

Conversion to CNF contd.

- Standardize variables: Each quantifier uses a different variable
 ∀x [∃y Animal(y) ∧ ¬Loves(x,y)] ∨ [∃z Loves(z,x)]
- Skolemize: Each existential variable is replaced by a Skolem function of the enclosing universally quantified variables:
 ∀x [Animal(F(x)) ∧ ¬Loves(x,F(x))] ∨ Loves(G(x),x)
- 5. Drop universal quantifiers: $[Animal(F(x)) \land \neg Loves(x,F(x))] \lor Loves(G(x),x)$
- 6. Distribute \lor over \land to get CNF (clauses connected by \land): [Animal(F(x)) \lor Loves(G(x), x)] \land [\neg Loves(x, F(x)) \lor Loves(G(x), x)]

Example: Nono and West again

- It is a crime for an American to sell weapons to hostile nations. The country Nono, an enemy of America, has some missiles. All of its missiles were sold to it by Colonel West, who is American.
- Is Col. West a criminal?
- FOL representation:

 $\forall x \ American(x) \land Weapon(y) \land Sells(x,y,z) \land Hostile(z) \Rightarrow Criminal(x) \\ \exists x \ Owns(Nono,x) \land Missile(x) \\ \forall x \ Missile(x) \land Owns(Nono,x) \Rightarrow Sells(West,x,Nono) \\ \forall x \ Missile(x) \Rightarrow Weapon(x) \\ \forall x \ Enemy(x,America) \Rightarrow Hostile(x) \\ American(West) \\ Enemy(Nono,America)$

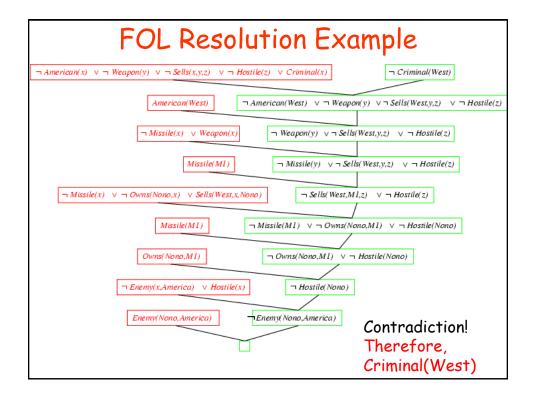
KB in CNF and Resolution

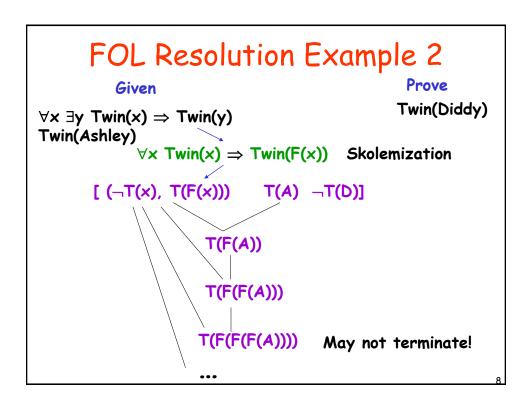
• KB in CNF (variables not standardized):

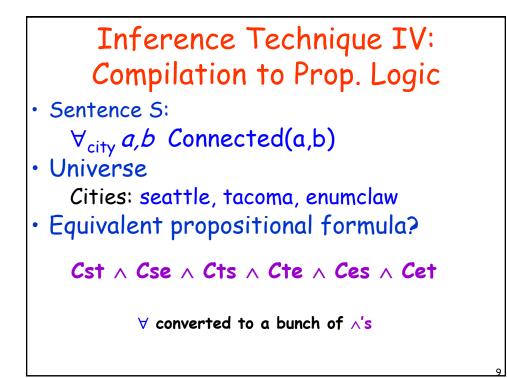
KB and derive empty clause

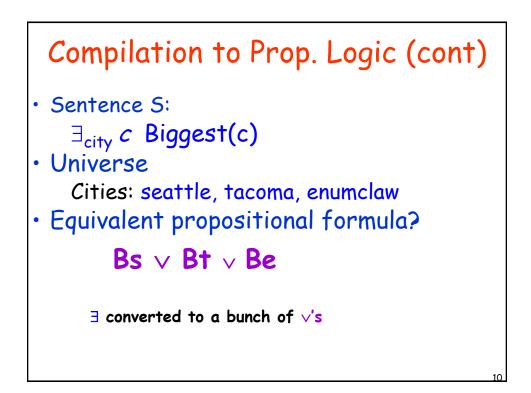
¬American(x) ∨ ¬ Weapon(y) ∨ ¬ Sells(x,y,z) ∨ ¬ Hostile(z) ∨ Criminal(x) Owns(Nono,M₁) [Skolem constant M₁] Missile(M₁) ¬ Missile(x) ∨ ¬ Owns(Nono,x) ∨ Sells(West,x,Nono) ¬ Missile(x) ∨ Weapon(x) ¬ Enemy(x,America) ∨ Hostile(x) American(West) Enemy(Nono,America)
• Resolution: Uses "proof by contradiction" Show KB ⊨ a by showing KB ∧ ¬a unsatisfiable
• To prove Col. West is a criminal, add ¬Criminal(West) to

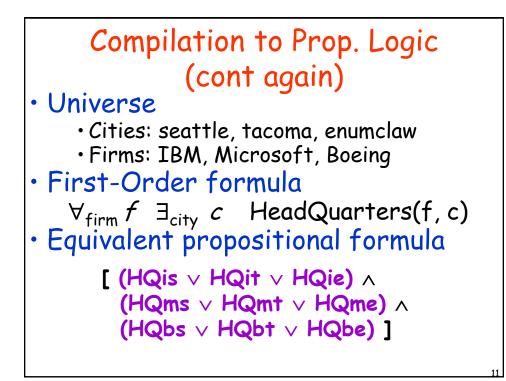
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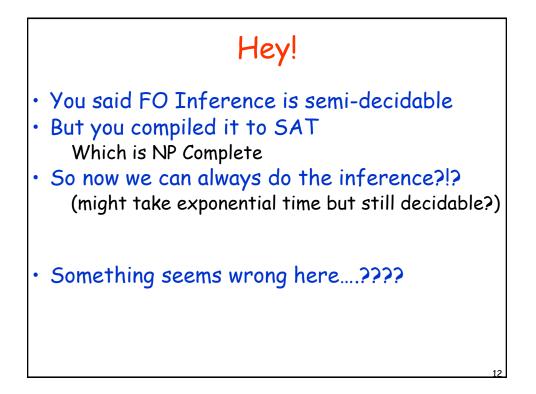


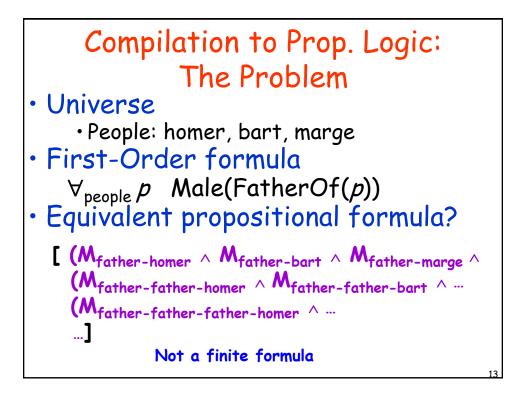


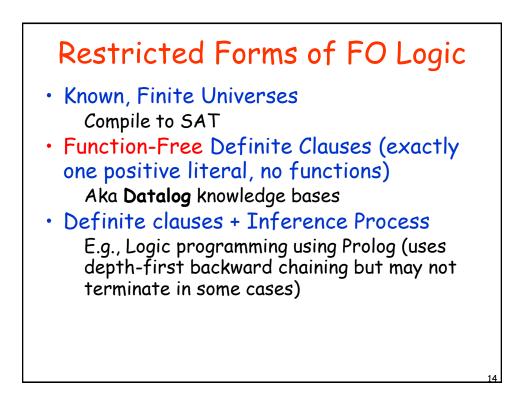




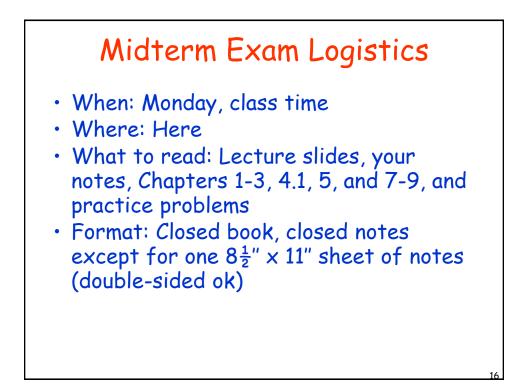




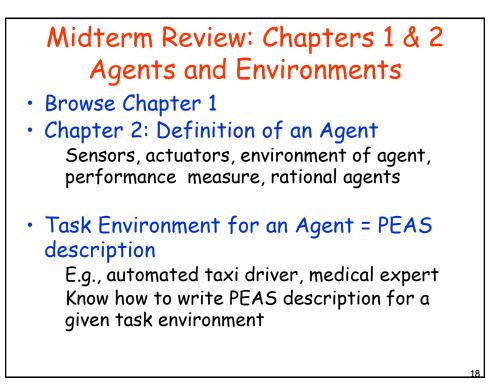


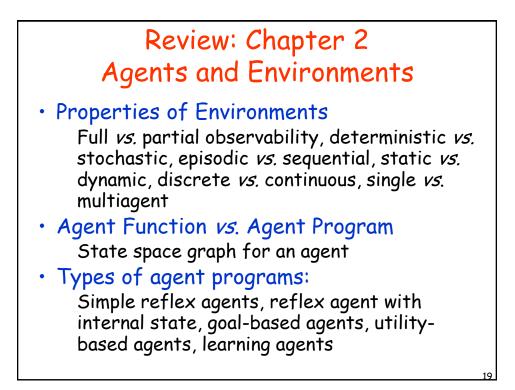


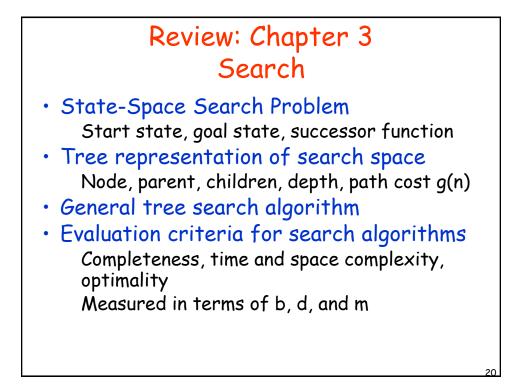


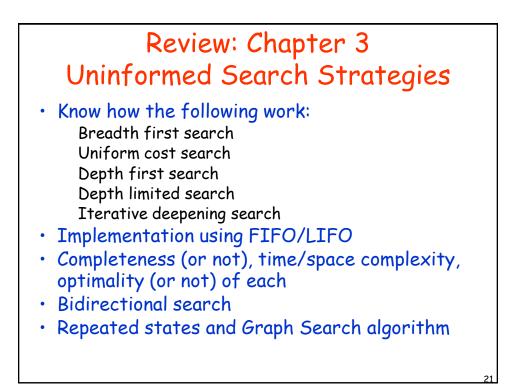


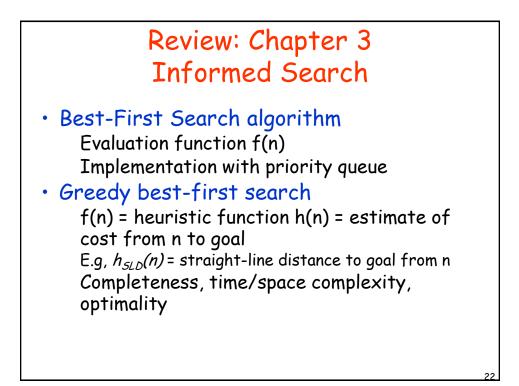
Friday Class: TA Help Session No lecture TA Jenn Hanson will be in class 9:30-10:20am to go over some practice problems and answer questions on project or midterm

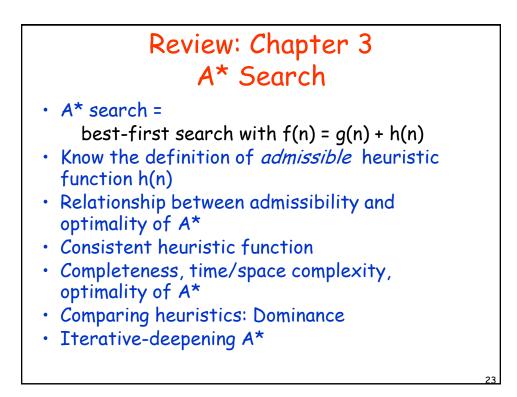


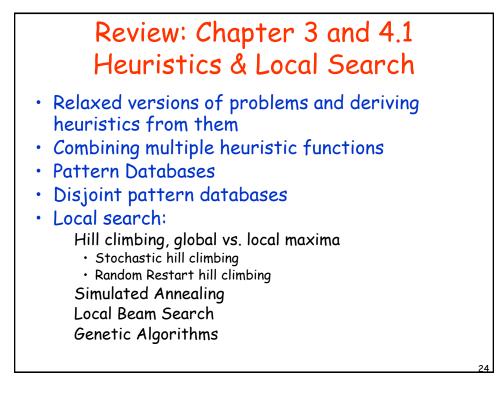










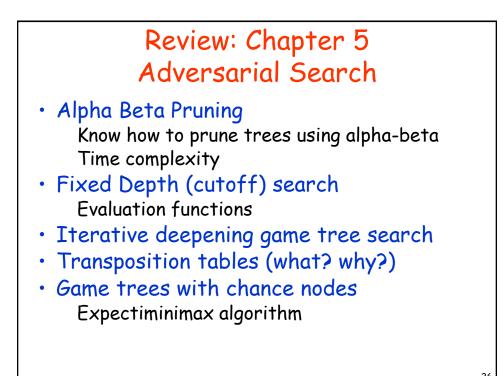


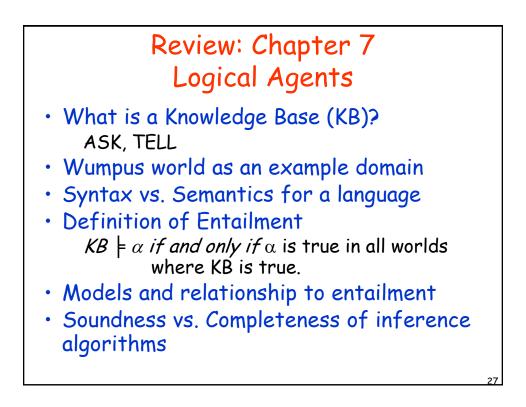
Review: Chapter 5 Adversarial Search

- Games as search problems
- MAX player, MIN player
- Game Tree, n-Ply tree
- Minimax search for finding best move
 - Computing minimax values for nodes in a game tree

Completeness, time/space complexity, optimality

Minimax for multiplayer games





Review: Chapter 7 Logical Agents

- Propositional Logic
 - Syntax and Semantics, Truth tables Evaluating whether a statement is true/false
- Inference by Truth Table Enumeration
- Logical equivalence of sentences Commutativity, associativity, etc.
- Definition of validity and relation to entailment
- Definition of satisfiability, unsatisfiability and relation to entailment

