Exam: Al Planning for Autonomy (COMP90054_2021_SM2)

Started: Nov 16 at 12:02

Quiz Instructions

The University of Melbourne
School of Computing and Information Systems

Final Exam, Semester 2, 2021 COMP90054 Al Planning for Autonomy

Duration: 150 minutes

Please note that you are permitted to write answers immediately, during the reading time, as this is not enforced.

Instructions to Students:

The test includes questions worth a total of 40 marks, making up 40% of the total assessment for the subject.

- This exam includes a https://eduassistps@h@ithulon-l@/
 blank questions. Please answer all questions in the fields provided.
- This is a timed quiz. The time remaining is hown i down even if you leave the canvas site. That edu_assist_pro
- Open this quiz in *only one* browser window at a time. Opening the same Canvas quiz in multiple browser windows may cause problems with the auto-save features and some answers may be overwritten or lost.
- At the end of the time limit, your answers will be submitted automatically.

Authorised Materials: This exam is open-book. While undertaking this assessment you *are permitted to*:

- make use of textbooks and lecture slides (including electronic versions) and lecture recordings
- make use of your own personal notes and material provided as part of tutorials and practicals in this subject
- make use of code that has been provided as part of this subject, or that you have written yourself
- · use calculators, code, or mathematical software to compute numeric answers

While you are undertaking this assessment you *must not*:

- make use of any messaging or communications technology
- make use of any world-wide web or internet-based resources such as Wikipedia, Stack Overflow,
 or Google and other search services

 act in any manner that could be regarded as providing assistance to another student who is undertaking this assessment, or will in the future be undertaking this assessment.

The work you submit *must be based on your own knowledge and skills*, without assistance from any other person.

Technical support

This exam is a Canvas Quiz. Technical support for this exam can be accessed at:

https://students.unimelb.edu.au/your-course/exams-assessments-and-results/exams/technical-support

https://students.unimelb.edu.au/your-course/manage-your-course/exams-assessments-and-results/exams/technical-support)

Additional information about Canvas Quizzes, including troubleshooting tips, can be found https://students.unimelb.edu.au/your-course/manage-your-course/exams-assessments-and-results/exams/exam-types) (scroll down to the Canvas Quiz section).

Academic Integrity Declaration

By commencing and/or submitting this assessment I agree that I have read and understood the University's policy on academic integrity (https://academicintegrity.unimelb.edu.au/#online-exams)

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I also agree that:

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- 2. I will not seek or receive any assistance from any o) except where the work is for a designated collaborative task in which gate edu_assistion pyiloe indicated; and.
- 3. I will not use any sources without proper acknowledgment or referencing (plagiarism).
- 4. Where the work I submit is a computer program or code, I will ensure that:
 - a. any code I have copied is clearly noted by identifying the source of that code at the start of the program or in a header file or, that comments inline identify the start and end of the copied code; and
 - b. any modifications to code sourced from elsewhere will be commented upon to show the nature of the modification.

Troubleshooting

In case you cannot upload your files as requested (due to technical difficulties), please follow the steps below:

- 1. Name your file with your Question number followed by your Name and Student ID e.g. for Q7 for Jane Bloggs with Student ID 123456 you would upload file: **Q7 Jane Bloggs 123456.jpg**
- 2. Typesetting math: 100% pening the OneDrive link below clicking this link will open a new Tab in your browserand will prompt you to select your files for upload: https://unimelbcloud-

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my.sharepoint.com/:f:/g/personal/adrianrp_unimelb_edu_au/Ehw9ar9QNVtOIN7qIIHLO_oBBEylbGxwxGlv

Late file upload policy: For timed exams, a deduction of 1 mark from the **final mark** (not exam mark) for each minute late up to 30 minutes. The time stamp on the server will be used as the submission time.

Search

Question 1 1 pts

We wish to represent the frequency to the feet the second assume that ties are broken alphabetically, i.

to be expanded https://eduassistpro.github.io/expanded?

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Question 2	3 p	ts
Question 2	3 p	ເວ

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Assume a cost of 1 to move between nodes, initial state I, and Goal state G. With reference to the diagram above, you <u>cannot change the heuristic values</u>, but you <u>can add or remove edges</u> and <u>add nodes with an associated heuristic value</u> of your choice. Which nodes (with their h value) and edges do you need to add so the heuristic becomes:

- (i) Safe
- (ii) Admissible
- (iii) Consistent
- (iv) Goal aware

For each property, explain which nodes/edges you need to add to the graph. If you add new nodes/edges, explain why they are needed. If some property is unachievable, explain why.

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Question 3	1 pts
Which of the following statements is false?	
All consistent, goal aware heuristics are admissible	
O Depth first search is complete for acyclic state spaces	
○ The IDA* algorithm is bounded suboptimal for admissible heuristics	
The hadd heuristic is inadmissible in general	
The hmax heuristic is always admissible	

Below is the Bellman-Ford Table of $h^{add}(I)$ for a particular problem where I is the initial state of the problem.

completed(A	A) completed(B)	completed(C)	completed((D) completed(E)
3	Infinity	Infinity	1	Infinity
3			1	

All actions have cost=1. The following actions are available

Action One:

- Precondition: completed(A)

- Add: completed(B)

Action Two:

- Prec: Answering the Information Project Exam Help
- Add: complete

Action Three: https://eduassistpro.github.io/

- Prec: completed(C), Completed(B)
- Add: completed Add WeChat edu_assist_pro

Action Four:

- Prec: completed(C), Completed(D)
- Add: completed(E)

Compute the values of the next row, given the actions above. Update first the value of Completed(B), then Completed(C), and finally Completed(E), in that order. If you change the value of predicate Completed(B), then you can use this value in the computation of the next predicates: Completed(C) and Completed(E).

Question 5 1 pts

Below is the Bellman-Ford Table of $h^{max}(I)$ for a particular problem where $I = \frac{1}{100}$ Typesetting math: 100%, completed(D)} is the initial state of the problem.

completed	I(A) completed(B)	completed(C)	complete	ed(D) completed(E)
3	Infinity	Infinity	0	Infinity
3			0	

All actions have cost=1. The following actions are available

Action One:

- Precondition: completed(A)

Add: completed(B)

Action Two:

- Prec: completed(B), Completed(D)

- Add: completed(C)

Action Action Project Exam Help

- Prec: complet

- Add: complete https://eduassistpro.github.io/

- Prec: complete condition - Prec: complete cond

Add: completed(E)

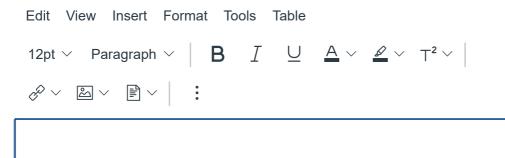
Compute the values of the next row, given the actions above. Update first the value of Completed(B), then Completed(C), and finally Completed(E), in that order. If you change the value of predicate Completed(B), then you can use this value in the computation of the next predicates: Completed(C) and Completed(E).

Question 6 3 pts

Draw or define a graph such that IW(1) is guaranteed to terminate without expanding the goal.

Write down the order in which IW(1) expands the nodes in your graph, and justify why a node is novel or not.

Note: avoid making large examples, a graph with 4 nodes should be sufficient.



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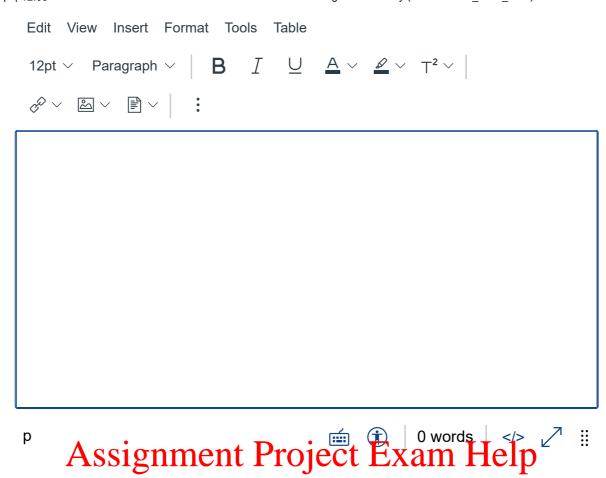
Question 7 Add WeChat edu_assist_propts

A robot's (R) mission is to save planet earth and make sure all carbon mines (M) are closed. The robot can move directly between mines as long as it has a snack (S) for each voyage across mines. The robot can close down a mine only if it is at the same position as the mine. Initially the mines are open, and the goal is to close all the mines.

Describe briefly in STRIPS how to model the domain described. Include a specification of the parameters of the actions, and the preconditions and postconditions of each action. Include a description of the goal state of the problem, and create 1 possible initial state where the goal is reachable, and 1 possible initial state where the goal is not reachable. Your initial states need to have 3 or more snacks and 3 or more mines. Explain clearly any assumption made.

You are allowed to use variables as arguments for the actions (action schemes), specifying the values of the variables. Note: it is not compulsory to use PDDL

Typesetting math: 100% 3 as you can convey the main ideas.



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Question 8

5 pts

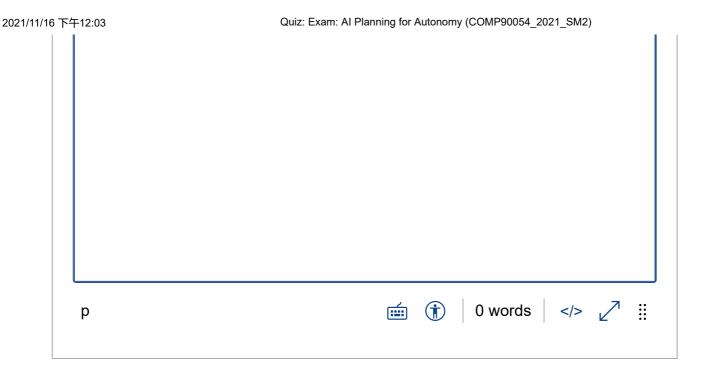
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Create a STRIPS problem with <u>at most three</u> $h^{add}\left(I,G\right)\neq h^{FF}\left(I,G\right).$

Specify your STRIPS actions using the following notation: <action name> : preconditions -> effects.

For example, action $a:p,q\to r, \mathrm{not}\ t$, would stand for action a, where p and q are the preconditions, and the effects add r and delete t.

To answer this question, show your workings by 1) creating the STRIPS problem, 2) finding the value of $h^{max}(I)$, 3) then the value of $h^{ff}(I)$ using the best supporter function induced by h^{max} , and finally 4) the value of $h^{add}(I)$. You then would be able to show that $h^{add}(I,G) \neq h^{FF}(I,G)$

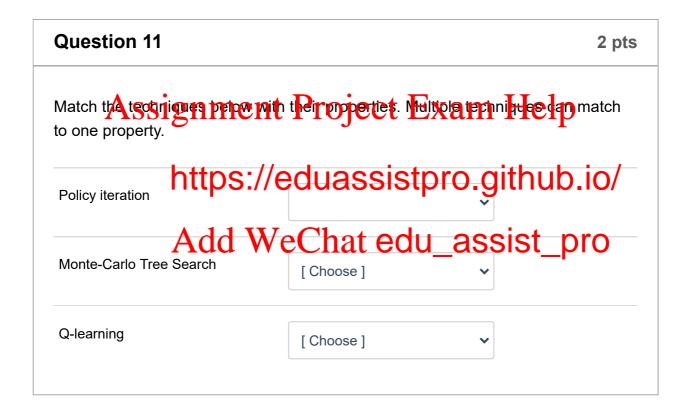


Markov Decision Proceses (MDPs) Assignment Project Exam Help

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Intips.//eduassistpro.gitilub.id/			
Question 9 1 pts			
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Consider a policy π that takes a state and action, and returns the probability that action a should be chosen state s .			
What type of policy is this?			
○ A random policy			
○ A strong policy			
○ A deterministic policy			

Question 1
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Reinforcement Learning (RL)

Question 12

Typesetting math: 100% ference between on-policy and off-policy learning?

\bigcirc	On-policy learning uses its policy to do exploration, while off-policy does exploration instead of exploitation
0	On-policy learning does temporal-difference updates based on the best possible next action executed, while off-policy does updates assuming the actual next action
0	On-policy learning using its policy to do exploitation, while off-policy does exploitation instead of exploration
0	On-policy learning does temporal-difference updates based on the actual next action executed, while off-policy does updates assuming the best possible next action
0	On-policy updated based on the next state, while off policy feeds back on the current state
0	On-policy updated based on the current state, while off policy feeds back on the next state

Assignment Project Exam Help 1 pts			
Backward induction instead of multi-agent M Add WeChat edu_assist_pro Add WeChat edu_assist_pro			
☐ If an optimal solution is needed			
☐ If the environment is not one of the players			
☐ If there are only two players			
☐ If the game tree is small enough to solve the problem exhaustively			

Question 14	1 pts
What is the difference between reward shaping and Q-function initialisation?	,
 In reward shaping the potential function is used in the update, while in Q-value initialisation, the potential is calculated in the initial step 	
Nothing they are equivalent Typesetting math: 100%	
Reward shaping uses potential functions while Q-function initialisation uses real fu	nctions

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 Reward functions work for any Q-function representation, while for Q-function initialisation it must be a Q-table representation

Question 15 4 pts

Consider a reinforcement learning agent this is try to learn how fast a vacuum cleaning robot can travel without over-heating.

There are two states: cool and warm.

There are two actions: slow and fast.

If the robot goes fast, it is more likely to transition to a *warm* state than it is goes *slow*.

Using a learning rate of 0.6 and a discount factor of 0.8, we arrive at the following

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Q(cool, fast)

Q(cool, slow)

Q(warm, fast)

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The agent executes the action *fast* in the state *cool*, receives a reward of 6, and is now in the *warm* state. It will execute the action *slow* next.

Calculate the new value for Q(cool, fast) using 1-step SARSA to 2 decimal places.

Gama	Theory

Consider the following two-player game in normal form. Select all pure strategy Nash equilibrium for this game, if any exist.

		Player 2	
Player 1	D	E	F
А	0, 0	0, 0	5, 10
В	15, 25	25, 25	5, 15
С	10, 5	15, 5	10, 10

A, D: (0, 0)
 B, D: (15, 25)
 C, D: (10, 5)
 A, EA Signment Project Exam Help
 B, E: (25, 25)
 C, E: (15, 5)
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 A, F: (5, 10)
 B, F: (5, 15)
 C, F: (10, 10)

Question 17 2 pts

In your own words, compare the concepts of pure strategy and mixed strategy in normal form games.

Question 18 5 pts

In a family, there are three siblings Alice, Bob, and Caroline. They back a cake together, which weighs one kilogram. Alice is given the task of cutting the cake into three pieces

of cake can be dhttps://eduassistpro.github.io/

payoff is the size of the cake WeChat edu_assist_pro

Assuming that s1 <= s2 <= s3, using game th est thing Alice can do to maximise her utility is divide the cake into three equal pieces. Show your working.

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Submit Quiz

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