1   Situation Calculus

Shakey the robot wakes up in a dark room r_1, there is a light bulb but the switch is turned off. After inspection, she finds out there are another two room r_2, r_3 next to this one, where r_2 contains a box $b1$ and r_3 contains a box b_2. To light up the bulb, box b_1 must be in room r_1 and b_2 in r_2. The domain of objects in this problem is thus, $\{shakey, r_1, r_2, r_3, b_1, b_2\}$. The robot Shakey can achieve her goal using the following 3 actions:

- $walkTo(loc_1, loc_2)$: Shakey walks from location loc_1 to loc_2 where the two locations are adjacent.

- $push(box, loc_1, loc_2)$: Shakey pushes the box from loc_1 to loc_2 where the two locations are adjacent.

- $turnOn$: Shakey turns on the light bulb in room r_1, only if the boxes are in their correct positions.

The descriptions would require the two fluents and one predicate:

- $lightOn(s)$: in situation s, the light bulb in room r_1 is on.

- $at(obj, loc, s)$: in situation s, the object obj (box or shakey) is in the location loc (r_1, r_2 or r_3).

- $adj(l_1, l_2)$: the two locations are adjacent.

Using the situation calculus, help Shakey to see the light.

(a) An object cannot be in two different locations in the same situation. Formalize this axiom. (**Hint: quantify over situation s, object o, and two locations l_1 and l_2.**)

(b) Write a sentence describing the initial situation s_0; Write a sentence of the form $\exists s.\phi(s)$ that asserts the existence of the final goal situation using the fluents. (you are not required to provide the adjacency of the rooms)

(c) Write the precondition and effect axioms for the actions.

(d) Write the goal situation σ as a ground situation term, using as few actions as possible. (**Hint: Review the definition of a term; The do(a, s) function is your friend in situation calculus.**)
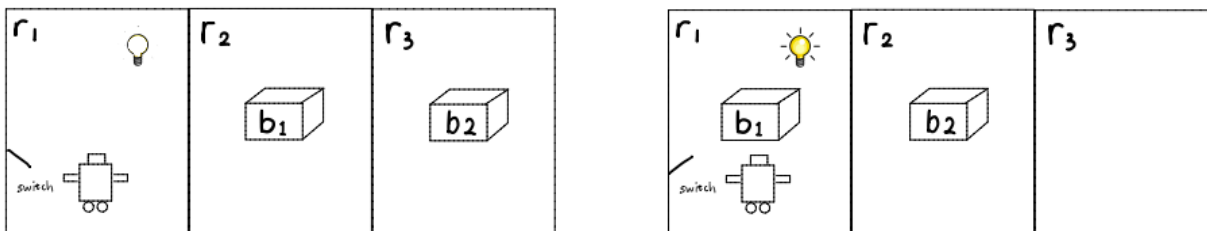

Figure 1: (left) the initial situation; (right) the goal situation

2 STRIPS and Reachability Analysis

Consider the tower of Hanoi problem. There are 3 disks d_1, d_2, d_3 (where d_i is smaller than d_j for $i < j$) and 3 pegs p_1, p_2, p_3. At first the 3 disks are stacked orderly in the first peg, and you are asked to move the entire stack to the third one. There are three predicates:

- $clear(x)$: either peg x is clear or there is no disk on top of disk x.

- $on(x, y)$: disk x is on disk y, or disk x is on peg y.

- $smaller(x, y)$: disk x is smaller than disk y, or x is a disk and y is a peg.

Suppose we have an enhanced robotic arm that is also able to move two consecutive disks in a single action:

- $move(x, a, b)$: move disk x from the peg/disk a to the peg/disk b.

- $moveTwo(x, y, a, b)$: move a consecutive stack of two disks x, y from the peg/disk a to the peg/disk b.

With this enhancement, complete the following tasks:

(a) Write the STRIPS representation of actions, the initial KB and the goal.

(b) Use reachability analysis to compute the heuristic value for the initial state. Draw the state and action layers. For each call of CountActions, indicate the values of G, G_P, G_N and A.

Note: Assume that the axioms of all *smaller* relations of the disks and pegs are given, thus there is no need to specify these relations in the initial KB, goal and the state layers.

Figure 2: The result (right) of action $moveTwo(d_1, d_2, d_3, p3)$

3 Bayesian Networks

1. Consider the following example: An addition to games is a possible cause of a student getting a low score in the final exam and it could also lead to lack of physical exercise. In turn, either the low score and the lack of exercise could render a student unpopular among classmates. Besides, The low score in the final exam might attribute to the rejection of scholarship application.

   (a) Represent these casual links in a belief network. Let a stand for addition to games, b for lack of exercise, c for low score in the final exam, d for being unpopular among classmates, and e for rejection of scholarship application.

(b) Give an example of an independence assumption that is implicit in this network.

(c) Suppose the following probabilities are given:

$$
\begin{array}{llll}
P(a) & = & 0.2 \\
P(b|a) & = & 0.7 & P(b|\neg a) & = & 0.2 \\
P(c|a) & = & 0.2 & P(c|\neg a) & = & 0.05 \\
P(e|c) & = & 0.7 & P(e|\neg c) & = & 0.6 \\
P(d|b,c) & = & 0.8 & P(d|\neg b, c) & = & 0.7 \\
P(d|b,\neg c) & = & 0.7 & P(d|\neg b, \neg c) & = & 0.05
\end{array}
$$

and assume that it is also given that some student is popular among classmates but has no scholarship. Calculate joint probabilities for the eight remaining possibilities(that is according to whether a,b, and c are true or false)

(d) According to the numbers given, a priori probability that the student addicted to play games is 0.2. Given that the student has no scholarship but is popular among classmates, are we now more or less inclined to believe that the student has game addition? Explain.

2. Consider the following belief network

$$
\begin{array}{llll}
P(a) & = & 0.8 & P(d|b) & = & 0.1 \\
P(b) & = & 0.2 & P(d|\neg b) & = & 0.8 \\
P(c|a,b) & = & 0.2 & P(e|c) & = & 0.8 \\
P(c|a,\neg b) & = & 0.7 & P(e|\neg c) & = & 0.1 \\
P(c|\neg a, b) & = & 0.8 & P(f|c) & = & 0.2 \\
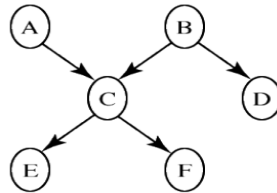P(c|\neg a, \neg b) & = & 0.4 & P(f|\neg c) & = & 0.8
\end{array}
$$

Figure 3: BN

(a) Compute $P(e)$ using VE. You should first prune irrelevant variables. Show the factors that are created for a given elimination ordering.

(b) Supposed you want to compute $P(e|\neg f)$ using VE. How much of the previous computation can be reused? Show the factors that are different from those in part (a).