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	Rajbaug, Lom-Ratbhor, Fans
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	Class - TY-AIA-1
	Roll no- 2213191
17/29/2	
	FAI Assignment - 3
	1
9.4.	What is KR breif with example.
\rightarrow	- knowledge representation in AI describes the
	representation of knowledge. Basically it is
	the study of how the beliefs, intentions of
	judgements of an intelligent agent can be
	expressed suitably for automated reasoning.
	expressed surfacility to a classification of the surfacility.
	- One of the prignary purpose of knowledge
	- One of the priamary purpose of knowledge representation includes modeling intelligent
	be havior for an agent.
	- knowledge representation & resonning
	represents information from the real world
	for a computer to understand & then
	utilize this knowledge to solve complexe
	real life problems like communicating
	with bumans boings in parturas language
	- knowledge representation & resonning represents information from the real world for a computer to understand & then utilize this knowledge to solve complexe real life problems like communicating with humans beings in natural language.
	- Kranala
	- Example.
1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	a) hepresenting knowledge about the meather
	a) Representing knowledge about the weather using propositional logic.

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How can you define knowledge representation
of it's Kinds.
1) Knowledge representation in AI describes the representation of Knowledge. 2) It is the study of how the beliefs intentions & judgements of an activitical intelligent agent can be expressed Suitably for automated reasoning 3) It's purpose include modelling. intelligent behavior of an agent. 4) It represents info from real world for a computer to understand & then utilize this to solve complex real liee problems 5) It allows machine to learn from that Knowledge & behave like human being 6) Kinds of Knowledge: a) Declarative: Includes concepts. -facts, and objects and are expressed in a declarative sentence. b) Structural Knowledge: Basic problem Knowledge that describes

c) meta knowledge about other types of knowledge!

Knowledge in the field or subject.

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6) Kindie) of Knowledge ancludes concepts.

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1.8.	oiscuss & list out types of kno	wiedge
-	Types of Knowledge are:	N -
	1) Declarative Knowledge 2) Stanctural Knowledge 3) procedural Knowledge 4) Meta Knowledge	
	1) Declarative: Is about Knowning	r what
	It deals with facts, concepts & principles. It's the knowledge information & ideal without knowing how to apply them.	2_01
	2) Structural: It is basic proble knowledge that describes the to blue concepts & objects.	m solving elationship
	3) Procedural: This type of kno focuses cm. Knowing how to a Something. It involves the is process of techniques require perform a specific fask.	

expert knowledge in the field or subject.

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9.41	What are the componends of cycle of KR?
\Rightarrow	Total Hillion mesols of those promise all is
March 1980	1. Acquisition - This stage, where system gathers
	information from external sources
	a distribution of a replain building of
	2. Representation- Once knowledge is acquired it
	needs to be structured & represented in a
	form that the intelligent system can under-
	stand & manipulate. It solling
1	3. Reasoning - In this phase, the intelligent system
OA	3. Reasoning - In this phase, the intelligent system uses the represented knowledge to draw
	inference, make decision, or solve problems.
	Luado adliberta in formation about
	4. Storage - The system needs a mechanism to
216	store the acquired & represented knowledge
	o efficiency. Has franciso of privous
	e datep paid durp noitistas epande
	5. Retrieval - 124 involves accessing the stored
	knowledge when needed.
1/	ro Modria, listop trattor, Jorney Jorney
	6. Update & Maintenance-knowledge is not steetic
	and the intelligent system should be
	able to updeute its knowledge bose to
	and the intelligent system should be able to upcleite its knowledge bose to accommodate new information in environment.
	erroll of more all-only Alman since se
	H. Communication - Intelligent system often need
	H. Communication - Intelligent system often need to conmunicate with other system or entities.

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9.57	Explain in brief about the munpus world.
	. The Wumpus World is a classic cirtificial
c ⁱ !	intelligence (AI) problem used for testing
	intelligent agents and reasoning systems.
	· Introduced in 1969 by Peter Hart, Mila
17.1	Milson, & Bertram Raphael, the Wumpus
30	World is a simple arid-based environment
1016	World is a simple grid-based environment inhabited by a mythical creatured
	called the Wumpus
	Carred The warming.
noter:	· Key elements of the Wumpus World ->
101	7. Grid Environment-Represented as a two-
Sur ha	dimensional grid.
	2. Percept - Receives information about
. F	grirrounding through perceptual feedback.
,41001	surrounding through perceptual feedback. y. Agent Action - Can perform action such as
	maving to adjacent cell, turning to
	moving to adjacent cell, turning to change orientation, grabbing gold etc.
10 .11	4. Objectives - the main objective is for
	the agent to navigate the world,
	avoid hazard, collect gold, safely exit
.,', ,,	to the world and is a specific a shalful is
	5. Hazard - The wumpus is a dangerous
7	creature that can kill the agent if
Lann	a representered! Burchi ausa station more
	a Game Bexult Rules - The game is turn-boxed
Allen 1	and agent make decision on their current
	reperception rather office atoriculation