

Date : _____

Assignment No:- 02

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Roll No:- 48

Class:- B.F.I.T.

Sem:- VIII

Sub:- IS Lab

D.O.P	D.O.C	Marks	Sign

Q.1) Solve the following with Forward Chaining or backward Chaining or resolution (any one).
use predicate logic as language of knowledge representation clearly specify the facts & inference rule used.

Q.1) Example 1:-

- 1) Every child sees some witch has both a black cat & a pointed hat.
- 2) Every witch is good or bad.
- 3) Every child who sees any good witch gets candy.
- 4) Every witch that is bad has a black cat.
- 5) Every witch that is seen by any child has a pointed hat.

→ A) Facts into fol

1) $\exists x \forall y (child(x), witch(y) \rightarrow sees(x, y))$
 $\wedge \exists y (witch(y) \rightarrow has(y, black\ cat) \wedge has(y, pointed\ hat))$

2) $\exists y (witch(y) \rightarrow good(y) \vee bad(y))$

3) $\exists x ((sees(x, y) \rightarrow (witch(y) \rightarrow good(y))) \rightarrow get(x, candy))$

4) $\exists y (witch(y) \rightarrow bad(y) \rightarrow has(y, black\ hat))$

5) $\exists y (sees(x, y) \rightarrow has(y, pointed\ hat))$

B) FOL into CNF

1) $\exists x \forall y (child(x), witch(y) \rightarrow sees(x, y))$

$\rightarrow \neg \exists y (witch(y) \rightarrow has(y, Pointed\ hat))$

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) $\neg \exists y [bad(y) \rightarrow has(y, black\ hats)]$

5) $\neg \exists y [seen(x, y) \rightarrow has(y, pointed\ hat)]$

$\rightarrow \neg \forall y [seen(x, y) \rightarrow has(y, black\ hat)]$

c) $sees(x, y)$

$witch(y) \vee sees(x, y)$

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

$\neg seen(x, good) \wedge sees(x, bad) \quad has(y, z)$

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

$\{z / black\ cat \vee$

$pointed\ hat\}\}$

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

$has(good, pointed$

$hats \vee gets(x, candy)$

$seen(x, good) \wedge has(good$

$pointed\ hat) \vee get$

$(x, candy)$

$seen(x, good) \vee$

$gets(x, candy)$

$gets(x, candy)$

$gets(x, candy)$

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2) Example 2 :-

- 1) Every boy or Girl is a child
- 2) Every child gets a doll or a train or a lump of coal
- 3) No boy get any doll
- 4) Every child who is bad get any lump of coal
- 5) No child gets a train
- 6) Ram gets lump of coal
- 7) Prove Ram is bad.

-
- 1) $\forall x (\text{boy}(x) \vee \text{girl}(x) \rightarrow \text{child}(x))$
 - 2) $\forall y (\text{child}(y) \rightarrow \text{gets}(y, \text{doll}) \vee \text{gets}(y, \text{train}) \vee \text{gets}(y, \text{coal}))$
 - 3) $\forall w (\text{boy}(w) \rightarrow \neg \text{gets}(w, \text{doll}))$
 - 4) For all $z (\text{child}(z) \wedge \text{bad}(z) \rightarrow \text{gets}(z, \text{coal}))$
 $\forall y (\text{child}(y) \rightarrow \neg \text{gets}(y, \text{train}))$
 - 5) $\text{child}(\text{Ram}) \wedge \neg \text{get}(\text{Ram}, \text{coal})$
- To prove $(\text{child}(\text{Ram}) \rightarrow \text{bad}(\text{Ram}))$

GIVE clauses -

- 1) $\neg \text{boy}(x) \vee \text{child}(x)$
 $\neg \text{girl}(x) \vee \text{child}(x)$
- 2) $\neg \text{child}(y) \vee \text{gets}(y, \text{doll}) \vee$
 $\text{gets}(y, \text{train}) \vee \text{gets}(y, \text{coal})$
- 3) $\neg \text{boy}(w) \vee \neg \text{gets}(w, \text{doll})$
- 4) $\neg \text{child}(z) \vee \neg \text{bad}(z) \vee \text{gets}(z, \text{coal})$

Resolution:

4) ! Child (2) or bad (2) or get (2, coal)

6) bad (ram)

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

Substituting 2 by ram

1) (e) ! boy (x) or Child (x)

boy (ram)

8) Child ram / substituting x by ram

9) ! Child (ram) or gets (ram, coal)

8) child (ram)

9) gets (ram, coal)

2) ! Child (y) (or gets (y, doll) or gets (y, train) or gets (y, coal)).

3) 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) get (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) ! get (ram, doll)

13) get (ram, coal)

13) gets (Gram, Coal)

6) (a) get (Gram, Coal)

13) gets (Gram, Coal)

Hence, bad (Gram) is proved.

Q.2) Different between STRIPS & ADL

STRIPS language	ADL
1) only allow positive literals in the states for eg: A valid sentence is STRIPS is expressed as \Rightarrow Intelligent \wedge Beautiful	1) Can support both positive & negative literals for eg:- same sentence is expressed as \Rightarrow Stupid \wedge -ugly
2) STRIPS Stand for Standard Research Institute problem Solver	2) Stands for Action Description Language.
3) The Goals are Conjunctions for eg:- (Intelligent \wedge Beautiful)	3) Goal may involve Conjunctions & disjunctions for eg:- (Intelligent \wedge (Beautiful \wedge Rich))

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4) Does not support
Equality

4) Equality predicate
($x = y$) is built in

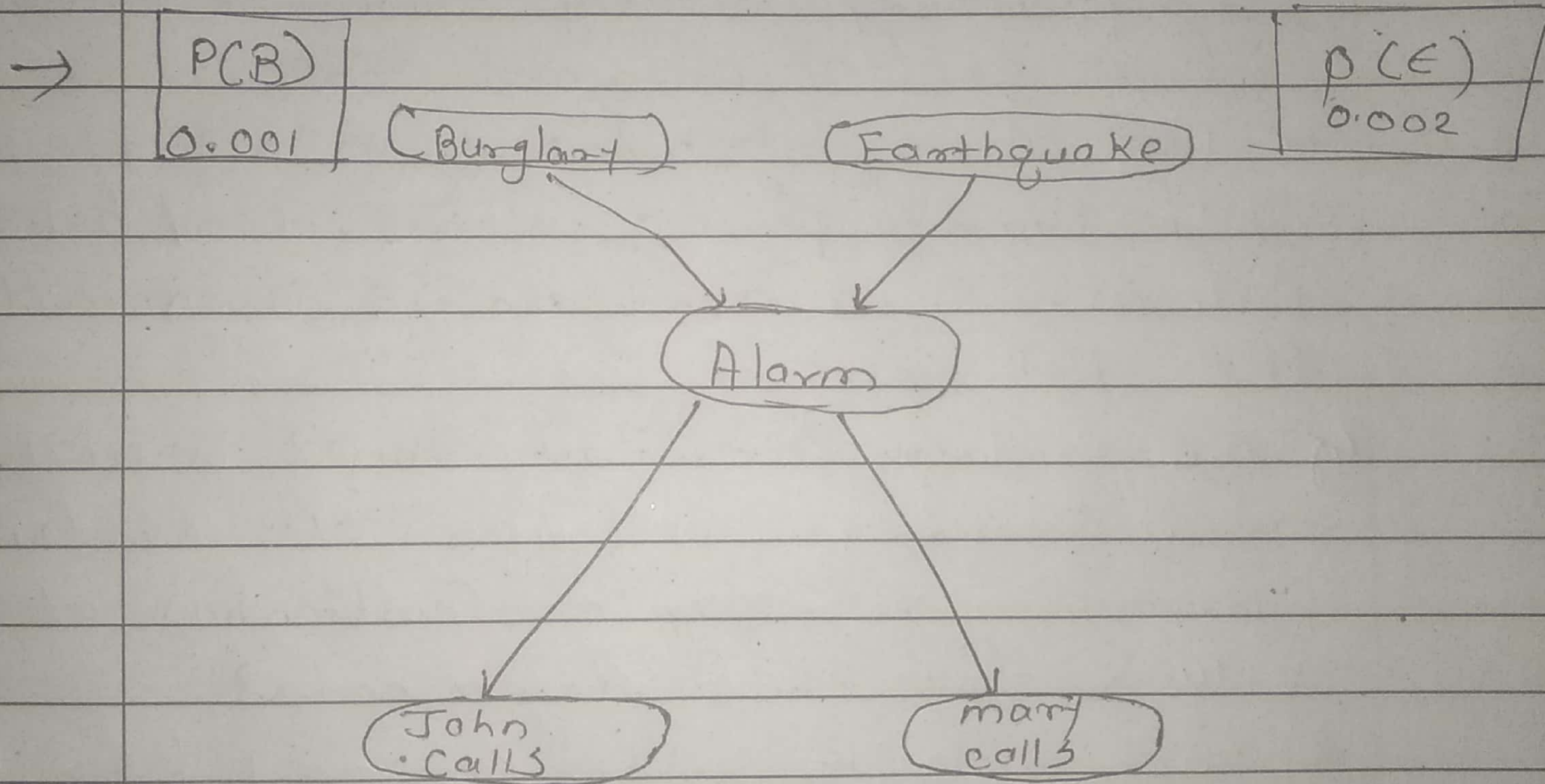
5) Effects are
Conjunctions

5) Conditional effects are
allowed.

6) Does not have
support for
types

6) Support for types
for eg:- The
Variable 'P: person

Q.4) You have two neighbors J and M, who have promised to call you at work when they hear the alarm. J always calls when he hears the alarm, but sometimes confused telephone ringing with alarm & call then too. M likes loud music & sometimes misses the alarm together. Draw a Bayesian network for this domain with suitable probability table.



A	$P(J A)$
T	0.09
F	0.05

A	$P(M A)$
T	0.70
F	0.01

- 1) Burglary & earthquake affect the probability of the alarm going off.
- whether John & Mary call depend only on alarm
- 2) Mary listening to loud music & John confusing phone ringing to sound of alarm can be read from network only implicitly of uncertainty associated to calling at work.
- 3) The probability actually summarize potentially infinite sets of circumstances
- The alarm might fail to go off due to high humidity power failure, dead battery cut wires, a dead mouse stuck inside the bell, etc.
- 4) The conditional probability tables in n/w gives probability for values of random variables depending on combination of values for the parent nodes
- 5) Each row must be sum to 1 because entries represent exclusive set of cases for variable
- 6) All variable are Boolean
- 7) In general, a table for a Boolean variable with K parents contains 2^K independently specific probabilities

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

9) A generic entry in joint distribution is probability of a conjunction of particular assignment to each variable $P(X_1 = x_1 \wedge \dots \wedge X_n = x_n)$ abbreviated as $P(X_1, \dots, X_n)$

10) The value of this entry is $P(X_1, \dots, X_n) = \prod_{i=1}^n P(X_i | \text{Parents}(X_i))$, where $\text{Parents}(X_i)$ denotes the specific value of the variables $\text{Parents}(X_i)$

— $P(j \wedge m \wedge a \wedge b \wedge u \wedge e)$

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

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

$= 0.000628$

11) Bayesian Network

