discard it)

**PL\_Resolution(resolutionKB + proved,length):** pass in the resolution knowledge base and the clause we want to proved(please negate it before pass in as required in PL\_Resolution pass in KB^!a if we want to prove a)

**PL\_Resolution.Proved():** This method is a standard **PL\_Resolution algorithm** implementation. For example, we want to see if a knowledge base could prove magical in Problem 3, then we could add **negative magical** to see if it resolves a empty in the resolution process.(return true or false)

There is a critical optimization I do here. As for big knowledge base, for example, problem 5 and problem 6, there so much clause sentences in the resolution knowledge base. In this case, each PL resolution loop could produce many resolved clauses but useless. For example, it could produce a six-length clause like(!amy, bob, cal, hal, ida, !lee) etc. But these sentences do no help to our resolution process as it could never resolve a unit clause(like amy), which is real we want the resolution algorithm to produce. So here I add a little code to the PL\_Resolution algorithm:

```
if len(resolvents) <= 2: # critical optimization
    self.new.append(resolvents)</pre>
```

This if statement is to say that the new clause set only accept those clause sentences whose length(number of symbols) is less or equal to 2. Because only these short clause sentences have hope to produce what we want!

In my opinion, this method makes sense for all problems in this project, as what we wanna prove is a unit clause, and the longest clause in knowledge base is less than 4(in Problem 5 it is 3). As a result, there is no need to care about those long clause because they will never resolve the unit clause we want.

Another reason I do this optimization is about the **time and space complexity**. For PL resolution algorithm, it will consume a lot time and space to check equality and store new clauses. In this case, may be for a big computer it is easy to compute whole clause without limitation of length. But for a pc, it is hard to do so.

**Test Function: resolutionTest(kb,literal):** pass in a resolution knowledge base and a literal(a string symbol) to see if the knowledge base could entail the literal or not ,using **PL\_Resolution algorithm.** I use this test function to test all my PL resolution's correctness in all problems. The theory is to add literal and negative literal to knowledge base separately and compare the result.

**Sentence(operator,\*args, sentenceBase = False):** pass in a operator and arguments to build a sentence,

Operators available[conjunction, disjunction, implies, equals, unit, negative]
When choose operator as unit and negative, must pass in only one argument
When choose operator as disjunction and conjunction, no limit
When choose operator as implies and equals, must pass in two argument
If a sentence A relies on another sentence B, pass B as argument of A and
A.sentenceBase = True

**CnfSentence(\*args):** pass in a list of arguments(both negative or positive), stands for a clause, that will be used in PL\_Resolution

#### Detail:

Override \_\_eq\_\_ meta method of Cnfsentence, clarify if two Cnfsentences are equal relies on their args

Override \_\_repr\_\_ meta method of Cnfsentence, return set of its arguments' string

**Arguments(symbol, isNegative):** pass in a string symbol that represents an argument, if isNegative is True, the argument represents a negative literal

Details:

Override \_\_eq\_\_ meta method for Arguments, return if two Arguments are equals relies on their symbol string and isNegative

Override \_\_repr\_\_ meta method for Arguments, represent its symbol if isNegative is False, or "!"+symbol if it is Negative

Operators: and: and, or: or, not: ~, implies: >, equals: =

Files Description:

Argument.py: Stores Argument class

ModelChecking.py: Stores Modelcheck and GetModel class

PL\_Resolution.py: Stores PL\_Resolution and Resolution class

Parameters.py: stored all sentence operators and operator evaluation function

Sentence.py: stored Sentence and Cnfsentence class

Problem Solving Process Description:

Problem 1: Problem\_1\_Modus\_Ponen.py

## For modelchecking:

First establish two sentences, P, P implies Q. The sentence we want to prove is Q

Pass P, P implies Q as KB, Q as proved to ModelChecking class to see if knowledge base entails Q

Run modelchecking() to see the modelchecking result

#### For Resolution:

Knowledge base is established in resolutionKB()

Test Code:

resolutionTest(resolutionKB(), "Q")

Model checking and resolution test screen shot:

**Please directly run the Problem file** to see result of both model checking and resolution test.

Problem 2: Problem 2 WumpusWorld.py

## For model checking:

First establish model checking knowledge base(establish in model checking), to see the result, directly **run modelchecking()** 

#### For resolution:

Knowledge base is established in resolutionKB().

Test code:

## resolutionTest(resolutionKB(), "P\_1\_2")

## Answer: P\_1\_2 is False

Model checking and resolution test Screen shot:

```
B_11 is False, B_21 is True, P_11 is False, P_12 is False, P_21 is False, P_22 is True, P_31 is True, P_12 or P_21 =B_11 is True
B_21 = P_12 or P_22 or P_31 is True
P_11 is True
B_21 is True
Now add P_12 to knowledge base result is: True
Now add P_12 to knowledge base result is: False
B_11 is False
B_12 is False
B_12 is False
B_12 is False
B_12 is False
```

**Please directly run the Problem file** to see result of both model checking and resolution test.

# Problem 3: Problem\_3\_HornClauses.py

## For modelchecking:

The knowledge base is establish in **modelchecking()**, to see the result directly run it

#### For resolution:

Knowledge base in established in **resolutionKB()**, as we get some answer in modelchekcing, (the knowledge base could entail horned and magical), to see whole whole resolution process, **directly run Problem file**, you could see that the knowledge could resolve horn and magical as from model checking that the KB only entails magical, horned Resolution test code:

## testResolution()

Answer: Could prove magical and horned, not mythical

**Please directly run the Problem file** to see result of both model checking and resolution test.

Problem 4: Problem\_4\_LiarsandTruthTellers.py

## For modelchecking:

The knowledge base is return by **modelcheckKBParta()**, **modelcheckKBPartb()** for part a and part b, respectively.

To see the result, run modelcheckingParta() and modelcheckingPartb()

#### For resolution:

The knowledge base is return by resolutionKBParta(), resolutionKBPartb().

Test code:

testParta(); testPartb()

Answer: [False, False, True] for part a, [True, False, False] for part b

Part a model check Screen shot:

```
Amy is False, Bob is False, Cal is True,
Amy= Cal and Amy is True
Bob=~Cal is True
Cal= Bobor~Amy is True
```

Part b model check Screen shot:

```
Amy is True, Bob is False, Cal is False,
Amy=~Cal is True
Bob= Amy and Cal is True
Cal= Amy and Cal is True
```

**Please directly run the Problem file** to see result of both model checking and resolution test.

## Problem 5: Problem 5 MoreliarsandTruthTellers.py

## For modelchecking:

Establish all model checking knowledge base sentences in createKB(),

Here I use a **help function** to establish both model check and resolution knowledge base as according to the info in problem, **the format of all sentences** and clauses are same. CreateSentence() and createCNFSentence()

To see the result, please run the modelchecking() function

Here the answer I get is only jay and kay are truthful, all others are liars

#### For resolution:

The resolution knowledge base in created in createResolutionKB()

Directly run Problem file and you could see the test of PL Resolution algorithm

Test code: **testResolution()** 

(ie:separately add amy and negative amy to resolution knowledge base and see the result )

**Please directly run the Problem file** to see result of both model checking and resolution test.

Problem 6: Problem\_6\_DoosofEnlightenment.py

## For modelchecking:

The knowledge base is returned by **modelcheckingKBParta()**, **modelcheckingKBPartb()** for parta and partb, respectively.

Directly run modelcheckingParta() and modelcheckingPartb(), you could see all models that satisfies the knowledge base.

#### For resolution:

The knowledge base is returned by **resolutionKBParta() and resolutionKBPartb().** 

Test code:

testParta();testPartb

**Answer: Part a:** Choose Door **X**(Could see this from both model checking and PL resolution, in all model X is True, and in PL resolution test, only X is true.)

Part b: Choose Door X could be proved

## **Description of part b:**

As there are two fragment sentences, I choose to **add another two people** to fill in these two sentences. These two people are called **T**, **Q**.

So the two sentences becomes

C: A and **T** are both knights.

G: If C is knight, so it is with Q.

Based on A and H 's statements and above two sentences, the result shows that knowledge base entail Door X(Both in model checking and resolution).

Appendix: CNF Format sentence for each problem:

Problem 1:

(1) P (2) !P or Q

Problem 2:

(1)!P\_1\_1, (2)P\_1\_2 or P\_2\_1 or !B\_1\_1, (3)B\_1\_1 or !P\_1\_2, (4)B\_1\_1 or !P\_2\_1, (5)!B\_2\_1 or P\_1\_1 or P\_3\_1 or P\_2\_2, (6)!P\_1\_1 or B\_2\_1, (7)!P\_2\_2 or B\_2\_1, (8)!P\_3\_1 or B\_2\_1, (9)!B\_1\_1, (10)B\_2\_1, (11)P\_1\_2

### Problem 3:

(1)!mythical or immortal, (2)mammal or mythical, (3)!immortal or mythical, (4)horned or !immortal,(5)horned or !mammal, (6)magical or !horned

### Problem 4:

Part a: (1)Cal or !Amy, (2)!Bob or !Cal, (3)Bob or Cal, (4)Bob or !Cal or !Amy, (5)Cal or !Bob, (6)Cal or Amy

Part b: (1)!Amy or !Cal, (2)Amy or Cal, (3)Amy or !Bob, (4)!Bob or Cal, (5)Bob or !Amy or !Cal, (6)Bob or !Cal, (7)!Bob or Cal

### Problem 5: in clause foramt

```
{'!amy', 'hal'}

{'ida', '!amy'}

{'!hal', 'amy', '!ida'}

{'!bob', 'amy'}

{'!bob', 'lee'}

{'!amy', '!lee', 'bob'}

{'!cal', 'bob'}

{'gil', '!cal'}

{'cal', '!bob', '!gil'}

{'!dee', 'eli'}

{'ldee', 'lee'}

{'dee', '!eli', '!lee'}

{'cal', '!eli'}

{'!eli', 'hal'}
```

```
{'!hal', 'eli', '!cal'}
{'dee', '!fay'}
{'ida', '!fay'}
{'fay', '!ida', '!dee'}
{'!eli', '!gil'}
{'!gil', '!jay'}
{'gil', 'jay', 'eli'}
{'!hal', '!fay'}
{'!hal', '!kay'}
{'fay', 'kay', 'hal'}
{'!ida', '!gil'}
{'!ida', '!kay'}
{'ida', 'gil', 'kay'}
{'!amy', '!jay'}
{'!cal', '!jay'}
{'cal', 'jay', 'amy'}
{'!dee', '!kay'}
{'!fay', '!kay'}
{'dee', 'kay', 'fay'}
{'!lee', '!bob'}
{'!lee', '!jay'}
{'jay', 'lee', 'bob'}
```

Problem 6: in clause format

Part a: [Y or X or Z or W, !A or X, A or !X, Y or Z or !B, !Y or B, B or !Z, A or !C, !C or B, !A or C or !B, X or !D, Y or !D, !Y or !X or D, X or !E, Z or !E, !X or !Z or E, E or D or !F, !D or F, !E or F, !C or !G or F, C or G, G or !F, A or !H or !G, H or G, H, !A or H]

Part b: [Y or X or Z or W, !A or X, A or !X, A or !H or !G, H or G, H, !A or H, A or !C, !C or T, !A or C or !T, Q or !C or !G, C or G, !Q or G]