## מבוא לבינה מלאכותית ־ תרגיל תיאורתי 2

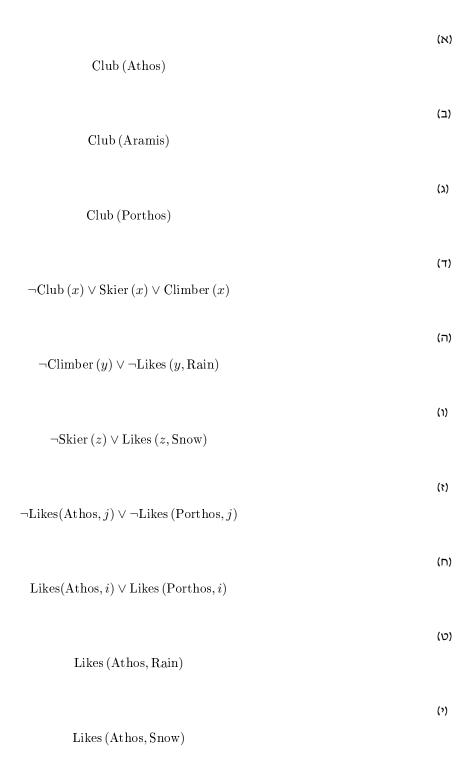
7312259013, עמית בסקין 311604938 רון יצחק 6 ביוני 2020

## חלק I Resolution

1. נתחיל בלהעביר את הנתונים לפסוקים לוגים:

```
 \text{Club (Athos)}, \ \text{Club (Aramis)}, \ \text{Club (Porthos)} 
 \forall x \left( \text{Club } (x) \Rightarrow \text{Skier } (x) \lor \text{Climber } (x) \right) 
 \forall y \left( \text{Climber } (y) \Rightarrow \neg \text{Likes } (y, \text{Rain}) \right) 
 \forall z \left( \text{Skier } (z) \Rightarrow \text{Likes } (z, \text{Snow}) \right) 
 \forall j \left( \text{Likes (Athos}, j) \Rightarrow \neg \text{Likes (Porthos}, j) \right) 
 \forall i \left( \neg \text{Likes (Athos}, i) \Rightarrow \text{Likes (Porthos}, i) \right) 
 \text{Likes (Athos, Rain)} 
 \text{Likes (Athos, Snow)} 
 \text{Cucy conditions of the problem of the proble
```





```
(יא)
```

 $\neg \text{Club}(w) \lor \neg \text{Climber}(w) \lor \text{Skier}(w)$ 

נשים לב ש־Porthos יביא לסתירה בצורה הבאה:

 $(c),(d),(k) \rightarrow$ 

Club (Porthos)

 $\neg \text{Club}(Porthos) \lor \text{Skier}(Porthos) \lor \text{Climber}(Porthos)$ 

 $\neg \underline{\text{Club}}\left(\underline{\text{Porthos}}\right) \vee \neg\underline{\text{Climber}}\left(\underline{\text{Porthos}}\right) \vee \underline{\text{Skier}}\left(\underline{\text{Porthos}}\right)$ 

לכן נקבל ש־

Skier (Porthos)

בנוסף, נתבונן ב־

 $(g),(j) \rightarrow$ 

 $\neg Likes(Athos, Snow) \lor \neg Likes(Porthos, Snow)$ 

Likes (Athos, Snow)

:לכן

¬Likes (Porthos, Snow)

:(f) כעת נחבר את זה עם

¬Likes (Porthos, Snow)

 $\neg$ Skier (Porthos)  $\lor$  Likes (Porthos, Snow)

ונקבל:

¬Skier (Porthos)

אבל נשים לב כעת שקיבלנו סתירה, שכן (לפי טאוטולוגיה):

 $\neg$ Skier (Porthos)  $\land$  Skier (Porthos)

{}

ולכן הטענה המקורית נכונה. השתמשנו ב־Linear Resoultion לאורך כל הדרך.

(א) .2

"Horses are animals"

$$\forall x \, (\operatorname{Horse}(x) \Rightarrow \operatorname{Animal}(x))$$

$$\neg \text{Horse}(x) \lor \text{Animal}(x)$$

"The head of a horse is the head of an animal"

$$\forall y, z \text{ (Horse } (y) \land \text{HeadOf } (z, y) \Rightarrow \text{Animal } (y) \land \text{HeadOf } (z, y))$$

(ロ)

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

Conclusion: 
$$\neg \text{Horse}(y) \vee \neg \text{HeadOf}(z, y) \vee (\text{Animal}(y) \wedge \text{HeadOf}(z, y))$$

$$(\neg \operatorname{Horse}(y) \vee \neg \operatorname{HeadOf}(z,y) \vee \operatorname{HeadOf}(z,y)) \wedge (\neg \operatorname{Horse}(y) \vee \neg \operatorname{HeadOf}(z,y) \vee \operatorname{Animal}(y))$$

$$(\neg \operatorname{Horse}\left(y\right) \vee \neg \operatorname{HeadOf}\left(z,y\right) \vee \operatorname{HeadOf}\left(z,y\right)) \wedge (\neg \operatorname{Horse}\left(y\right) \vee \neg \operatorname{HeadOf}\left(z,y\right) \vee \operatorname{Animal}\left(y\right))$$

 $\neg \operatorname{Horse}(y) \vee \neg \operatorname{HeadOf}(z, y) \vee \operatorname{Animal}(y)$ 

שוללים את ההנחה:

$$\neg [\neg \text{Horse}(y) \lor \neg \text{HeadOf}(z, y) \lor \text{Animal}(y)]$$

Horse 
$$(y) \wedge \text{HeadOf}(z, y) \wedge \neg \text{Animal}(y)$$

(x)

$$\operatorname{Horse}(y) \wedge \operatorname{HeadOf}(z,y) \wedge \neg \operatorname{Animal}(y) \wedge (\neg \operatorname{Horse}(y) \vee \operatorname{Animal}(y))$$

Horse 
$$(y) \land \text{HeadOf}(z, y) \land \neg \text{Animal}(y) \land (\neg \text{Horse}(y) \lor \text{Animal}(y))$$

$$\operatorname{Horse}(y) \wedge \operatorname{HeadOf}(z,y) \wedge \neg \operatorname{Animal}(y) \wedge \operatorname{Animal}(y)$$

{}

קיבלנו סתירה כנדרש.

## חלק II Planning

```
Variables:
n block variables
for i from 1 to n:
    at-Block-i at {table, crane, on Block-j}
Operators:
pick(Block-i)
    pre: at-Block-i at table
         for all Block-j:
           not at-Block-j(crane)
    eff: at-Block-i(crane)
drop(Block-i)
    pre: at-Block-i(crane)
    eff: at-Block-i(table)
stack(Block-i, Block-j)
    pre: at-Block-i(crane)
         for all Block-k:
            not at-Block-k(on Block-j)
    eff: at-Block-i(on Block-j)
unstack (Block-i, Block-j)
    pre: at-Block-i(on Block-j)
         for all Block-k:
           not at-Block-k(crane)
         for all Block-k:
           not at-Block-k(on Block-i)
    eff: at-Block-i(Crane)
Init:
for i from 1 to n-1:
    at-Block-i(on Block-(i+1))
at-Block-n(table)
Goal:
for i from 1 to n-3:
    at-Block-i(on Block-(i+1))
at-Block-(n-2) (on Block-n)
at-Block-n(on Block-(n-1))
at-Block-(n-1) (table)
```