

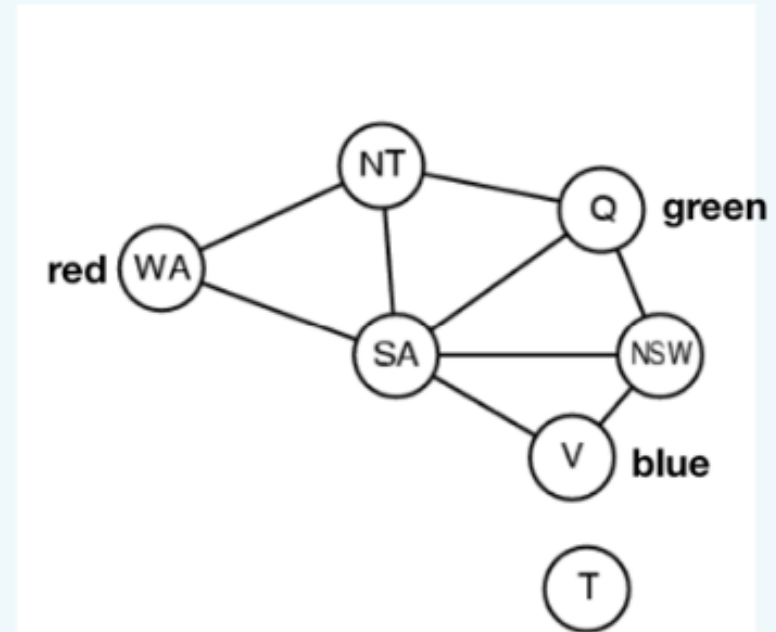
COMP3411/9814

23T1

QUIZ 2

Question 1

Consider the constraint satisfaction problem (CSP) of colouring the Australian map with three colours and suppose Western Australia has been assigned red ($WA = \{\text{red}\}$), Queensland green ($Q = \{\text{green}\}$) and Victoria blue ($V = \{\text{blue}\}$), as shown below

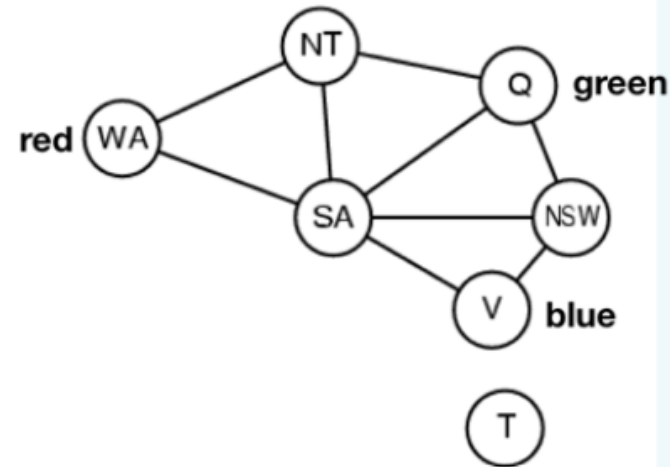


What are the remaining values for the other variables after applying **forward checking**?

- ☐ NT = {blue}, NSW = {blue}, SA = {green}, TAS = {red, blue, green}
- ☐ NT = {blue}, NSW = {red}, SA = {blue}, TAS = {red, blue, green}
- ☒ NT = {blue}, NSW = {red}, SA = {}, TAS = {red, blue, green}
- ☐ NT = {blue}, NSW = {}, SA = {red}, TAS = {red, blue, green}

Question 2

Consider the constraint satisfaction problem (CSP) of colouring the Australian map with three colours and suppose Western Australia has been assigned red ($WA = \{\text{red}\}$), Queensland green ($Q = \{\text{green}\}$) and Victoria blue ($V = \{\text{blue}\}$), as shown below.

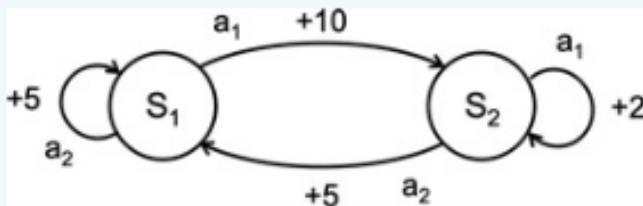


What are the remaining values for the other variables after applying **arc consistency checking**?

- ☐ NT = {blue}, NSW = {blue}, SA = {green}, TAS = {red, blue, green}
- ☐ NT = {blue}, NSW = {}, SA = {red}, TAS = {red, blue, green}
- ☒ NT = {blue}, NSW = {red}, SA = {}, TAS = {red, blue, green}
- ☐ NT = {blue}, NSW = {red}, SA = {blue}, TAS = {red, blue, green}

Question 3

Consider the following reinforcement learning problem.

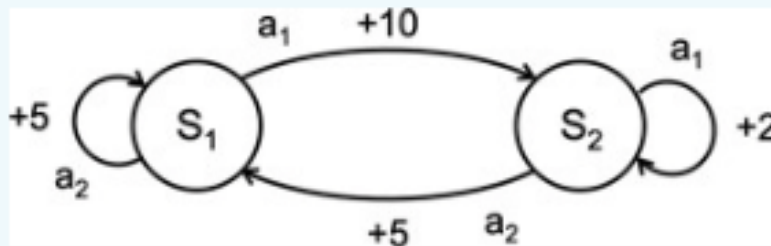


Which relationship holds of the optimal value function V^* under infinite discounted rewards with $\gamma = 0.8$?

- ☐ $V^*(S_1) = 5 + V^*(S_1)$
- ☐ $V^*(S_1) = 5 + 0.8 * V^*(S_1)$
- ☐ $V^*(S_1) = 10 + 0.8 * (2 + 0.8 * V^*(S_2))$
- ☒ $V^*(S_1) = 10 + 0.8 * V^*(S_2)$

Question 4

What is the optimal policy π^* for the reinforcement learning problem below ?



- ☐ $\pi^*(S_1) = a_2, \pi^*(S_2) = a_1$
- ☒ $\pi^*(S_1) = a_1, \pi^*(S_2) = a_2$
- ☐ $\pi^*(S_1) = a_1, \pi^*(S_2) = a_1$
- ☐ $\pi^*(S_1) = a_2, \pi^*(S_2) = a_2$

Question 5

Consider the discounted return equation (1) with a discount factor $\gamma = 0.5$ and a reward sequence of 10, 20, 1, 10, 100. The returns G_0 and G_1 are equal to:

$$G_t = R_{t+1} + \gamma R_{t+2} + \gamma^2 R_{t+3} + \dots = \sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \quad (1)$$

- ☒ $G_0 = 27.75, G_1 = 35.5$
- ☐ $G_0 = 20.25, G_1 = 27.75$
- ☐ $G_0 = 0, G_1 = 10$
- ☐ $G_0 = 10, G_1 = 20$