

# LKR – SD206 (Logic and Knowledge Representation)

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### Eléments de corrigé

Q1. Write a Prolog program second (List1, List2) that keeps every second element of List1 in List2. For instance, second ([a,b,c,d,e], L). should instantiate L to [a,c,e]. Then indicate what one would get by calling second (L, [a,c,e]).

```
second([], []).
second([X], [X]).
second([X, _ | R], [X | R1]):-
second(R, R1).

?- second(L, [a,c,e]).
L = [a, 4818, c, 4830, e].
```

- Q2. Consider the following statements:
  - 1. Every child loves every candy.
  - 2. Anyone who loves some candy cannot be a nutrition fanatic.
  - 3. Anyone who eats all pumpkins is a nutrition fanatic.

Translate them into first-order logic language. Then present the formulas in prenex form. Then transform them into skolemized form. Then present the result in conjunctive normal form.

- 1.  $(\forall i) (\forall c) ((\text{child}(i) \land \text{candy}(c)) \supset \text{loves}(i, c))$
- 2.  $(\forall i)$  (  $((\exists c) (\text{candy}(c) \land \text{loves}(i, c))) \supset \neg \text{nfan}(i)$ )
- 3.  $(\forall i)$  (  $((\forall p) (pumpkin(p) \supset eat(i, p))) \supset nfan(i)$ )
- 1.  $(\forall i) (\forall c) ((\text{child}(i) \land \text{candy}(c)) \supset \text{loves}(i, c))$
- 2.  $\forall i$ ) ( $\forall c$ ) ((candy(c)  $\land$  loves(i, c))  $\supset \neg$ nfan(i))
- 3.  $(\forall i) (\exists p) ( (pumpkin(p) \supset eat(i, p)) \supset nfan(i) )$
- 1.  $((\text{child}(i) \land \text{candy}(c)) \supset \text{loves}(i, c))$
- 2.  $((\operatorname{candy}(c) \land \operatorname{loves}(i, c)) \supset \neg \operatorname{nfan}(i))$
- 3. (  $(pumpkin(p(i)) \supset eat(i, p(i))) \supset nfan(i)$  )

```
1. < [\neg child(i), \neg candy(c), loves(i, c)] >
```

- 2.  $< [\neg \operatorname{candy}(c), \neg \operatorname{loves}(i, c)), \neg \operatorname{nfan}(i) ] >$
- 3. < [pumpkin(p(i)), nfan(i)], [ $\neg$ eat(i, p(i))), nfan(i)] >

#### Q3. Use the resolution method to prove that:

```
\{(\forall x) (P(x) \lor Q(x)), (\exists x) \neg P(x)\} \vdash (\exists x) Q(x).
```

**Hypotheses:**  $[(\forall x) (P(x) \lor Q(x))]$ 

 $[(\exists x) \neg P(x)]$ 

**Negated conclusion:**  $[\neg(\exists x) Q(x)]$ **Skolemization:** [P(x), Q(x)]

> $[\neg P(a)]$  $[\neg Q(a))]$

Two resolutions: []

Q4. Consider the small DCG grammar:

```
aff --> np, vp.
np --> [they]; [she].
np --> det, n.
vp --> v, np.
v --> [like].
det --> [the].
n --> [cake].
```

This grammar recognizes affirmative sentences such as "they like the cake".

Write a DCG program that recognizes interrogative sentences in English.

It should recognize sentences like (we only consider 3rd person):

"do they like the cake", "are they crazy", and even the incorrect sentence "is they crazy", but not "do they crazy".

adj --> [crazy].

Then propose a way to discard "is they crazy".

% First solution with no number feature

aux1(sing) --> [does]. aux1(plur) --> [do]. int --> aux1, np, vp. int --> aux2, np, adj. aux2(sing) --> [is]. aux1 --> [do]; [does]. **aux2(plur) --> [are].** aux2 --> [are]; [is]. np(sing) --> [she]. np --> [they]; [she]. np(plur) --> [they]. np --> det, n. np(\_) --> det, n. vp --> v, np. vp --> v, np( ). v --> [like]. v --> [like]. det --> [the]. det --> [the]. n --> [cake]. n --> [cake].

```
int --> aux1(Number), np(Number), vp.
int --> aux2(Number), np(Number), adj.
```

adj --> [crazy].

Q5. Find the least general generalization (lgg) of these rules:

1. 
$$c(lisa) := a(lisa, X), b(X)$$
.

2. 
$$c(clara) := a(clara, X), d(X), e(X)$$
.

based on the background knowledge:

$$f(X) :- b(X)$$
.

$$f(X) :- e(X)$$
.

$$d(X) := not(g(X)).$$

$$g(X) :- b(X)$$
.

$$h(X,Y) :- a(X,Y)$$
.

$$h(X,Y) := i(X,Y)$$
.

#### The lgg of 1. and 2. is:

$$c(Y) := a(Y,X), f(X).$$

Q6. In a game in which only numbers under 20 are considered, which number sequence is the simplest, and why?

- 1. can be described as "odd numbers greater than 5", or "odd numbers but 1 and 3".
- 2. can be described as "odd numbers but 11".
- 3. can be described as "odd numbers except 9, 11, 13, 15".

The corresponding algorithms only differ by the constants involved.

We may consider that 1 and 3 together are simpler than 11 (1+2 bits instead of 4).

So 1. is simpler than 2., which is obviously simpler than 3 (even if 3. is shorter).

(Note: this hierarchy may vary if one is able to find shorter description than those).