

1. a. [3 points] Argue whether the following is a valid argument by the truth table.

Either John isn't stupid and he is lazy, or he's stupid. John is stupid.
Therefore, John isn't Lazy.

(Consider 'Either X or Y' as 'X xor Y')

b. [3 points] Argue whether the above statement is a valid argument or not using inference rules.

2. [6 points] Prove using inference rules, $S1 \rightarrow S4$

$$S1: P \rightarrow Q$$

$$S2: R \rightarrow \neg Q$$

$$S3: P \rightarrow \neg R$$

$$S4: S2 \rightarrow S3$$

To prove

$$\neg(P \rightarrow \neg R) \rightarrow (P \rightarrow R)$$

3. [6 points] Convert the following into a CNF $\neg(P \rightarrow (Q \wedge R))$.

4. [1+2 points] What was the AlphaGo system developed for ? Please explain the AI problem that it tackles and why this problem is difficult or challenging to solve ?

The AlphaGo system was developed for the game Go. It was developed based on human training data to play (and win) against the game Go.

It is difficult to solve a large number of problems and solvable by brute force.

Q.S

5. [9 points] Suppose a training set consists of points x_1, x_2, \dots, x_n and real values y_i associated with each point x_i . We assume there is a function with noise $y = f(x) + \varepsilon$, where the noise ε has a mean of 0 and variance σ^2 . Please provide all steps of derivation for

$$E[(y - \hat{f}(x))^2] = (\text{Bias}[\hat{f}(x)])^2 + \text{Var}[\hat{f}(x)] + \sigma^2$$

where $\hat{f}(x)$ is the best approximation for $f(x)$ identified by the machine learning algorithm.