

COMP3411/9814

23T1

QUIZ 5

Question 1

We wish to write Prolog code for summing the items in a list. The base case is:
`sum([],0).`

Which of the following correctly implements the recursive case?

- ☐ `sum([H|T], S) :- S is H+S, sum(T,S).`
- ☐ `sum([H|T], S) :- sum(T, S), S is H+S.`
- ☒ `sum([H|T], S) :- sum(T,R), S is H+R.`
- ☐ `sum([H|T], S) :- S is H + sum(T,S).`

Question 2

Assume the following rules have been loaded into Prolog:

`p(, 0, 1).`

`p(A, A, 1).`

`p(A, B, N) :-`

`A > 0,`

`B > 0,`

`A1 is A - 1,`

`B1 is B - 1,`

`p(A1, B, N0),`

`p(A1, B1, N1),`

`N is N0+N1.`

What will be the first value returned by this query?

`p(5, 2, N).`

☒ `N = 10`

☐ `N = 8`

☐ `N = 6`

☐ `N = 4`

Question 3

Given the predicate:

$p(X, [X]).$

$p(X, [_|L]) :- p(X, L).$

What is the relationship expressed between the first and second arguments of the predicate:

- ☐ **X** is deleted from the list given in the second argument
- ☐ **X** is a member of the list given in the second argument
- ☒ **X** is the last element of the list given in the second argument
- ☐ The second argument splits on **X**
- ☐ **X** is the first element of the list given in the second argument

Question 4

Consider the planning domain shown in the figure below. Which STRIPS representations is correct for the pickup mail (pum) action?

Features:

RLoc – Rob's location

RHC – Rob has coffee

SWC – Sam wants coffee

MW – Mail is waiting

RHM – Rob has mail

Actions:

mc – move clockwise

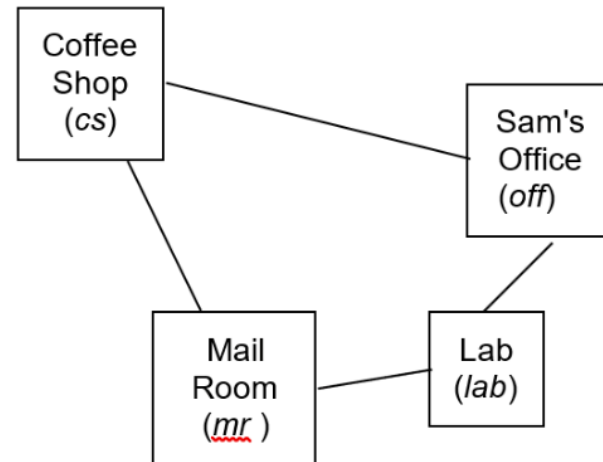
mcc – move counterclockwise

puc – pickup coffee

dc – deliver coffee

pum – pickup mail

dm – deliver mail



- ☒ Preconditions: $(RLoc = mr) \wedge mw$, Effects: $[\neg mw, rhm]$
- ☐ Preconditions: $(RLoc = cs) \wedge rhc$, Effects: $[rhc]$
- ☐ Preconditions: $(RLoc = off) \wedge rhc$, Effects: $[\neg rhm]$
- ☐ Preconditions: $(RLoc = off) \wedge rhm$, Effects: $[\neg rhm]$

Question 5

Which set of assumptions applies to task level planning assumptions?

- ☐ The world is stochastic; there can be multiple agents affecting the world; the agent knows what state it is in; time is continuous
- ☒ The world is stochastic; there is only one agent that can affect the world; the agent knows what state it is in; time progresses discretely
- ☐ The world is deterministic; there is only one agent that can affect the world; the agent knows what state it is in; time progresses discretely
- ☐ The world is deterministic; there is only one agent that can affect the world; the agent knows what state it is in; time is continuous
- ☐ The world is stochastic; there is only one agent that can affect the world; the agent's state may be uncertain; time progresses discretely