

بسمه تعالی



دانشکده مهندسی برق و کامپیوتر  
دانشگاه صنعتی اصفهان  
یادگیری ماشین - نیمسال اول ۱۴۰۴ - ۱۴۰۳  
تکلیف شماره ۳ - تحویل شنبه ۱۴۰۳/۱۱/۱

سپهر عبادی

۹۹۳۳۲۴۳

(۱)

$$a) P(A, B, B), P(x, y, z) \\ \{x \rightarrow A, y \rightarrow B, z \rightarrow B\}$$

$$b) Q(y, G(A, B)), Q(G(x, x), y)$$

در اینجا ابتدا باید  $y$  با  $G(x, x)$  یکسان سازی بشوند. سپس  $G(A, B)$  باید با  $y$  که خودش  $G(x, x)$  است یکسان شود که این ها میتوان نتیجه گرفت که :

$$A = x, B = x \rightarrow A \neq B \text{ تناقض}$$

پس چون به تناقض رسیدیم میتوان گفت یکسان ساز نداریم.

$$c) Older(Father(y), y), Older(Father(x), Amin) \\ \{Father(y) = Father(x), y = Amin \rightarrow Father(Amin) = Father(x) \rightarrow x = Amin\} \\ \{x \rightarrow Amin, y \rightarrow Amin\}$$

$$d) \text{Knows}(\text{Father}(y), y), \text{Knows}(x, x) \\ \{ \text{Father}(y) = x, y = x \rightarrow \text{Father}(x) = x \} \\ \{ x \rightarrow \text{Father}(x), y \rightarrow x \}$$

(۲)

مرحله اول :

الف) صابر یک مرد بود.

ب) صابر یک شکرستانی بود.

پ) همه شکرستانیها، قندستانی بودند.

ت) ظالم یک حاکم بود. (ظالم نام یک فرد است)

ث) همه قندستانیها به حاکم وفادار نبودند.

ج) هرکسی به کسی وفادار است.

د) مردم تلاش می کنند که حاکمانی که به آنها وفادار نیستند را زندانی کنند.

ذ) صابر تلاش کرد ظالم را زندانی کند.

$$\begin{aligned} & \text{Man}(\text{Saber}) \\ & \text{Shekarestani}(\text{Saber}) \\ & \forall x \text{Shekarestani}(x) \Rightarrow \text{Ghandestani}(x) \\ & \text{Hakem}(\text{Zalem}) \\ & \forall x [\text{Ghandestani}(x) \Rightarrow \neg \text{Vafadar}(x, \text{Hakem})] \\ & \forall x [\exists y \text{Vafadar}(x, y)] \\ & \forall x, y [\text{Mardom}(x) \wedge \text{Hakem}(y) \wedge \neg \text{Vafadar}(y, x) \Rightarrow \text{Talash}(x, \text{Zendani}(Y))] \\ & \text{Talash}(\text{Saber}, \text{Zendani}(\text{Zalem})) \end{aligned}$$

مرحله دوم :

$$\begin{aligned} & \text{Man}(\text{Saber}) \\ & \text{Shekarestani}(\text{Saber}) \\ & \forall x \text{Shekarestani}(x) \Rightarrow \text{Ghandestani}(x): \neg \text{Shekarestani}(x) \vee \text{Ghandestani}(x) \\ & \text{Hakem}(\text{Zalem}) \end{aligned}$$

$$\forall x [Ghandestani(x) \Rightarrow \neg Vafadar(x, Hakem)]: \neg Ghandestani(x) \vee \neg Vafadar(x, Hakem)$$

$\forall x [\exists y Vafadar(x, y)]:$  تابع اسکولم

$$Vafadar(x, F(x))$$

$$\forall x, y [Mardom(x) \wedge Hakem(y) \wedge \neg Vafadar(y, x) \Rightarrow Talash(x, Zendani(Y))]: \neg (Mardom(x) \wedge Hakem(y) \wedge \neg Vafadar(y, x)) \vee Talash(x, Zendani(Y)):$$

$$(\neg Mardom(x) \vee \neg Hakem(y) \vee Vafadar(y, x)) \vee Talash(x, Zendani(Y))$$

$$Talash(Saber, Zendani(Zalem))$$

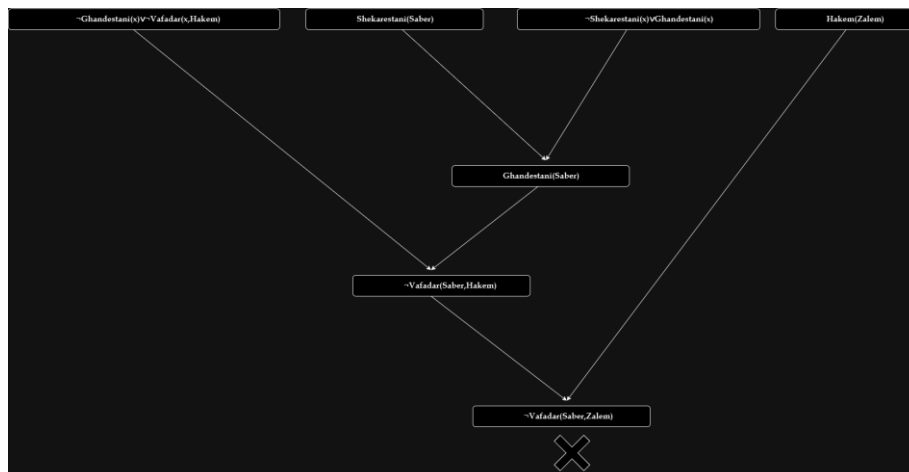
(۳)

- 1)  $Man(Saber)$
  - 2)  $Shekarestani(Saber)$
  - 3)  $\neg Shekarestani(x) \vee Ghandestani(x)$
  - 4)  $Hakem(Zalem)$
  - 5)  $\neg Ghandestani(x) \vee \neg Vafadar(x, Hakem)$
  - 6)  $Vafadar(x, F(x))$
  - 7)  $(\neg Mardom(x) \vee \neg Hakem(y) \vee Vafadar(y, x)) \vee Talash(x, Zendani(Y))$
  - 8)  $Talash(Saber, Zendani(Zalem))$
- + 9)  $\neg Vafadar(Saber, Zalem)$

A:  $2, 3 \rightarrow \{x \rightarrow Saber\}: Ghandestani(Saber)$

B:  $A, 5 \rightarrow \{x \rightarrow Saber\}: \neg Vafadar(Saber, Hakem)$

C:  $B, 4 \rightarrow \{Hakem \rightarrow Zalem\}: \neg Vafadar(Saber, Zalem)$



(3)

بود

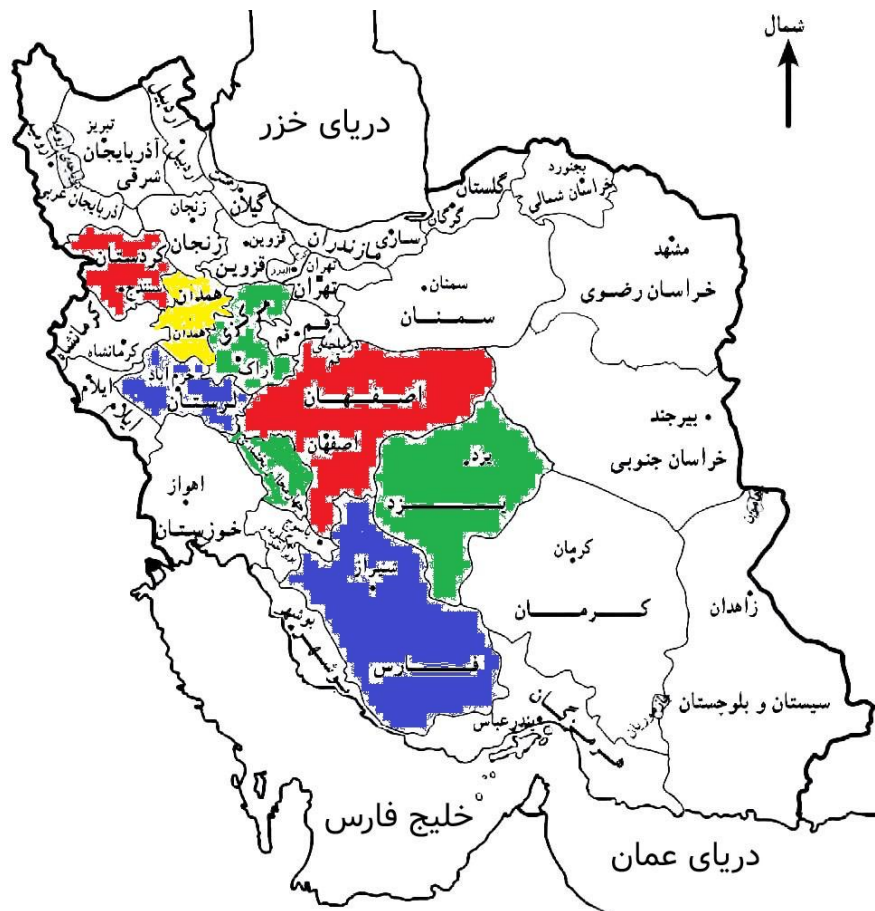
```
% SWI-Prolog (AMD64, Multi-threaded, version 9.2.8)

File Edit Settings Run Debug Help

Welcome to SWI-Prolog (threaded, 64 bits, version 9.2.8)
SWI-Prolog comes with ABSOLUTELY NO WARRANTY. This is free software.
Please run ?- license. for legal details.

For online help and background, visit https://www.swi-prolog.org
For built-in help, use ?- help(Topic). or ?- apropos(Word).

?-
% e:/IUT/Lessons/Semester 9th/AI/HW/HW3/Q4_Prolog.pl compiled 0.00 sec, 19 clauses
?- mapcoloringiran(Solution).
Solution = [haamedan-yellow, markazi-green, kordestan-red, lorestan-blue, chaharmahal-green, fars-blue, yazd-green, esfahan-red] ;
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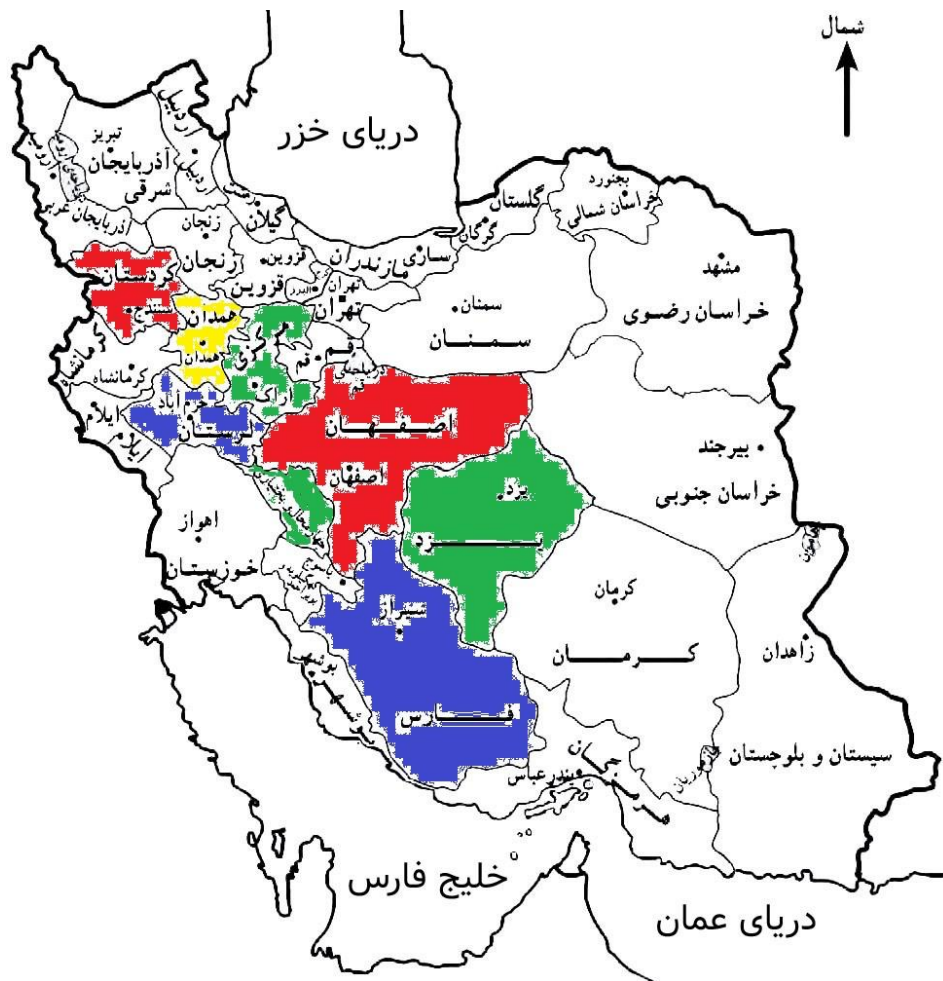
اما برای حالتی که با ۳ رنگ بخواهیم رنگ آمیزی انجام بدهیم تعداد حالات محدود میشود و جواب ها به صورت زیر خواهد بود:

که قابل حل است.









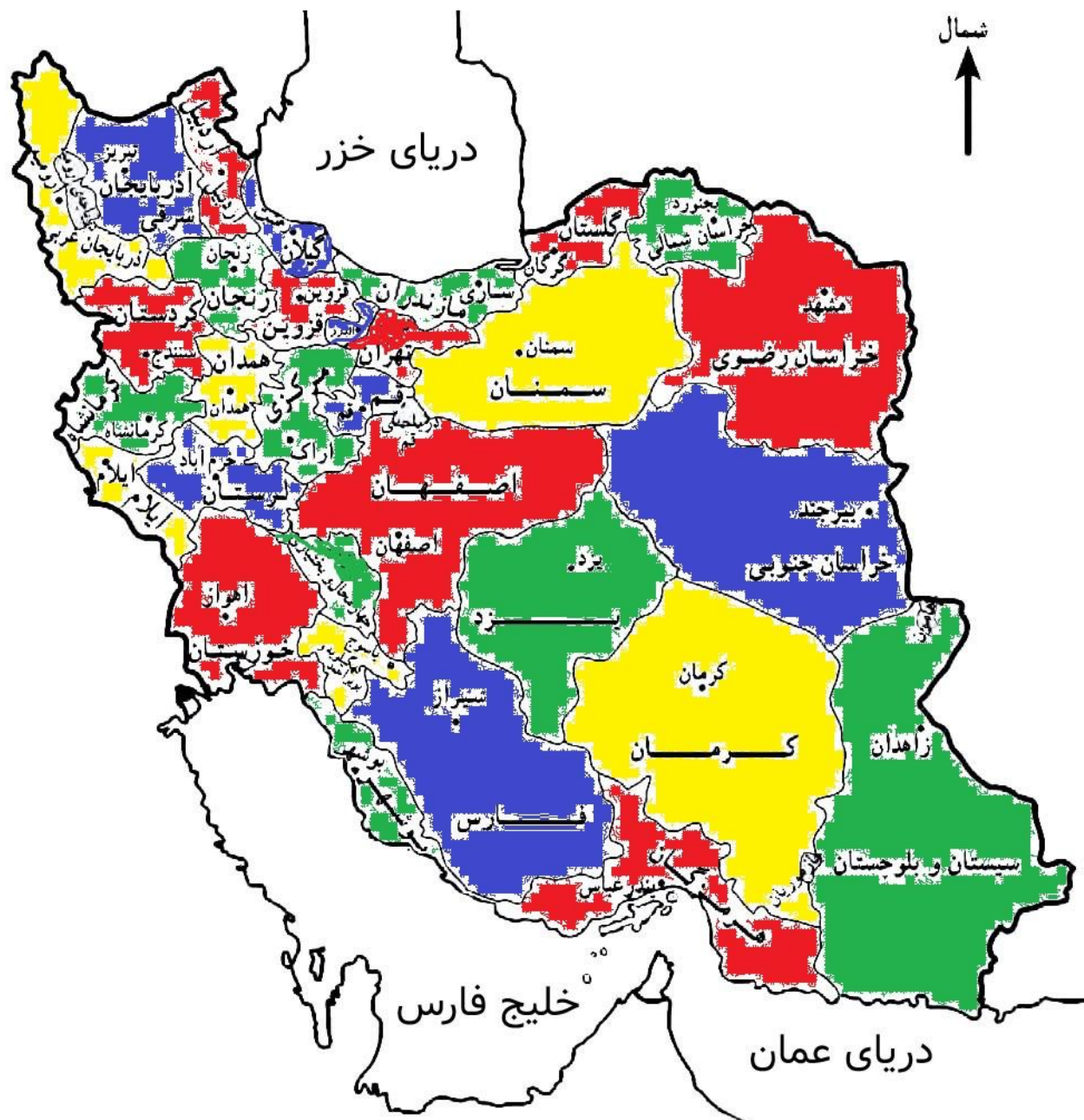
همانطور که میبینیم درحالتی که با ۶ رنگ است شبیه به حالتی می شود که ۴ رنگ داشتیم و علاوه بر جواب هایی که برای ۴ رنگ داشتیم در اینجا جواب ها بیشتر است.

(۵)

با ۴ رنگ همانطور که میبینیم قابل حل است و تعداد حالت های زیادی دارد:







اما همانطور که میبینیم برای ۳ رنگ پاسخی ندارد :

```
?- mapcoloringiran(Sol).
false.
```

اگر تعداد رنگ ها بیشتر از ۳ باشد هم تعداد حالت ها برابر است با همان حالت هایی که با ۴ رنگ داشتیم به علاوه تعدادی زیادی حالت های دیگر.

```
Unknown action: 0 (h for help)
Action? .
```

[illegible]