

1. Wumpus

a. Pengetahuan baru apa yang akan didapat oleh agent jika dia melangkah ke [1,2]?

$$R_{11}: B_{1,2} \\ R_{12}: \neg S_{1,2}$$
Aturan Permainan
$$R_{13}: B_{1,2} \Leftrightarrow P_{2,2} \vee P_{1,3}$$
Biconditional elimination pada R_{13}

$$R_{14}: (B_{1,2} \Rightarrow P_{2,2} \vee P_{1,3}) \wedge (P_{2,2} \vee P_{1,3} \Rightarrow B_{1,2})$$
Elimination pada R_{14}

$$R_{15}: B_{1,2} \Rightarrow P_{2,2} \vee P_{1,3}$$
Modus Ponens R_{15} dan R_{11}

$$B_{1,2} \Rightarrow P_{2,2} \vee P_{1,3}$$

$$B_{1,2} \Rightarrow P_{2,2} \vee P_{1,3}$$
(ada PIT di posisi [2,2] atau [1,3])

b. Agent kemudian kembali ke [1,1] dan selanjutnya menuju ke [2,1]. Pada langkah terakhir ini buktikan dengan serangkaian inferensi bahwa agent mampu menyimpulkan ada wumpus di [3,1]!

$$\begin{split} &R_{17}: S_{2,1} \Leftrightarrow (W_{1,1} \lor W_{2,2} \lor W_{3,1}) \\ &\operatorname{dari} R_{11} \\ &R_{18}: \neg S_{2,1} \Leftrightarrow \neg (W_{2,2} \land W_{3,1}) \\ &R_{19}: (\neg S_{2,1} \Rightarrow (\neg W_{2,2} \lor \neg W_{3,1})) \land (\neg (W_{2,2} \lor W_{3,1}) \Rightarrow \neg S_{2,1}) \\ &R_{20}: \neg S_{2,1} \Rightarrow \neg (W_{2,2} \lor W_{3,1}) \\ &R_{21}: \neg (W_{2,2} \lor W_{3,1}) \\ &R_{22}: \neg W_{2,2} \land \neg W_{3,1} \\ &R_{23}: S_{2,1} \\ &R_{23}: S_{2,1} \\ &R_{25}: S_{2,1} \Leftrightarrow (W_{1,1} \lor W_{2,2} \lor W_{3,1}) \\ &R_{25}: S_{2,1} \Leftrightarrow (W_{2,2} \lor W_{3,1}) \\ &R_{26}: (S_{2,1} \Rightarrow (W_{2,2} \lor W_{3,1})) \land ((W_{2,2} \lor W_{3,1}) \Rightarrow S_{2,1}) \end{split}$$

$$\begin{array}{c} R_{27}: S_{2,1} \Longrightarrow (W_{2,2} \vee W_{3,1}) \\ R_{28}: W_{2,2} \vee W_{3,1} \end{array}$$
 Lihat $R_{24}: \neg W_{2,2} \wedge \neg W_{3,1}$ dari R_{24} diperoleh $R_{29}: \neg W_{2,2}$ dari $R_{28} \& R_{29}$ $R_{30}: W_{3,1}$ (Terdapat wumpus di [3,1])

2. Himpunan Fuzzy

a. Tentukan fungsi keanggotaan dari masing-masing himpunan fuzzy di

$$\mu_{KERING}[x] = egin{cases} 1; & x \leq 10 \ rac{20-x}{20-10}; & 10 \leq x \leq 20 \ 0; & x \geq 20 \end{cases}$$

$$\mu_{LEMBAB}[x] = egin{cases} 0; & x \leq 10 ext{ atau } x \geq 50 \ rac{x-10}{20-10}; & 10 \leq x \leq 20 \ 1; & 20 \leq x \leq 40 \ rac{50-x}{50-40}; & 40 \leq x \leq 50 \end{cases}$$

$$\mu_{BASAH}[x] = egin{cases} 0; & x \leq 40 \ rac{x-40}{50-40}; & 40 \leq x \leq 50 \ 1; & x \geq 70 \end{cases}$$

b. Hitung $\mu_{KERING}(17)$, $\mu_{LEMBAB}(17)$, $\mu_{BASAH}(17)$!

$$\mu_{\text{KERING}}[17] = \frac{20-17}{20-10} = \frac{3}{10} = 0, 3$$

$$\mu_{\text{LEMBAB}}[17] = \frac{17-10}{20-10} = \frac{7}{10} = 0, 7$$

$$\mu_{\text{BASAH}}[17] = 0$$

3. - ES: What is the weather today?

User: dry (
$$CF = 0.9$$
)

Rule 2: IF today is dry THEN tomorrow is dry (CF = 0.5)

CF(tomorrow is dry, today is dry) = CF(today is drt) x CF(Rule 2) = 0.9×0.5 = 0.45

- ES: What is the temperature today?

User: warm (CF = 0.7)

Rule 5: IF today is dry AND temperature is warm THEN tomorrow is rain (CF = 0.7)

CF(tomorrow is rain, today is dry AND temperature is warm) = $min(CF(today is dry), CF(temperature is warm)) \times CF(Rule 5) = <math>min(0.9, 0.7) \times 0.7 = 0.49$

- ES: What about the sky?

User: overcast (CF = 0.8)

Rule 6: IF today is dry AND temperature is warm AND sky is overcast THEN tomorrow is rain (CF = 0.65)

CF(tomorrow is rain, today is dry, temperature is warm, AND sky is overcast) = $min(CF(today is dry), CF(temperature is warm), CF(sky is overcast)) x CF(Rule 6) = <math>min(0.9, 0.7, 0.8) \times 0.65 = 0.455$

Hasil akhirnya adalah:

Tomorrow is dry: 0.45

Tomorrow is rain: 0.49 dan 0.455 (di-combine) $CF = 0.49 + 0.455 \times (1 - 0.49) = 0.72205$

Outputnya adalah Tomorrow is rain karena memiliki CF lebih tinggi, yaitu 0.72205

4. Tidak bisa diselesaikan dengan arsitektur 1 layer karena data dengan output 0 dan 1 tidak dapat dipisahkan dengan sebuah garis lurus (→ nonlinearly separable).

| x_1 | x_2 | у |
|-------|-------|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

