

ASSIGNMENT NO.:- 02

NAME:-

Khan Zarrar Husam Zakir Husam

Roll No. (29)

Class :- BE-IT

Batch :- I₂

Subj :- AP (ISLAB)

Q1 Solve the following with forward chaining or backward chaining or resolution (any one). Use predicate logic as language of knowledge representation clearly. specify the fact and inference rule used.

① Example 1:

- 1) Every child sees same witch, no witch has both black cat and a pointed hat.
- 2) Every witch is good or bad.
- 3) Every child who sees any good witch gets candy.
- 4) Every witch that is bad has a black cat.
- 5) Every witch that is seen by anyone child has pointed hat.
- 6) Prove: Every child gets candy.

→

A) fact into EOL

- 1) $\exists x \forall y (\text{child}(x), \text{witch}(y) \rightarrow \text{sees}(x, y))$
- 2) $\sim \exists y (\text{witch}(y) \rightarrow \text{has}(y, \text{black cat}) \wedge \text{has}(y, \text{pointed hat}))$
- 3) $\exists y (\text{witch}(y) \rightarrow \text{good}(y)) \vee \text{bad}(y)$
- 4) $\exists x ((\text{sees}(x, y) \rightarrow (\text{witch}(y) \rightarrow \text{good}(y))) \rightarrow \text{get}(x, \text{candy}))$
- 5) $\exists x ((\text{witch}(y) \rightarrow \text{bad}(y)) \rightarrow \text{has}(y, \text{black } \underset{\text{cat}}{\text{hat}}))$
- 6) $\exists y (\text{sees}(x, y) \rightarrow \text{has}(y, \text{black pointed hat}))$

B) EOL into CNF.

- 1) $\exists x \forall y (\text{child}(x), \text{witch}(y) \rightarrow \text{sees}(x, y))$
- 2) $\sim \exists y (\text{witch}(y) \rightarrow \text{has}(y, \text{black hat}))$
- 3) $\sim \exists y (\text{witch}(y) \rightarrow \text{has}(y, \text{pointed hat}))$

- 2) $\forall y (\text{witch}(y) \rightarrow \text{good}(y))$
 3) $\forall y (\text{witch}(y) \rightarrow \text{bad}(y))$
 4) $\exists x ((\text{sees}(x, y) \rightarrow \text{witch}(y) \rightarrow \text{good}(y)) \rightarrow \text{gets}(x, \text{candy}))$
 5) $\exists y (\neg \text{bad}(y) \rightarrow \text{has}(y, \text{black hat}))$
 6) $\exists y (\text{seen}(x, y) \rightarrow \text{has}(y, \text{pointless hat}))$
 $\rightarrow \neg \forall y (\text{seen}(x, y) \rightarrow \text{has}(y, \text{black hat}))$

1) $\neg \text{sees}(x, y)$

$\text{witch}(y) \vee \text{seen}(x, y)$

$\{\text{good} \vee \text{bad}\}$

$\neg \text{seen}(x, \text{good}), \text{A sees}(x, \text{bad})$

$\text{has}(y, z)$

$\{y/\text{good} \vee \text{bad}\} \{z/\text{black hat} \vee \text{pointed hat}\}$

$\text{seen}(x, \text{good}) \vee \text{seen}(x, \text{bad})$

$\text{has}(\text{good}), \text{pointed hat}$

$\text{gets}(x, \text{candy})$

$\text{seen}(x, \text{good}) \vee \text{has good},$
 $\text{pointed hat} \vee \text{gets}(x, \text{candy})$

$(\text{seen}(x, \text{good}) \vee \text{gets}(x, \text{candy})) \wedge \neg \text{seen}(x, \text{bad})$

$\text{get}(x, \text{candy}) \quad \text{gets}(x, \text{candy})$

$((\forall x) \text{seen} \leftarrow (\exists) \text{dotter}, (\exists) \text{bliss}) \text{ pAxE} <$

$(\text{seen}(x, y) \wedge \neg (\exists) \text{dotter}) \text{ pF v } <$

$(\text{seen}(x, y) \wedge \neg (\exists) \text{dotter}) \text{ pF v } <$

② Example 2 :

- 1) Every boy or girl is a child.
- 2) Every child gets a doll or a train or a lump of coal.
- 3) No boy gets any doll.
- 4) Every child who is bad gets any lump of coal.
- 5) No child gets a train.
- 6) Ram gets lump of coal.
- 7) Prove: Ramy is bad.

- 1) $\forall x (\text{boy}(x) \text{ or } \text{girl}(x) \rightarrow \text{child}(x))$
- 2) $\forall y (\text{child}(y) \rightarrow \text{get}(y, \text{doll}) \text{ or } \text{get}(y, \text{train}) \text{ or } \text{get}(y, \text{coal}))$
- 3) $\forall w (\text{boy}(w) \rightarrow \neg \text{get}(w, \text{doll}))$
- 4) for all $z (\text{child}(z) \text{ and } \text{bad}(z)) \rightarrow \text{get}(z, \text{coal})$
 $\forall y \text{ child}(y)$
- 5) $\text{child}(\text{ram}) \rightarrow \text{get}(\text{ram}, \text{coal})$
 To prove $(\text{child}(\text{ram}) \rightarrow \text{bad}(\text{ram}))$

CNF clauses :

- 1) $\neg \text{boy}(x) \text{ or } \text{child}(x)$
 $\neg \text{girl}(x) \text{ or } \text{child}(x)$
- 2) $\neg \text{child}(y) \text{ or } \text{get}(y, \text{doll}) \text{ or } \text{get}(y, \text{train}) \text{ or } \text{get}(y, \text{coal})$
- 3) $\neg \text{boy}(w) \text{ or } \neg \text{get}(w, \text{coal})$
 $(\neg \text{boy}(w), \neg \text{get}(w, \text{coal}))$
- 4) $\neg \text{child}(z) \text{ or } \neg \text{bad}(z) \text{ or } \text{get}(z, \text{coal})$
- 5) $\neg \text{child}(\text{ram}) \rightarrow \text{get}(\text{ram}, \text{coal})$
- 6) $\neg \text{bad}(\text{ram}) \text{ or } \text{bad}(\text{ram})$

Resolution

- 5) $\neg \text{child}(z) \text{ or } \neg \text{bad}(z) \text{ or } \text{get}(z, \text{coal})$
- 6) $\neg \text{bad}(\text{ram})$

- 7) !child (num) or set (num, coal)
- substitution 2 by num
- 1) ~~(a)~~ ! boy (x) or child (n) boy (num)
- 8) child num / substitutions x by num
- 7) !child (num) or gets (num, & coal)
- 8) child (num)
- 9) gets (num, coal)
- 2) !child (y) (or, get(y, doll)) or gets (y, trash) or
- 8) child
- 10) gets (num, doll) or set (num, trash) or get
(num, coal)
- (substitution. y by num) $\rightarrow (x) \text{ god} \rightarrow$
- 9) gets (num, coal)
- 10) gets (num, doll) or get (num, trash) or gets
(num, coal)
- (11) gets (num, doll) or gets (num, coal)
- 3) ! boy (w) or !get (w, doll)
- 5) boy (num) $\rightarrow (w, \text{num}) \rightarrow (\text{num}) \text{ blinds}$
- 12) ! get (num, doll) - (substitution w by num)
- 11) ! get (num, doll) or gets (num, trash)
- 12) gets (num, coal)
- 13) gets (num, doll)
- 6) (a) get (num, doll) coal
- 13) gets (num, coal)

Hence bad (num) is proved.

$(\text{num}, \text{y}) \rightarrow (\text{y}) \text{ blinds} \rightarrow (\text{x}) \text{ blinds}$

$(\text{num}, \text{num}) \rightarrow (\text{num}) \text{ blinds}$

$(\text{num}) \text{ bad } \text{num} \rightarrow \text{bad}$

$(\text{bad}, \text{y}) \rightarrow (\text{y}) \text{ blinds} \rightarrow (\text{x}) \text{ blinds}$

Q(2) Differentiate between STRIPS & ADL.

STRIPS language

- 1) Only allow positive literal in the states for ex. A valid sentence in STRIPS is expressed as Intelligent, Beautiful.
- 2) STRIPS stands for Standard Research Institute Problem Solve.
- 3) Make use of closed world assumption ie a mentioned literal are false
- 4) We only can find ground B literal in goal for ex: Intelligent A \wedge beautiful.
- 5) Goals are conjunction eg: Intelligent \wedge Beautiful.
- 6) Does not support equality.

ADL

can support both positive & negative literal for ex: Some sentences is expressed as \Rightarrow stupid & ugly.

ADL stands for Action Description Language.

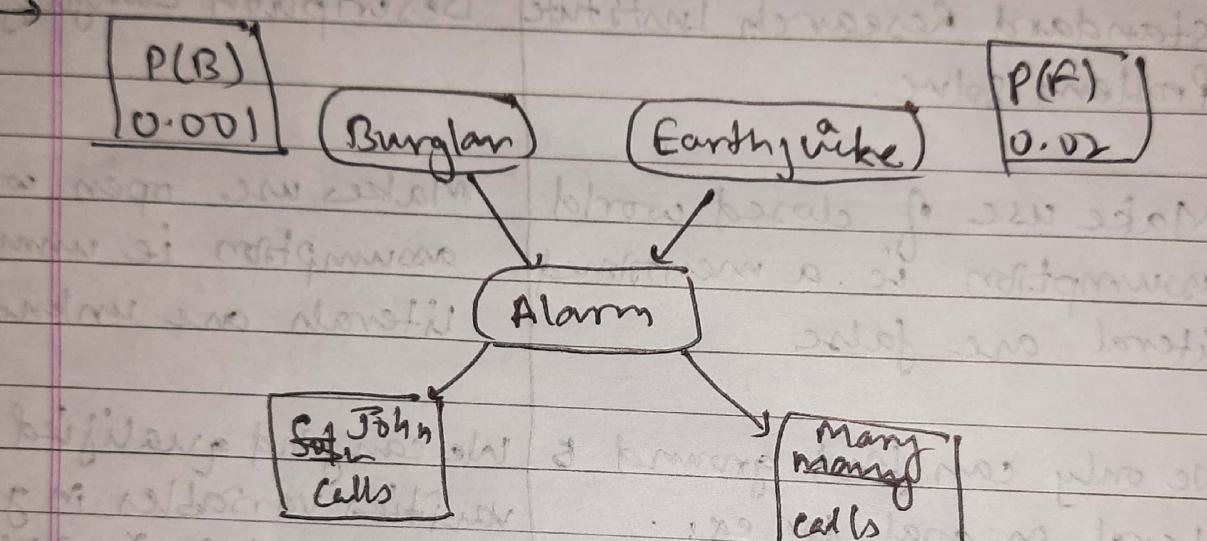
Makes use open world assumption ie unmentioned literals are unknown.

We can find qualified varieties variables in goal e.g: $\exists x At(P)x \wedge At(P_2, x)$ is the goal of having $P_1 \& P_2$ in the same place in example of P blocks.

Goal may interact involve conjunction and disjunction eg: Intelligent \wedge (Beautiful \wedge Rich).

Equality Rewrite: $(x \approx y)$ is build in.

Q4 You have two neighbours J & M who have promised to call you at work when they hear the alarm. J always calls when he hears the alarm but sometimes confuses telephone ringing with alarm & calls them too. M likes loud music and sometimes misses the alarm together. Given the evidence of who has or has not called, we would like to estimate the probability of burglar. Draw a Bayesian network for this domain with suitable probability table.



A	$P(T)$
T	0.09
F	0.05

A	$P(M)$
T	0.70
F	0.01

- (3) (i) The topology of the network indicates that
→ Burglar & earthquake affect. The probabilities
of the alarm point of
- whether John & Mary call only one alarm.
→ They do not perceive any burglarics directly
they do not notice minor earthquake and
do not counter before calling.
- 2) → Many listens to loud music & John confusong
phone rymngs to sound of alarm can ready
from network.
- 3) The probability actual summarizes potentially
infinite set of circumstance.
- The alarm might full to go be to high
humidity, power failure etc.
- John and mary might fail to call and
report & alarm because they are out to
lunch or vacation, temporarily left, passing,
helicopter etc.
- 4) The condition probability table in n/w gives
probability for values for the parent node.
- 5) Each row must be sum to because entries
represents exhaustion set of call for variables.
- 6) All variables are Boolean.
- 7) In general, a table for a Boolean variable with
K, parent contain 2^k independently specific
probabilities.
- 8) A variable with no parent has only one
row representing prior probabilities at each
possible value of variable.
- 9) Every entry in full joint probability distribution
can be calculated from information in Bayesian
network.

10) A general entry in joint distribution is probability of a conjunction at particular assignment to each other.

$P(x_1 = x_1, A \dots A \dots x_n = x_n)$, abbreviated as $P(x_1, \dots, x_n)$.

11) The value of this entry is $P(x_1, \dots, x_n) = \prod_i P_i$.
The specific values of the variable parent $s(x_i)$ denotes the specific values of the variable parent (x_i)

$$\begin{aligned} & - P(j \wedge m \wedge a \wedge v \wedge n \wedge e) \\ & = P(J|a) P(m|a) P(a|v \wedge n \wedge e) P(n|e) \\ & = 0.09 \times 0.07 \times 0.001 \times 0.999 \times 0.998 \\ & = 0.0006828 \end{aligned}$$

12) Bayesian Networks

