Introduction to Intelligent System

Assignment 2

Instructor: Le Nguyen

Date: Friday, Feb 21, 2019

Due Date: March 15, 2019

Total marks: 40.

This is an individual assignment.

I. Propositional Logic (8 marks)

- a. Knowledge representation with propositional logic. (1 marks)

 You are to construct a KB for the Wumpus world. Please read the book to understand the Wumpus world. (You can use propositional notations in the text book)
 - i. Square (1,1) is safe.
 - ii. Square (1,1) has no stench
 - iii. Square (1,1) has no breeze
 - iv. Square (1,1) has no Wumpus
 - v. Square (1,1) is breezy if and only if a pit exists in adjacent squares
 - vi. Square (1,2) has stench if and only if a Wumpus is in adjacent squares.
 - vii. Square (2,1) is breezy if and only if a pit exists in adjacent squares
 - viii. Square (2,2) is safe if and only if there is no pit and no Wumpus in the square.
 - ix. Square(2,1) is safe if and only if there is no pit and no Wumpus in the square
 - x. Square(1,2) is safe if and only if there is no pit and no Wumpus in the square.
 - xi. Square (1,2) has stench
 - xii. Square (1,2) is not breezy
 - xiii. Square (1,2) is not breezy implies there is not pit in square (1,3)
 - xiv. Square (1,2) is not breezy implies there is not pit in square (2,2)
 - xv. Square (1,2) is not breezy implies there is not pit in square (1,1)
 - xvi. Square (2,1) has no stench

- xvii. Square (2,1) has no stench implies no Wumpus in square(1,1)
- xviii. Square (2,1) has no stench implies no Wumpus in square (2,2)
 - xix. Square (2,1) has no stench implies no Wumpus in square (3,1)
 - xx. Square (2,1) is breezy
 - xxi. Square (1,1) is not breezy implies Square (1,2) has no pit
- xxii. Square (1,1) is not breezy implies Square (2,1) has no pit
- xxiii. Square (1,1) has no stench implies Square (1,2) has no Wumpus
- xxiv. Square (1,1) has no stench implies Square (2,1) has no Wumpus
- xxv. Square (2,1) is breezy and Square (2,2) is safe and Square (1,1) is safe implies there is pit in Square (3,1)

b. Consider above Wumpus Knowledge base KB: (6 marks)

- i. Prove by Resolution Square(2,1) is safe
- ii. Prove by Forward Chaining Square(1,2) is safe
- iii. Prove by backward chaining Square(3,1) has a pit.

c. Convert to CNF. (1 mark)

$$\neg [(\neg a \leftrightarrow b) \lor d] \to [(c \land b) \lor a \lor d]$$

II. First Order Logic (8 marks)

1. Unification (2 marks)

For each pair of sentences find the unifier. Lower case letters are variables.

Sentence 1	Sentence 2
G(A, B)	G(x,y)
G(F(x), B)	G(y,z)
G(F(y),x)	G(x,F(B))
G(x,C,C)	G(A,y,z)
G(x,y)	G(y,x)
G(x)	G(A)
G(x,A,z)	G(B,y,z)
G(P(F(v)), P(u))	G(x,x)

G(F(x),y,P(x))	G(F(x),x,P(x))
G(F(x),y,P(y))	G(F(x),z,P(x))

2. Consider a FOL Knowledge base KB: (6 marks)

$$\forall x_1 \,\exists y_1 \, P(x_1) \to Q(y_1, x_1)$$

$$\forall x_2 \; \exists y_2 \; \boldsymbol{Q}(y_2, x_2) \to \boldsymbol{P}(x_2)$$

$$\forall x_3 \ \forall y_3 \ Q(x_3, y_3) \rightarrow R(x_3)$$

$$\forall x_4 \ \forall y_4 \ Q(x_4, y_4) \rightarrow R(y_4)$$

Fact: P(A)

Prove: $KB \models R(A)$

- a. Prove by Resolution
- b. Prove by Forward chaining
- c. Prove by Backward chaining

III. <u>Implementation</u> (24 marks)

You are to implement the **Forward Chaining** in **propositional logic**.

Assumption:

• All sentences are in Horn forms (disjunction of literals).

There are **several classes** that are provided as a template. There comments in the template to help you understand the fields and ideas how to start your project.

- HornClause.java (4 marks)
 - o It provides the definition of Horn Clause (disjunction of literals.)
- HornKB.java (6 marks)
 - o It stores horn clauses in knowledge base.
 - It does the Forward chaining reasoning. You need to implement this algorithm. (Refer to text book page 258)
 - Tips: use HashMaps for count and inferred
 - Use a stack for agenda.

- Literal.java (3 marks)
 - o It provides the definition of propositional literal.
 - A literal is either a positive or negative atomic sentence (single symbol).
 - Every symbol must have a sign.
- Symbol.java (3 marks)
 - o It provides the definition of a propositional symbol
- LogicalAgent.java (6 marks)
 - It has TELL and ASK methods
 - TELL adds facts, rules to the knowledge base.
 - ASK does the query the Knowledge base for entailment and return true or false.
 - It has methods to load horn clauses from a file to the knowledge base and read a query file.
 - It has a main method to run the assignment.

Test Files: There are several test files

- A **knowledge base** file for Wumpus world.
 - HornKB.txt
 - This file consists of Horn clauses that are used to create the Wumpus World knowledge base.
 - Each line is a horn clause in form of disjunction of literals.
 - Eg. ¬*A* ∨ ¬*B* ∨ *C*
 - In the format: A B + C
 - Connector V is assumed thus eliminated.
 - Description.pdf provides the description of literals and horn clauses.
- The **Query Files**. These are horn clauses to test the entailment of the knowledge base. Note only **the head** is used for entailment.
 - Query1.txt
 - Query2.txt
 - o Query3.txt
 - o Query4.txt
 - Query5.txt

Run your program:

Java LogicalAgent HornKB.txt Query1.txt

Inferred knowledge:

Symbol: npt:2,2 is inferred.

Symbol: nwp:2,2 is inferred.

Symbol: nwp:3,1 is inferred.

Symbol: ok:2,2 is inferred.

Symbol: pt:3,1 is inferred.

Symbol: npt:2,1 is inferred.

Symbol: npt:1,2 is inferred.

Symbol: nwp:2,1 is inferred.

Symbol: nwp:1,2 is inferred.

Symbol: ok:1,2 is inferred.

Symbol: ok:2,1 is inferred.

Symbol: nwp:1,1 is inferred.

Symbol: wp:1,3 is inferred.

Query = wp:1,3

Answer = true

Submission:

Codes that **cannot compile** will receive a zero mark. Please make sure it can compile and it should work on Windows 10 and Linux. Oracle **Java 8 SDK** is used to mark the assignment.

- Please comment your code properly.
- Please don't have any package statement in the Java classes.

Please submit the following files:

- 1. A2.pdf.
- 2. README.txt File
- 3. The Java files:
 - a. HornClause.java
 - b. HornKB.java
 - c. **Literal.java**
 - d. Symbol.java
 - e. LogicalAgent.java