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CPTS 440
Artificial Intelligence
10-17-2019
                                        Homework #7
1.
(:action suction
       :precondition(and(room A)(dirty A))
       :effect(and(clean A)(not(dirty A)))
       :(precondition(and(room B)(dirty B))
       :effect(and(clean B)(not(dirty B))
)
2.
A) P(Weather=clear, Costume=yes, Party=yes) = 0.084
B) P(Weather=cloudy, Party=no) = 0.12 + 0.14 = 0.26
C) P((Costume=yes) \land (Party=no)) = 0.036 + 0.12 + 0.09 = 0.246
D) P((Costume=yes) v (Party=no))
P(Costume=yes) = 0.6
P(Party=no) = 0.53
P((Costume=yes) \land (Party=no)) = 0.246
0.6 + 0.53 - 0.246 = 0.884
E) P(Party=yes | Weather=rain, Costume=no)
P(Party=yes ^ Weather=rain ^ Costume=no) = 0.024
P(Weather=rain \land Costume=no) = 0.024 + 0.096 = 0.12
0.024 / 0.12 = 0.2
F) P(Party=yes | Costume=yes)
P(Party=yes \land Costume=yes) = 0.084 + 0.18 + 0.09 = 0.354
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P(Costume=yes) = 0.6
0.354 / 0.6 = 0.59
3.
A = 0.7
P(LikeCoding=true | LearnAI=true) = 0.8
P(LikeCoding=true | LearnAI=false) = 0.6
P(LearnAI=true) = 0.5
P(LearnAI | LikeCoding=true) = P(LearnAI ^ LikeCoding=true) / P(LikeCoding=true)
P(LikeCoding=true | LearnAI=true) = P(LikeCoding=true ^ LearnAI=true) / P(LearnAI=true)
= P(LikeCoding=true ^ LearnAI=true) / 0.5 = 0.8
= P(LikeCoding=true ^ LearnAI=true) = 0.4
1 - P(LearnAI = true) = P(LearnAI = false) = 1 - 0.5 = 0.5
P(LikeCoding=true | LearnAI=false) = P(LikeCoding=true ^ LearnAI=false) / P(LearnAI=false)
= P(LikeCoding=true ^ LearnAI=false) / 0.5 = 0.6
= P(LikeCoding=true ^ LearnAI=false) = 0.3
0.4 + 0.3 = 0.7
P(LikeCoding=true) = 0.7
P(LikeCoding=false) = 0.3
P(LearnAI=true ^ LikeCoding=true) / P(LikeCoding=true) = (LearnAI=true ^ LikeCoding=true)
/ 0.7
= 0.4 / 0.7 = 4 / 7
P(LearnAI=false ^ LikeCoding=true) / P(LikeCoding=true) = (LearnAI=false ^
LikeCoding=true) / 0.7
= 0.3 / 0.7 = 3 / 7
a = 0.7
```