Knowledge Representation and Reasoning Uncertainty – Problems

Problem 1. From the probability axioms we can deduce several further rules for computing probabilities. Consider the following ones:

- (R1) $P(\neg A) = 1 P(A)$.
- (R2) P(A) = 0, if A is a contradiction.

Deduce these rules from the probability axioms.

Problem 2. Suppose that $W = \{w_1, w_2, w_3\}$. Define *m* as follows:

- $m(w_1) = 1/4$
- $m(\{w_1, w_2\}) = 1/4$
- $m(\{w_2, w_3\}) = 1/2$
- m(U) = 0 if U is not one of $\{w_1\}, \{w_1, w_2\}, or\{w_2, w_3\}$

Provide all values for:

 $Bel_m(w_1), Bel_m(w_2), Bel_m(w_3), Bel_m(\{w_1, w_2\}), Bel_m(\{w_2, w_3\}), Bel_m(\{w_1, w_3\}), Bel_m(\{w_1, w_2, w_3\});$

 $Plaus_m(w_1), Plaus_m(w_2), Plaus_m(w_3), Plaus_m(\{w_1, w_2\}), Plaus_m(\{w_2, w_3\}), Plaus_m(\{w_1, w_2, w_3\}).$

Problem 3. In a multi-sensor system, we need to combine evidences from multiple sensors. Assume that we have two sensors and three observable events with $W = \{A, B, C\}$. From the sensors, we get the following information that indicate the likelihood of observing each event:

> Sensor1: $m_1(A) = 0.95$, $m_1(B) = 0.05$, $m_1(C) = 0$ Sensor2: $m_2(A) = 0.0$, $m_2(B) = 0.1$, $m_2(C) = 0.9$

- Compute: $m_1 \oplus m_2(A), m_1 \oplus m_2(B), m_1 \oplus m_2(C)$
- Are the results satisfactory?

Problem 4. The sorites paradox can be seen as one of the most striking paradoxes for logical reasoning (Hájek and Novák: 2003). Consider this paradox in the following form:

- (1) 10^{100} is a huge number.
- (2) If n is a huge number, then n-1 is also huge.

From this, deduce:

(3) 0 is a huge number.

Do the following:

- Describe the problem here.
- State how fuzzy logic could help us, respecting the intuition that (2) seems not totally true, but almost true.