d)

```
a) i) See-you-Tuesday \leftrightarrow \neg \mathsf{Go}\text{-}\mathsf{cycling}\ (1\ \mathrm{mark}) \neg \mathsf{Go}\text{-}\mathsf{cycling}\ \to \mathsf{See}\text{-}\mathsf{you}\text{-}\mathsf{Tuesday}\ \mathrm{also}\ \mathrm{OK}.
```

ii)
$$(S \land \neg H) \rightarrow (P \lor B)$$
 (2 marks)

- b) i) \mathcal{M}_1 only. (1 mark)
 - ii) \mathcal{M}_1 and \mathcal{M}_3 . (1 mark)
 - iii) \mathcal{M}_1 and \mathcal{M}_2 . (1 mark)
 - iv) All four models. (1 mark)
- c) i) $\forall x [\neg \mathsf{Like}(x, \mathsf{me}) \to \neg \mathsf{Like}(\mathsf{me}, x)] \ (2 \ \mathsf{marks})$
 - ii) $\forall x [\mathsf{Number}(x) \to \exists y [\mathsf{Number}(y) \land (y > x)]] \ (2 \text{ marks})$
 - iii) $\exists x [\mathsf{Clown}(x) \land \mathsf{Juggle}(x) \land \mathsf{Unicycle}(x)] \land \forall xy [(\mathsf{Clown}(x) \land \mathsf{Juggle}(x) \land \mathsf{Unicycle}(x) \land \mathsf{Clown}(y) \land \mathsf{Juggle}(y) \land \mathsf{Unicycle}(y)) \rightarrow (x = y)] \ (3 \ \mathrm{marks})$

(5 marks — 1 for each correct rule application up to 5, -1 for each mistake)

The sequent is invalid since one branch is left open after all possible rules have been applied. (1 mark)

- a) i) $\neg \exists t [t < \mathsf{now} \land \mathsf{Meet}(\mathsf{susan}, \mathsf{tom}, t)] \ (1 \ \mathsf{mark})$
 - ii) $\neg \exists t [t < \mathsf{now} \land \mathsf{Arrive}(\mathsf{charles}, t)] \rightarrow \neg \exists t [\mathsf{now} < t \land \mathsf{Arrive}(\mathsf{charles}, t)] \ (2 \ \mathrm{marks})$
- b) i) $\mathbf{P}Drank \to \mathbf{G}sleep \ (1 \ \mathrm{mark}).$
 - ii) $\mathbf{G}(Work_Bookshop \vee \mathbf{P}Graduate)$ (2 marks).
- c) A complete specification is given below. Students will be given 1 or 2 marks for each correct formula, depending on its complexity, up to a maximum of 14 available marks.

```
Domain axioms:
food( pie )
adjacent( lounge, kitchen)
Initial Situation
Holds( hungry(tom), s0))
Holds( location(tom, lounge), s0 )
Holds( location(pie, kitchen), s0 )
Precondition axioms:
Possible( eat(a,i), s ) <- Holds( hungry(a,s) ), & Holds( located(a,l), s) &
                           Holds( Holds( located(i,1), s) & food( i ).
Possible(move(a,11,12) s) <- Holds(location(a, 11, s)) & adjacent(11, 12)
Effect axioms:
Holds( -hungry(a), result(eat(a,i),s) ) <- possible( eat(a,i), s)</pre>
Holds( gone(a), result(eat(a,i),s) ) <- possible( eat(a,i), s)</pre>
Holds(located(a,12), result(move(a,11,12),s)) \leftarrow possible(move(a,11,12), s)
Frame Axioms:
Holds(located(a,l), result(eat(a,x),s))  <-> Holds(located(a,l), s)
Holds( hungry(a), result(move(a,11,12),s) ) <-> Holds( hungry(a), s)
Holds( eaten(i), result(act,s) ) <- Holds( eaten(i), s)</pre>
```

a) i) Equivalent to checking consistency of:

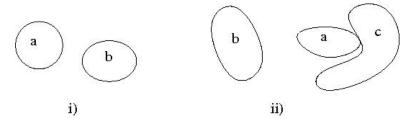
$$\{\neg Q, (Q \lor R \lor T), \neg (R \land \neg Q), \neg (Q \lor T)\}\ (1 \text{ mark})$$

- ii) Clausal form: $\{\{Q, R, T\}, \{\neg R, Q\}, \{\neg Q\}, \{\neg T\}\}\}$ (2 Marks)
- iii) Resolution Proof:
 - 1) Q, R, T
 2) -R, Q
 3) -Q
 4) -T
 5) R, T (from 1 & 3)
 6) R (from 4 & 5)
 7) Q (from 2 & 6)
 8) {}

Variant proofs are also possible. (4 Marks — \sim 1 each rule)

- b) $\{P(k)\}, \{\neg H(a, f(a))\}, \{G(X, b), P(a)\}\$ (3 marks one for each)
- c) The system cannot be both sound and complete. (2 marks)
- d) The rule states that in the absence of information to the contrary, one can infer that a friend of a friend of any person is also a friend of that person. (2 marks)
- e) i) There are 2 extensions. (1 mark)
 - ii) A holds in all extensions. B and C hold in some (but not all) extensions, and D holds in no extensions. (4 marks)
 - iii) There are no extensions. An extension must be closed under applicable default rules and contain only formulae derivable by classical deduction and well-founded default inference. $\mathbf{D4}$ is applicable to any extension derived from the original theory Θ (since \mathbf{A} is true in all extensions and $\neg D$ is clearly not derivable). Thus we must infer E to ensure default closure. But then we can derive $\neg \mathsf{D}$ from $\mathbf{C3}$ and this undercuts $\mathbf{D4}$, so the application of $\mathbf{D4}$ is not well-founded. (2 marks)

a) Many variants are possible as long as the formulae are satisfied. Typical diagrams would be:



(1 mark for i) and 3 marks for ii).)

- b) i) C1 (Begins; Ended-by) = {Overlaps, Meets, Before} (2 marks)C2 (Contains; Meets) = {Contains, Ended-by, Overlaps} (2 marks)
 - **R1)** Begins(sunny, morning) (1 mark)
 - **R2)** Ended-by(morning, read) (1 mark)
 - **R3)** Contains(sunny, coffee) (1 mark)
 - **R4)** Meets(coffee, newspaper) (1 mark)
 - ii) Begins(sunny, morning); Ended-by(morning, read)

 \implies {Overlaps, Meets, Before}(sunny, read)

Contains(sunny, coffee); Meets(coffee, read)

 \implies {Contains, Ended-by, Overlaps}(sunny, read)

 $\{\text{Overlaps}, \text{Meets}, \text{Before}\}(sunny, read) \land \{\text{Contains}, \text{Ended-by}, \text{Overlaps}\}(sunny, read)\}$

 \implies Overlaps(sunny, read)

Thus we derive: Overlaps(sunny, read) (4 marks)

- c) i) Human $\sqsubseteq (\neg Aquatic \sqcap Mammal) (2 marks)$
 - ii) $\exists \mathsf{hasChild.Human} \sqsubseteq \mathsf{Human} \ (2 \ \mathsf{marks})$