T03 Planning and Uncertainty

16337110 匡乾, 16337111 赖若潘

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1 Q1

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(a) \forall s \forall l_1 \forall l_2 (at(o, l_1, s) \land at(o, l_2, s) \Rightarrow l_1 = l_2)
(b) s_0: \neg lightOn(s_0) \land at(shakey, r_1, s_0) \land at(b_1, r_2, s_0) \land at(b_2, r_3, s_0)
     goal situation: \exists s, lightOn(\phi(s))
(c) walkTo(loc_1, loc_2)
     precondition: at(shakey, loc_1, s)
     effect: at(shakey, loc_2, s) \land \neg at(shakey, loc_1, s)
    push(box, loc_1, loc_2)
     precondition: at(shakey, loc_1, s) \land at(box, loc_1, s)
     effect: at(box, loc_2, s) \land \neg at(box, loc_1, s)
     turnOn
    precondition: at(b_1, r_1, s) \wedge at(b_2, r_2, s) \wedge at(shakey, r_1, s)
     effect: lightOn(s)
(d) 1.(\neg lightOn(s_0))
     2.(at(shakey, r_1, s_0))
     3.(at(b1, r_2, s_0))
     4.(at(b2,r_3,s_0))
     5.(at(shakey, loc_1, s), \neg at(shakey, loc_1, do(walkTo(loc_1, loc_2), s)))
     6.(at(shakey, loc_1, s), at(shakey, loc_2, do(walkTo(loc_1, loc_2), s)))
     7.(at(shakey, loc_1, s), at(box, loc_1, s), at(box, loc_2, do(push(box, loc_1, loc_2), s)))
     8.(at(shakey, loc_1, s), at(box, loc_1, s), \neg at(box, loc_1, do(push(box, loc_1, loc_2), s)))
     9.(at(b_1,r_1,s),at(b_2,r_2,s),at(shakey,r_1,s),lightOn(do(turnOn),s))
     10.(\neg lightOn(z), ans(z))
     And by resolution, we can get ans(z, s_0)
     z = do(turnOn, do(walkTo(r_2, r_1), do(push(b_1, r_2, r_1), do(walkTo(r_3, r_2),
     do(push(b_2, r_3, r_2), do(walkTo(r_2, r_3), do(walkTo(r_1, r_2))))))))
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2 Q2

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(a)
                        • actions:
                                        - move(x, a, b):
                                                Pre: \{on(x, a), clear(x), clear(b), smaller(x, b)\}
                                                Adds:\{on(x, b), clear(a)\}
                                                Dels:\{on(x, a), clear(b)\}
                                       - moveTwo(x, y, a, b):
                                                Pre: \{on(x, y), on(y, a), clear(x), clear(b), smaller(y, b)\}
                                                Adds:\{on(y, b), clear(a)\}
                                                Dels:\{on(y, a), clear(b)\}
                        • initial KB: \{on(d_1, d_2), on(d_2, d_3), on(d_3, p_1), clear(d_1), clear(p_2), clear(p_3)\}
                        • goal: \{on(d_1, d_2), on(d_2, d_3), on(d_3, p_3), clear(d_1), clear(p_1), clear(p_2)\}
(b) Reachability Analysis:
              S_0 = \{on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2), on(d_3, p_1), clear(p_3)\}
              A_0 = \{ [on(d_1, d_2), clear(d_1), clear(p_2), smaller(d_1, p_2)] move(d_1, d_2, p_2) [on(d_1, p_2), clear(d_2)], \}
              [on(d_1, d_2), clear(d_1), clear(p_3), smaller(d_1, p_3)] move(d_1, d_2, p_3) [on(d_1, p_3), clear(d_2)],
              [on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2), smaller(d_2, p_2)] move(d_1, d_2, d_3, p_2) [on(d_2, p_2), clear(d_3)]
              [on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_3), smaller(d_2, p_3)] move(d_1, d_2, d_3, p_3) [on(d_2, p_3), clear(d_3)] \}
              S_1 = \{on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2), on(d_3, p_1), clear(p_3), on(d_1, p_2), on(d_2, d_3), clear(d_1), clear(p_2), on(d_3, p_1), clear(p_3), on(d_1, p_2), on(d_2, d_3), clear(d_3, d_3), 
              on(d_1, p_3), clear(d_2), on(d_2, p_2), on(d_2, p_3), clear(d_3)
              A_1 = \{ [on(d_3, p_1), clear(d_3), clear(p_3), smaller(d_3, p_3)] move(d_3, p_1, p_3) [on(d_3, p_3), clear(p_1)] \cdots \}
              S_2 = \{on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2), on(d_3, p_3), clear(p_1), on(d_3, p_1), clear(p_2), on(d_3, p_3), clear(p_2), on(d_3, p_3), clear(p_3), clear(p_3
              clear(p_3), on(d_1, p_2), on(d_1, p_3), clear(d_2), on(d_2, p_2), on(d_2, p_3), clear(d_3) \cdots \}
              因为goal \notin S_1, goal \in S_2, 所以停止, 接下来计算启发式函数的值。
              CountAction(G, S_2):
              G_P = \{on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2)\}\
              G_N = \{on(d_3, p_3), clear(p_1)\}\
              A = \{move(d_3, p_1, p_3)\}
              G_1 = G_P \cup Pre(A) = \{on(d_1, d_2), on(d_2, d_3), clear(d_1), clear(p_2), on(d_3, p_1), clear(d_3), clear(p_3)\}
              return 1 + CountAction(G_1, S_1)
              CountAction(G_1, S_1):
```

$$G_{P} = \{on(d_{1}, d_{2}), on(d_{2}, d_{3}), clear(d_{1}), clear(p_{2})\}$$

$$G_{N} = \{on(d_{3}, p_{1}), clear(d_{3}), clear(p_{3})\}$$

$$A = \{move(d_{1}, d_{2}, d_{3}, p_{2})\}$$

$$G_{2} = G_{P} \cup Pre(A) = \{on(d_{1}, d_{2}), on(d_{2}, d_{3}), clear(d_{1}), clear(p_{2})\}$$

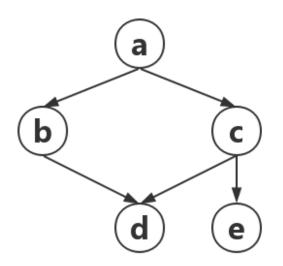
$$return \ 1 + CountAction(G_{2}, S_{0})$$

 $CountAction(G_2, S_0) = 0$

综上: $CountAction(G, S_2) = 1 + 1 + 0 = 2$

3 Q3

1. (a) see the Figure 1.



a: addicted to games b: lack of exercise c: get low score in the final exam d: unpopular among classmates e: rejection of scholarship application.

图 1: Q3 1(a)

- (b) e is independent of a,b,d, given c.
 - b is independent of c, given a.
 - d is independent of a, given b and c.
- (c) 设节点a的因子为 $f_1(A)$, 节点b因子为 $f_2(A,B)$, 节点c因子为 $f_3(A,C)$, 节点d因子为 $f_4(B,C,D)$, 节点e因子为 $f_5(C,E)$,由题目已知条件得到表1

						bcd	0.8		
						$bc\neg d$	0.2		
		ab	0.7	ac	0.2	$b\neg cd$	0.7	ce	0.7
a	0.2	$a \neg b$	0.3	$a \neg c$	0.8	$b\neg c \neg d$	0.3	$c \neg e$	0.3
$\neg a$	0.8	$\neg ab$	0.2	$\neg ac$	0.05	$\neg bcd$	0.7	$\neg ce$	0.6
		$\neg a \neg b$	0.8	$\neg a \neg c$	0.95	$\neg bc \neg d$	0.3	$\neg c \neg e$	0.4
						$\neg b \neg cd$	0.05		
						$\neg b \neg c \neg d$	0.95		

表 1: $f_1(A)$, $f_2(A, B)$, $f_3(A, C)$, $f_4(B, C, D)$, $f_5(C, E)$

要计算 $P(A, B, C|\neg d, e)$,因证据变量为 $D = \neg d, E = e$,故可以得到 $f_4(B, C, D = \neg d) = f_6(B, C)$ 以及 $f_5(C, E = e) = f_7(C)$,见表2。

bc	0.2		
$b \neg c$	0.3	c	0.7
$\neg bc$	0.3	$\neg c$	0.6
$\neg b \neg c$	0.95		

表 2: $f_6(B,C), f_7(C)$

经过计算并归一化后我们可以得到表3

(d) 计算P(a),先要计算分布P(A),查询变量为A,证据变量为 $D = \neg d, E = e$,相关变量为A,B,C,D,E。

首先限制因子,得到 $f_6(B,C)=f_4(B,C,D=\neg d,f_7(C)=f_5(C,E=e)$,见表2设消元顺序为B,C。

B: $f_2(A, B), f_7(B, C)$

C: $f_3(A, C), f_6(C)$

消去B, 即 $f_8(A,C) = \sum_B f_2(A,B) \times f_7(B,C) = f_2(A,b)f_7(b,C) + f_2(A,\neg b)f_7(\neg b,C)$, 见

abc	0.009	$\neg abc$	0.003
$ab \neg c$	0.046	$\neg ab \neg c$	0.063
$a\neg bc$	0.006	$\neg a \neg bc$	0.015
$a \neg b \neg c$	0.063	$\neg a \neg b \neg c$	0.795

表 3: $P(A, B, C|\neg d, e)$

表4

消去C,即 $f_9(A) = \sum_C f_3(A,C) \times f_6(C) \times f_8(A,C) = f_3(A,c) f_6(c) f_8(A,c) + f_3(A,\neg c) f_6(\neg c) f_8(A,\neg c)$,见表4

故 $f_{10}(A) = f_1(A) \times f_9(A)$

最后对 $f_{11}(A)$ 归一化,得到 $f_{12}(A)=\alpha f_{11}(A), \alpha=1/\sum_A f_{11}(A)$,见表4

因此 $P(a|\neg d, e) = 0.124 < 0.2 = P(a)$

因此此时我们更加不倾向于相信学生沉迷于游戏。

ac	0.23				
$a \neg c$	0.495	a	0.2698	a	0.124
$\neg ac$	0.28	$\neg a$	0.4772	$\neg a$	0.876
$\neg a \neg c$	0.82				

表 4: $f_8(A,C)$, $f_9(A)$, $f_{11}(A)$

2. 设节点A的因子为 $f_1(A)$, 节点B因子为 $f_2(B)$, 节点C因子为 $f_3(A,B,C)$, 节点D因子为 $f_4(B,D)$, 节点E因子为 $f_5(C,E)$, 节点F因子为 $f_6(C,F)$,见表(5)

				abc	0.2						
				$ab \neg c$	0.8						
				$a\neg bc$	0.7	bd	0.1	ce	0.8	cf	0.2
a	0.8	b	0.2	$a \neg b \neg c$	0.3	$b\neg d$	0.9	$c \neg e$	0.2	$c \neg f$	0.8
$\neg a$	0.2	$\neg b$	0.8	$\neg abc$	0.8	$\neg bd$	0.8	$\neg ce$	0.1	$\neg cf$	0.8
				$\neg ab \neg c$	0.2	$\neg b \neg d$	0.2	$\neg c \neg e$	0.9	$\neg c \neg f$	0.2
				$\neg a \neg bc$	0.4						
				$\neg a \neg b \neg c$	0.6						

表 5: $f_1(A), f_2(B), f_3(A, B, C), f_4(B, D), f_5(C, E), f_6(C, F)$

(a) 计算P(e), 先要计算分布P(E),查询变量为E, 证据变量无, 那么我们只需考虑查询变量E和E的 祖先即可,相关变量为E, C, A, B。

设消元顺序为A,B,C。

 $A: f_1(A), f_3(A, B, C)$

 $B : f_2(B)$

 $C: f_5(C, E)$

消去A, 即 $f_7(B,C) = \sum_A f_1(A) \times f_3(A,B,C) = f_1(a)f_3(a,B,C) + f_1(\neg a)f_3(\neg a,B,C)$, 见表(6)。

 $B: f_2(B), f_7(B, C)$

 $C: f_5(C, E)$

消去B, 即 $f_8(C) = \sum_B f_2(B) \times f_7(B,C) = f_2(b)f_7(b,C) + f_2(\neg b)f_7(\neg b,C)$,见表(6)。

 $C: f_5(C, E), f_8(C)$

消去C, 即 $f_9(E) = \sum_C f_5(C, E) \times f_8(C) = f_5(c, E) f_8(c) + f_5(\neg c, E) f_8(\neg c)$,见表(6)。

因此 $P(e) = P(E = e) = f_9(e) = 0.5032$

bc	0.32				
$b \neg c$	0.68	c	0.576	e	0.5032
$\neg bc$	0.64	$\neg c$	0.424	$\neg e$	0.4968
$\neg b \neg c$	0.36				

表 6: $f_7(B,C), f_8(C), f_9(E)$

(b) 计算 $P(e|\neg f)$, 要计算分布 $P(E|\neg f) = \alpha P(E, \neg F)$, 相关的变量有E和E的祖先A,B,C还有F(因为证据变量F是相关变量C的后代)。

设消元顺序为A,B,C。

首先限制因子, $f_{10}(C) = f_6(C, F = \neg f)$, 见表(7)

 $A: f_1(A), f_3(A, B, C)$

 $B:f_2(B)$

 $C: f_5(C, E), f_{10}(C)$

消去A, 即 $f_7(B,C) = \sum_A f_1(A) \times f_3(A,B,C)$, (a)中已经计算出来了,可以直接使用, 见(a)中表(6)。

 $B: f_2(B), f_7(B, C)$

 $C: f_5(C, E), f_{10}(C)$

消去B, 即 $f_8(C) = \sum_B f_2(B) \times f_7(B,C)$, (a)中已经计算出来了,可以直接使用,见(a)中表(6)。

 $C: f_5(C, E), f_{10}(C), f_8(C)$

消去C, 即 $f_{11}(E) = \sum_{C} f_5(C, E) \times f_{10}(C) \times f_8(C)$

最后对 $f_{11}(E)$ 归一化, $f_{12}(E) = \alpha f_{11}(E)$, $\alpha = 1/\sum_{E} f_{11}(E)$, 见表(7)。

因此 $P(e|\neg f) = P(E = e|\neg f) = f_{12}(e) = 0.6912$

c	0.8	e	0.6912
$\neg c$	0.2	$\neg e$	0.3088

表 7: $f_{10}(C), f_{12}(E)$