

$$\Rightarrow ((A \vee P) \wedge (B \vee \neg P)) \supset A \vee B$$

$$(A \vee P) \wedge (B \vee \neg P) \Rightarrow A \vee B$$

↓

$$A \vee P, B \vee \neg P \Rightarrow A \vee B$$

↓

$$A \vee P, B \vee \neg P \Rightarrow A, B$$



$$\textcircled{A}, B \vee \neg P \Rightarrow \textcircled{A}, B$$

Contradiction

$$P, B \vee \neg P \Rightarrow A, B$$

↓

$$P, \textcircled{B} \Rightarrow A, \textcircled{B}$$

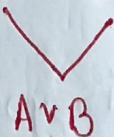
Contradiction

$$\boxed{P, \neg P} \Rightarrow A, B$$

Contradiction

$$A \vee P$$

$$B \vee \neg P$$



resolution

$$A \vee B$$

DNF (Disjunctive Normal form)

$$\Rightarrow (p \vee q) \vee (\neg p \wedge \neg q)$$

$$\{(p \wedge q) \vee \neg p\} \wedge \{(p \vee q) \vee \neg q\}$$

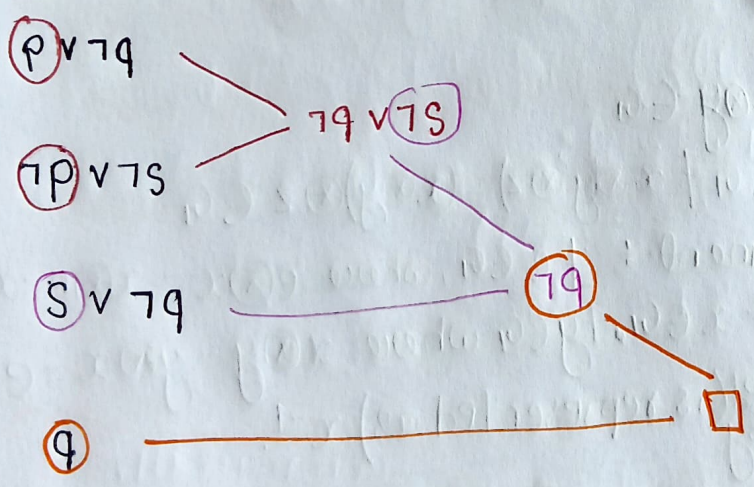
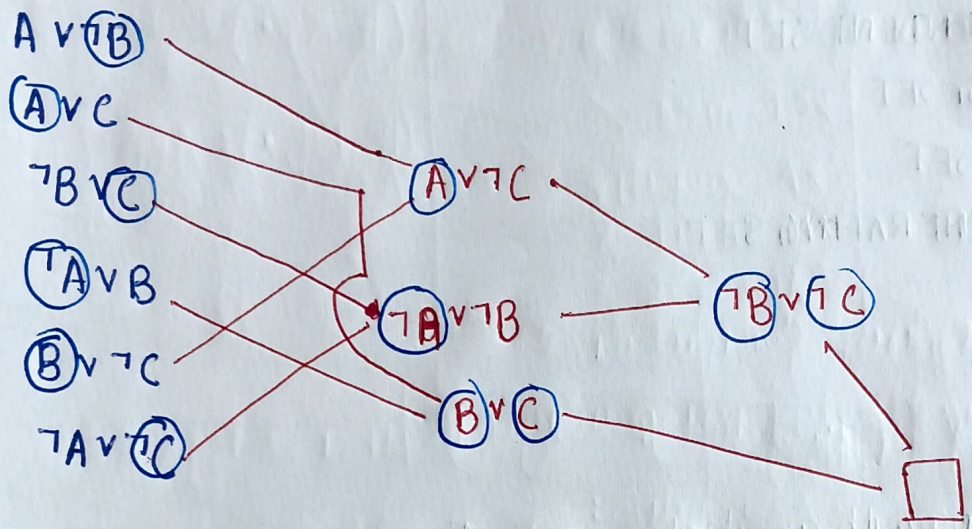
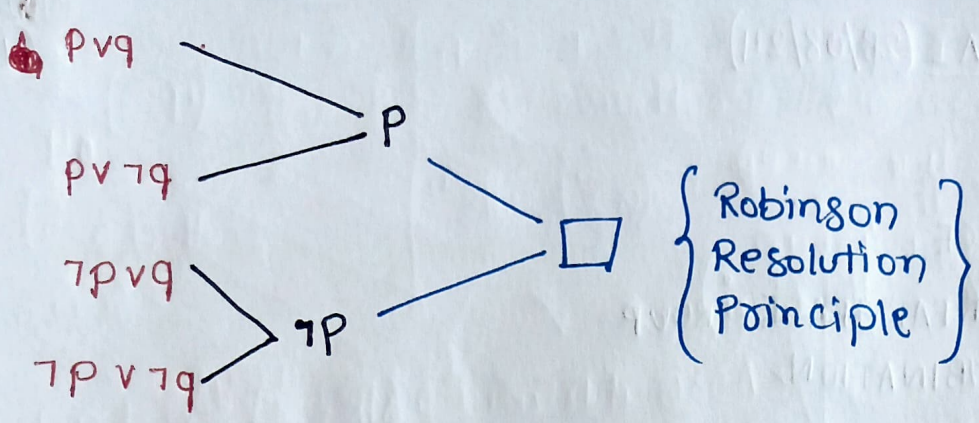
$$\{(p \vee \neg p) \wedge (q \vee \neg p)\} \wedge \{(p \vee \neg q) \wedge (q \vee \neg q)\}$$

T

$$(q \vee \neg p) \wedge (p \vee \neg q)$$

T

CNF (Conjunctive Normal Form)



Lecture - II: MFAI (28/08/24)

(12)

- GROUP
- VECTOR SPACE
- GENERAL LINEAR SPACE GROUP
- LINEAR COMBINATION
- LINEAR INDEPENDENT SET
- —//— DEPENDENT SET
- GENERATING SET
- SPAN OF A SET
- MINIMAL GENERATING SET
- BASIS
- RANK

• Group

→ A set ' G ' along with an algebraic operation $*$ is called a group $(G, *)$ if

1. Closure $\forall x, y \in G \rightarrow x * y \in G$

2. Associative $\forall x, y, z \in G \rightarrow x * (y * z) = (x * y) * z \in G$

3. Neutral (Identity) Element: $\exists e \in G$, where $e * x = x * e = x \in G$

4. Inverse Element: $\forall x \in G, \exists y \in G$ where $x * y = y * x = e \in G$
then y is denoted (is represented as) x^{-1} .

In addition if $\forall x, y \in G, x * y = y * x$ then the $(G, *)$ is called commutative \rightarrow Abelian Group

Example

$(\mathbb{Z}, +)$: Abelian Group

$(\mathbb{Z}, -)$: Not a group

$$\left\{ \begin{array}{l} 4, 3, 5 \\ (4-3)-5 \\ 4-(3-5) = -4 \\ 4-(-2) = 6 \\ 4-(3-5) = 6 \end{array} \right\}$$

$(\mathbb{N}, +)$: Not a group

- Closure ✓
- Associative X
- Neutral X
- Inverse X

$(\mathbb{R}, +)$: Abelian Group

- Closure ✓
- Associative ✓
- Neutral X
- Inverse X
- Commutative ✓

$(\mathbb{R}, -)$: Not a group

(\mathbb{R}, \cdot) : Not a group

$(\mathbb{R}-\{0\}, \cdot)$: Abelian Group

Vector space

Let $\vec{x} \in \mathbb{R}^n$

Let $V = (\mathbb{R}^n, +)$

then V is a group

1. Closure: $\vec{x}, \vec{y} \in \mathbb{R}^n$ then $\vec{x} + \vec{y} \in \mathbb{R}^n$

2. Associative: $\vec{x}, \vec{y}, \vec{z} \in \mathbb{R}^n$ then $(\vec{x} + \vec{y}) + \vec{z} = \vec{x} + (\vec{y} + \vec{z}) \in \mathbb{R}^n$

3. Neutral: $\vec{0} \in \mathbb{R}^n$, $\vec{0} + \vec{x} = \vec{x} + \vec{0} = \vec{x} \in \mathbb{R}^n$

4. Inverse: $\vec{x} \in \mathbb{R}^n$, $\vec{y} = (-1)\vec{x} = -\vec{x}$

where

$$\vec{x} + \vec{y} = \vec{y} + \vec{x} = \vec{0}$$

In addition,

$$\forall \vec{x}, \vec{y} \in \mathbb{R}^n, \vec{x} + \vec{y} = \vec{y} + \vec{x}$$

Hence vector space $V = (\mathbb{R}^n, +)$ is a Abelian Group.

Commutative

In addition, if \cdot represents the multiplication of a scalar with a vector then

(44)

$$\forall \vec{x} \in \mathbb{R}^n, \alpha \cdot \vec{x} = (\alpha \vec{x}) \in \mathbb{R}^n$$

Hence, $V = (\mathbb{R}^n, +, \cdot)$

scalar with a vector
vector with a vector

General linear group

Let $A \in \mathbb{R}^{n \times n}$

Lecture 11 (Part-B) : MFAI *important*

Prolog programming

ADD(X, 0, X)

ADD(X, S(Y), S(Z)) ~~ADD~~ ADD(X, Y, Z)

$\therefore \text{ADD}(U, V, \underbrace{S(S(S(0)))}_3)$

Find variable U, V

such that $U + V = S(S(S(0)))$

$0 \rightarrow 0$

$S(0) \rightarrow 1$

$S(S(0)) \rightarrow 2$

1. $\text{ADD}(X, 0, X) \wedge$
 2. $\text{ADD}(X, Y, Z) \supset \text{ADD}(X, S(Y), S(Z)) \wedge$
 3. $\neg \text{ADD}(U, V, S(S(S(0))))$
- $\left. \vphantom{\begin{matrix} 1 \\ 2 \\ 3 \end{matrix}} \right\} \forall x \forall y \forall z$

$$\equiv \{ \text{ADD}(X, 0, X) \wedge \{ \neg \text{ADD}(X, Y, Z) \vee \text{ADD}(X, S(Y), S(Z)) \} \wedge \neg \text{ADD}(U, V, S(S(S(0)))) \}$$

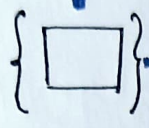
$$ADD(x, 0, x)$$

$$\neg ADD(x, y, z) \vee ADD(x, S(y), S(z))$$

Unification

$$y \rightarrow 0$$

$$x \rightarrow S(S(0))$$



$$U$$

$$\downarrow$$

$$x$$

$$S(S(0)) = 2$$

$$V$$

$$\downarrow$$

$$S(y)$$

$$S(0) = 1$$

Unification Technique

$$\neg ADD(U, V, S(S(S(0))))$$

$$U \rightarrow x$$

$$V \rightarrow S(y)$$

$$Z \rightarrow S(S(0))$$

$$\neg ADD(x, y, z)$$

$$S(S(0))$$

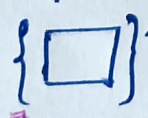
Unification:

- A variable can be constant $\{x \rightarrow c\}$
 - A variable can be another variable $\{x \rightarrow y\}$
 - A variable can be a function $\{x \rightarrow f(\dots, y)\}$
and 'f' should not contain 'x'
- {Refutation is computation}

$$ADD(x, 0, x)$$

$$\neg ADD(x, y, z) \vee ADD(x, S(y), S(z))$$

$$\neg ADD(U, V, S(S(S(0))))$$



$$U \rightarrow x$$

$$y \rightarrow 0$$

$$x \rightarrow S(S(S(0)))$$

$$U \rightarrow x \rightarrow S(S(S(0))) = 3$$

$$V \rightarrow 0 = 0$$

• A function will unify with a same function
 $f(y) \rightarrow f(z)$

✓ Doubt: Why not perform further?