

$\neg P \vee Q$ $\neg Q \vee P$

1.

P	Q	$P \Rightarrow Q$	$\neg Q \Rightarrow \neg P$
false	false	true	true
false	true	true	true
true	false	false	false
true	true	true	true

$$P \Rightarrow Q = \neg P \vee Q$$

$$\neg Q \Rightarrow \neg P = Q \vee \neg P = \neg P \vee Q$$

$$\therefore P \Rightarrow Q = \neg Q \Rightarrow \neg P$$

Thus, $P \Rightarrow Q$ and $\neg Q \Rightarrow \neg P$ are equivalent.

P	Q	$P \Leftrightarrow \neg Q$	$((P \wedge \neg Q) \vee (\neg P \wedge Q))$
false	false	false	false
false	true	true	true
true	false	true	true
true	true	false	false

$$P \Leftrightarrow \neg Q = (P \Rightarrow \neg Q) \wedge (\neg Q \Rightarrow P)$$

$$= (\neg P \vee \neg Q) \wedge (Q \vee P)$$

Thus, $P \Leftrightarrow \neg Q$ and $((P \wedge \neg Q) \vee (\neg P \wedge Q))$ are equivalent.

2.

Smoke $\vee \neg$ Fire

Smoke	Fire	$(\text{Smoke} \Rightarrow \text{Fire}) \Rightarrow (\neg \text{Smoke} \Rightarrow \neg \text{Fire})$
false	false	true
false	true	false
true	false	true
true	true	true

Thus, $(\text{Smoke} \Rightarrow \text{Fire}) \Rightarrow (\neg \text{Smoke} \Rightarrow \neg \text{Fire})$ is satisfiable.

Smoke	Fire	Heat	$(\text{Smoke} \Rightarrow \text{Fire}) \Rightarrow ((\text{Smoke} \vee \text{Heat}) \Rightarrow \text{Fire})$	$\text{Smoke} \Rightarrow \text{Fire}$	$(\text{Smoke} \vee \text{Heat}) \Rightarrow \text{Fire}$
false	false	false	true	true	true
false	false	true	false	true	false
false	true	false	true	true	true
false	true	true	true	true	true
true	false	false	true	false	false
true	false	true	true	false	false
true	true	false	true	true	true
true	true	true	true	true	true

Thus, $(\text{Smoke} \Rightarrow \text{Fire}) \Rightarrow ((\text{Smoke} \vee \text{Heat}) \Rightarrow \text{Fire})$ is satisfiable.

Smoke	Heat	Fire	$(\text{Smoke} \wedge \text{Heat}) \Rightarrow \text{Fire}$	$\text{Smoke} \Rightarrow \text{Fire}$	$\text{Heat} \Rightarrow \text{Fire}$	$((\text{Smoke} \wedge \text{Heat}) \Rightarrow \text{Fire}) \Leftrightarrow ((\text{Smoke} \Rightarrow \text{Fire}) \vee (\text{Heat} \Rightarrow \text{Fire}))$
false	false	false	true	true	true	true
false	false	true	true	true	true	true
false	true	false	true	true	false	true
false	true	true	true	true	true	true
true	false	false	true	false	true	true
true	false	true	true	true	true	true
true	true	false	false	false	false	true
true	true	true	true	true	true	true

Thus, $((\text{Smoke} \wedge \text{Heat}) \Rightarrow \text{Fire}) \Leftrightarrow ((\text{Smoke} \Rightarrow \text{Fire}) \vee (\text{Heat} \Rightarrow \text{Fire}))$ is valid

3. (a) KB: $\text{Mythical} \Rightarrow \text{Immortal}$
 (Knowledge base) $\neg \text{Mythical} \Rightarrow (\neg \text{Immortal} \wedge \text{Mammal})$
 $(\text{Immortal} \vee \text{Mammal}) \Rightarrow \text{Horned}$
 $\text{Horned} \Rightarrow \text{Magical}$

Mythical: the unicorn is mythical.
 Immortal: the unicorn is immortal.
 Mammal: the unicorn is mammal.
 Horned: the unicorn is horned.
 Magical: the unicorn is magical.

(b) Clauses of knowledge base (KB):

1. $\neg \text{Mythical} \vee \text{Immortal}$
2. $\text{Mythical} \vee \neg \text{Immortal}$
3. $\text{Mythical} \vee \text{Mammal}$
4. $\neg \text{Immortal} \vee \text{Horned}$
5. $\neg \text{Mammal} \vee \text{Horned}$
6. $\neg \text{Horned} \vee \text{Magical}$

$$\begin{aligned}
 & \neg \text{Mythical} \Rightarrow (\neg \text{Immortal} \wedge \text{Mammal}) \\
 &= \neg \text{Mythical} \vee (\neg \text{Immortal} \wedge \text{Mammal}) \\
 &= (\neg \text{Mythical} \vee \neg \text{Immortal}) \wedge (\neg \text{Mythical} \vee \text{Mammal}) \\
 & (\text{Immortal} \vee \text{Mammal}) \Rightarrow \text{Horned} \\
 &= \neg (\text{Immortal} \vee \text{Mammal}) \vee \text{Horned} \\
 &= (\neg \text{Immortal} \wedge \neg \text{Mammal}) \vee \text{Horned} \\
 &= (\neg \text{Immortal} \vee \text{Horned}) \wedge (\neg \text{Mammal} \vee \text{Horned})
 \end{aligned}$$

CNF of knowledge base:

$$(\neg \text{Mythical} \vee \text{Immortal}) \wedge (\text{Mythical} \vee \neg \text{Immortal}) \wedge (\text{Mythical} \vee \text{Mammal}) \wedge (\neg \text{Immortal} \vee \text{Horned}) \wedge (\neg \text{Mammal} \vee \text{Horned}) \wedge (\neg \text{Horned} \vee \text{Magical})$$

1^o clause of $\neg \alpha$: (α : Mythical)
(c) 7. \neg Mythical

Applying the resolution rule to the clauses, we get

8. \neg Immortal (from 2, 7)

9. Mammal (from 3, 7)

10. Horned (from 5, 9)

11. Magical (from 6, 10) \therefore There's no contradiction anywhere.

\therefore We cannot use the knowledge base to prove that the unicorn is mythical.

2^o clause of $\neg \beta$: (β : Magical)

12. \neg Magical

Applying the resolution rule to the clauses, we get

13. \neg Horned (from 6, 12)

14. \neg Mammal (from 5, 13)

15. \neg Immortal (from 4, 13)

16. \neg Mythical (from 1, 15)

17. Mythical (from 3, 14)

18. Empty clause (from 16, 17) \therefore $KB \models \beta$

Therefore, we can use the knowledge base to prove that the unicorn is magical.

3^o clause of $\neg \gamma$: (γ : Horned)

19. \neg Horned

Applying the resolution rule to the clauses, we get

20. \neg Mammal (from 5, 19)

21. \neg Immortal (from 4, 19)

22. \neg Mythical (from 1, 21)

23. Mythical (from 3, 20)

24. Empty clause (from 22, 23) \therefore $KB \models \gamma$

Therefore, we can use the knowledge base to prove that the unicorn is horned.

4. Figure 1:

Figure 1 is decomposable because the subcircuits feeding into an and-gate share no variables for all and-gates in Figure 1.

Figure 1 is not smooth because we can look at the second or-gate from left to right on the lower level; its left input contains variable c , but its right input contains variable c and d . Since this or-gate's input variables are not the same, Figure 1 is not smooth.

Figure 1 is not deterministic because a counterexample would be we assign $A = \text{true}$, $B = \text{false}$, $C = \text{true}$, $D = \text{false}$, and in this case both inputs for the or-gate at the root node would be high.

Figure 2 is decomposable because the subcircuits feeding into an and-gate share no variables for all and-gates in Figure 2.

Figure 2 is smooth because the subcircuits feeding into an or-gate contain the same variables for all or-gates in Figure 2.

Figure 2 is not deterministic because a counterexample would be the third or-gate from left to right on the lower level; both of this or-gate's inputs are $\neg A \wedge B$, if we set $A = \text{false}$ and $B = \text{true}$, then $(\neg A \wedge B)$ will evaluate to true, and this or-gate will have two high inputs.

5. (a)

A	B	$(\neg A \wedge B)$	$(\neg B \wedge A)$	$(\neg A \wedge B) \vee (\neg B \wedge A)$
false	false	false	false	false
false	true	true	false	true
true	false	false	true	true
true	true	false	false	false

✓
✓

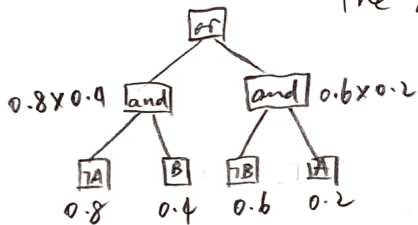
$$W(\neg A, B) = W(\neg A)W(B) = 0.8 \times 0.4 = 0.32$$

$$W(A, \neg B) = W(A)W(\neg B) = 0.2 \times 0.6 = 0.12$$

$$W(\neg A, B) + W(A, \neg B) = 0.32 + 0.12 = \underline{0.44}$$

(b). For the decomposable, deterministic and smooth NNF circuit in Figure 3, the count on the root is the same as the Weighted Model Count for the formula.

The count on the root is $0.8 \times 0.4 + 0.6 \times 0.2 = \underline{0.44} = W(\neg A, B) + W(A, \neg B) = 0.44$



$$\begin{aligned}
 (c) \quad & (W(\neg A, B) + W(\neg B, A)) \times (W(C, D) + W(\neg D, \neg C)) + (W(\neg A, \neg B) + W(B, A)) \times (W(C, \neg D) + W(D, \neg C)) \\
 &= (0.8 \times 0.4 + 0.6 \times 0.2) \times (0.6 \times 0.8 + 0.2 \times 0.4) + (0.8 \times 0.6 + 0.4 \times 0.2) \times (0.6 \times 0.2 + 0.8 \times 0.4) \\
 &= 0.44 \times 0.56 + 0.56 \times 0.44 \\
 &= \underline{0.4928}
 \end{aligned}$$