Q2 (b).

— As the initial stage $\alpha = -\infty$ & $\beta = \infty$
& Condition is
$$\boxed{\beta \leq \alpha}$$

— So the Root $\boxed{\text{node } A = 10}$ & the its
the alpha cut

→ The path is. $\boxed{A \to B \to C \to D \to E}$

[Q2] (C)

→ Cut Predicate.

- It removes all the alternatives & then forbid the values otherwise, it could be binding. ✓

- The Symbol for cut predicate is "!".

- eg.,

$a(x) :- b(x), !, c(x).$
$a(x) :- d(x).$
$b(1).$
$b(4).$
$c(1).$
$c(3)$
$d(4).$

→ Fail Predicate.

- The whole Statement is going to be false. It will force the backtracking in an attempt to Unify another clas.

eg, $a(d) :- b(x), c(x), fail.$
$a(x) :- d(a).$
$b(1).$
$b(4).$
$c(1).$
$c(3).$
$d(4).$

— Not Predicate.

— The negative predicate in prolog is it & therefor it. return True.

— It is the negation Predicate. Symbol is $\&<>$. in Prolog.

— eg,

~~a(a) & a(~~

$a(x) :- (x <> 3),$ ~~print~~ write (x)

Q3 a).

① For every mall, there is Some Santa who is at mall.

~~∀x, ∀y for, ∃y~~

$\forall x, \exists y :- mall(x,y) \rightarrow Santa(y).$

② Every Child who visits anywhere talks with every Santa who is at the place visited.

∀z

$\forall x, \exists y (Child(x) \rightarrow Visit(y) \land Santa(z) \rightarrow place(y))$

③ Every child who is a child visit Some mall

$\forall x, \exists y :- ~~visit(x,y)~~ Child(x) \rightarrow mall(x,y).$

④ Every Child who is good or who talks with Some Santa get Some toy.

$\forall x, \exists y \otimes \exists z :- (Good(x) \lor talks(y)) \rightarrow gets(z)$