<u>CS161 – HW5</u>

1. (a) (Smoke => Fire) => (\neg Smoke => \neg Fire)

Smoke	Fire	(Smoke => Fire)	(¬Smoke => ¬Fire)	(Smoke => Fire) =>
				(¬Smoke => ¬Fire)
T	T	T	T	Т
T	F	F	T	Т
F	T	Т	F	F
F	F	T	T	Т

It is neither valid nor unsatisfiable.

(b) (Smoke => Fire) => ((Smoke V Heat) => Fire)

Smoke	Fire	Heat	(Smoke => Fire)	((Smoke V Heat)	(Smoke => Fire) =>
				=> Fire)	((Smoke V Heat) =>
					Fire)
T	T	Т	Т	Т	T
Т	Т	F	Т	T	T
Т	F	Т	F	F	T
T	F	F	F	F	T
F	Т	Т	Т	T	T
F	Т	F	T	T	T
F	F	Т	Т	F	F
F	F	F	Т	T	T

It is neither valid nor unsatisfiable.

(c) ((Smoke \land Heat) \Rightarrow Fire) \Leftrightarrow ((Smoke \Rightarrow Fire) \lor (Heat \Rightarrow Fire))

Smoke	Fire	Heat	((Smoke ∧ Heat) ⇒ Fire) ⇔ ((Smoke ⇒ Fire) ∨ (Heat ⇒ Fire))
T	T	Т	Т
T	T	F	Т
T	F	Т	Т
T	F	F	Т
F	T	Т	Т
F	T	F	Т
F	F	Т	Т
F	F	F	Т

It is valid.

2. Using variables Immortal, Mythical, Mammal, and Horned.

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(a)
     Mythical => Immortal
   • ¬ Mythical => ¬ Immortal ∧ Mammal
   • Immortal V Mammal => Horned
   • Horned => Magical
(b) In CNF form, these are
(¬ Mythical V Immortal) ∧
(Mythical V ¬Immortal) ∧ (Mythical V Mammal) ∧
(¬Immortal V Horned) ∧ (¬Mammal V Horned) ∧
(¬Horned V Magical)
(c) First, to prove that it is Horned,
      (Mythical V ¬ Mythical)
                                                                                   (1)
      (Mythical ∧ Immortal)
      From point 1 of part (a)
                                                                                    (2)
       (\neg Mythical \land (\neg Immortal \land Mammal))
      From point 2 of part (a)
                                                                                    (3)
       (Immortal V (¬ Immortal ∧ Mammal))
      From (1) and (2)
                                                                                    (4)
       (Immortal V ¬ Immortal) ∧ (Immortal V Mammal)
      Distributing (3)
                                                                                    (5)
      (Horned ∧ (Immortal V Mammal))
      From point 3 of part (a)
                                                                                    (6)
      Since.
      Left side of (5) is always true and given (6), we can conclude that it is Horned.
      Further,
      (¬Horned V Magical)
      From the CNF form
                                                                                    (7)
      Thus, we can conclude that it is also magical.
      However, it is not possible to prove that it is mythical.
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3.
(a) P(A, B, B), P(x, y, z)
For unifying these,

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\{x=A, y=B, z=B\}
(b) Q(y, G(A, B)), Q(G(x, x), y).
For unifying these,
{y=G(x,x), G(A,B)=y}
    \Rightarrow {y = G(x,x), y = G(A,B)} => G(x,x) = G(A,B) => x = A and x = B.
However, this isn't possible. Thus, no unification exists.
(c) Older(Father(y), y), Older(Father(x), John).
For unifying these,
Older(Father(y), y) = Older(Father(x), John)
    \Rightarrow { y=John, Father(x) = Father(y)}
    \Rightarrow {y=John, x=y} => { x = John, y = John}
(d) Knows(Father(y),y), Knows(x,x).
For unifying these,
Knows(Father(y),y) = Knows(x,x)
    \Rightarrow {x = Father(y), x=y} => {x=Father(x), y=x}
    \Rightarrow {x = Father(Father(...))}, y=x}
Since, there is recursion, we don't have a unifier.
4.
(a)
        A f, Food(f) => Likes(John, f)
  i.
        Food(Apples)
 ii.
 iii.
        Food(Chicken)
        A f, g, Eats(g, f) \land \neg Killed(f, g) => Food(f)
 iv.
        A f, g, Killed(f, g) \Rightarrow ¬Alive(f)
  v.
        Alive(Bill) ∧ Eats(Bill, Peanuts)
 vi.
vii.
        A f, Eats(Bill, f) => Eats(Sue, f)
(b)
        (\neg Food(f) \ V \ Likes(John, f)) \land
        Food(Apples) A
        Food(Chicken) ∧
        (\neg \text{Eats}(f, g) \lor \text{Killed}(f, g) \land \text{Food}(f)) \land
        (\neg Killed(f, g) \lor \neg Alive(f)) \land
        Alive(Bill) ∧
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Eats(Bill, Peanuts) ∧
       (¬Eats(Bill, f) V Eats(Sue, f))
(c)
For a negated conclusion,
       ¬Likes(John, Peanuts)
                                                                                          (1)
       ¬Food(Peanuts)
       From (1) and (i)
                                                                                          (2)
       \negEats(g, Peanuts) \land \neg Killed(Peanuts, g)
       From (iv)
                                                                                          (3)
       ¬Eats(Bill, Peanuts) ∧ ¬ Killed(Peanuts, Bill)
       From (vii)
                                                                                          (4)
       ¬Eats(Bill, Peanuts) V ¬Alive(Bill)
       From (v)
                                                                                          (5)
       However, (5) is a direct contradiction to (vi).
Hence, (1) is false.
   ⇒ Likes(John, Peanuts).
(d) For a negated conclusion,
       ¬Eats(Sue, f)
       Eats(Bill, Peanuts)
       From (vi)
                                                                                          (6)
       Eats(Bill, f) => Eats(Sue, f)
       From (vii)
                                                                                          (7)
       Eats(Sue, Peanuts)
       From (6) and (7)
       Thus, the resolution provides us with a contradiction.
       Hence,
       A f, Eats(Sue, f), where f could be Peanuts.
(e) The CNF for the new set of Axioms would be as follows:
       (\neg Food(f) \ V \ Likes(John, f)) \land
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Food(Apples) \( \)
Food(Chicken) \( \)
(\( \) Eats(f, g) \( V \) Killed(f, g) \( \) Food(f)) \( \)
(\( \) Kills(x, y) \( V \) Alive(y)) \( \)
(Eats(a, b) \( V \) Dead(b)) \( \)
(\( \) Dead(c) \( V \) Alive(c)) \( \)
Alive(Bill) \( \)
Eats(Bill, Peanuts) \( \)
(\( \) Eats(Bill, f) \( V \) Eats(Sue, f))
```

Following the same process as above, For a negated conclusion,

```
¬Eats(Sue, f)
¬Eats(Bill, f)
¬Alive(Bill)
```

Clearly this is a contradiction with Alive(Bill)

Thus,

A f, Eats(Sue, f) holds true and she eats whatever Bill does.