Assignment7 - Propositional Logic

Given: Dec 6 Due: Dec 11

Problem 7.1 (Scheduling CS Classes with Constraint Propagation)

You are in charge of scheduling for computer science classes that meet Mondays, Wednesdays and Fridays. There are 5 classes that meet on these days and 3 professors who will be teaching these classes. You are constrained by the fact that each professor can only teach one class at a time. The classes are:

- Class 1 Intro to Artificial Intelligence: meets 8:30-9:30am,
- Class 2 Intro to Programming: meets 8:00-9:00am,
- Class 3 Natural Language Processing: meets 9:00-10:00am,
- Class 4 Machine Learning: meets 9:30-10:30am,
- Class 5 Computer Vision: meets 9:00-10:00am.

The professors are:

- Professor A, who is available to teach Classes 1, 2, 3, 4, 5.
- Professor B, who is available to teach Classes 3 and 4.
- Professor C, who is available to teach Classes 2, 3, 4, and 5.
- 1. Show the *domains* of the *variables* after running *arc-consistency* on this initial graph (after having already enforced any unary *constraints*). As usual, you can visualize this as a *graph* whose
 - nodes are labeled with the variable names and domains
 - edges are labeled with the constraint.
- 2. List all optimal *cutsets* for the *constraint graph* associated with the *constraint network*.

Problem 7.2 (PL Concepts)

Which of the following statements are true? In each case, give an informal argument why it is true or a counter-example.

- 1. Every satisfiable formula is valid.
- 2. Every valid formula is satisfiable.
- 3. If *A* is satisfiable, then $\neg A$ is unsatisfiable.
- 4. If $A \models B$, then $A \land C \models B \land C$.
- 5. Every admissible inference rule is derivable.
- 6. If \vdash is sound for \models and $\{A, B\} \vdash C$, then C is satisfiable if A and B are.

Problem 7.3 (Propositional Logic in *Prolog*)

We implement propositional logic in *Prolog*.

We use the following *Prolog* terms to represent *Prolog* formulas

- lists of strings for signatures (each element being the name of a propositional variables)
- var(s) for a propositional variable named s, which is a string,
- neg(F) for negation,
- disj(F,G) for disjunction,
- conj(F,G) for conjunction,
- impl(F,G) for implication.
- 1. Implement a *Prolog* predicate isForm(S,F) that checks if F is well-formed formula relative to signature S.

Examples:

```
?- isForm(["a","b"],neg(var("a"))).
True
?- isForm(["a","b"],neg(var("c"))).
False
?- isForm(["a","b"],conj(var("a"),impl(var("b")))).
False
```

2. Implement a *Prolog* predicate simplify(F,G) that replaces all disjunctions and implications with conjunction and negation. Examples:

```
?- simplify(disj(var("a"),var("b")), X).
X = neg(conj(neg(var("a")),neg(var("b")))).
```

Note that there is more than one possible simplification of a term, so your results may be different (but should be logically equivalent).

3. Implement a predicate eval(P,F,V) that evaluates a formula under assignment P. Here P is a list of terms assign(s,v) where s is the name of a propositional variable and v is a truth value (either 1 or 0). You can assume that P provides exactly one assignment for every propositional variable in F. Example:

```
?- eval([assign("a",1),assign("b",0)], conj(var("a"), var("b")), V).
V = 0.
?- eval([assign("a",1),assign("b",1)], conj(var("a"), var("b")), V).
V = 1
```

Problem 7.4 (PL Semantics)

We work with a propositional logic signature declaring variables A and B. For each of the fomulae blow we use a fixed but arbitrary assignment φ for the propositional variables.

For each of the two formulas F, apply the definition of the interpretation $\mathcal{I}_{\varphi}(F)$ step-by-step to obtain the semantic condition that F holds under φ . Afterwards determine if F is valid or not by one of the following:

- argue why $\mathcal{I}_{\varphi}(F)$ is true, which means F is valid because it holds for an arbitrary φ ,
- give an assignment φ that makes $\mathcal{I}_{\varphi}(F)$ false
- 1. $A \Rightarrow (B \Rightarrow A)$
- 2. $A \wedge B \Rightarrow A \wedge C$

Problem 7.5 (Kalah Tournament)

This is an extraordinary problem, in which we implement adversarial search as a tournament. You can implement all search methods, e.g., to simulate a move or compute the full game tree etc.

Submission parameters:

• Team size: 3 people per team

• Deadline: 2024-01-07

• Site: The submission site will be opened later.

- Format: The details will be published later on the studon forum. But you can use any programming language, and your program might be subject to resource constraints (overall space for the binary, time per move, etc.).
- Points: Submissions that are better than a relatively low baseline (e.g., win against a player that makes random moves) will receive 100 points. The team with the best agent receives an additional 100 points, the 2nd team 90 points, the 3rd 80 etc.

Further details will be announced in the forum as they come up.