

程序代写代做 CS编程辅导



School of Computer Science and Engineering

COMP441



Engineering

Knowledge Representation and Reasoning

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COMP4418: Knowledge Representation and Reasoning

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Lecturers:

- Haris Aziz (K17-L3; Haris.Aziz@cse.unsw.edu.au)
- Maurice Pagnucco (J17-501B; maurice.pagnucco@cse.unsw.edu.au)
- Abdallah Saffidine (Lecturer-in-Charge, K17-501B; abdallahs@cse.unsw.edu.au)



Aim: Introduce

- Techniques used in KR to represent knowledge
- Associated methods of automated reasoning

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Units of Credit: 6

Prerequisites: COMP3411 plus 6 Units of Credit in COMP3##

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COMP4418: Knowledge Representation and Reasoning

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Marking: 3 assignments of equal value (15%) and final exam work 55%.

No project but some programming

Text: References provided in class

Format:



- Lectures:
 - Tuesdays 4-6pm, Online
 - Thursdays 4-6pm, Online
 - Lectures posted online before class. Part of class time used for interactive sessions.
- Consultations: as required

Course Structure:

- 3 weeks: Introduction to KRR.
- 3 weeks: Resource allocation, social choice, and cooperative game theory.
- 3 weeks: Non-monotonic reasoning, reasoning about action.
- Note Week 6 is Flexibility Week and there will be no lectures held that week.

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Topics for KRR Part 1: Introduction:

- Introduction to KRR

- First-order logic

- Expressing knowledge

- Full Clausal logic

- Horn Clause logic

- Procedural representation

- Nonmonotonic reasoning and defaults



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Topics for KRR Part 2: Algorithmic Decision Theory

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- Multi-agent Resource Allocation problems; efficiency concepts; fairness concepts; representation issues; mechanisms; allocation under endowments; allocation under priorities; allocation of divisible items
- Social Choice Theory: voting rule; impossibility results; axiomatic approach; tournament solutions; domain restrictions; randomization
- Cooperative Game Theory: solution concepts; stability; core; Shapley value, computational of payoffs, computational issues

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Topics for KRR Part 3: Non-monotonic reasoning, reasoning about actions

- Introduction to Answer Set Programming
- Solving problems with Answer Set Programming
- Reasoning about Actions



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