

Sample exercises

$$WA^* = g + w \cdot h$$

$$A^* = g + h$$

$$UCS = g$$

$$\text{Best first search} = h$$

minimum cost g , maximum priority

1) (a) BFS: queue FIFO.

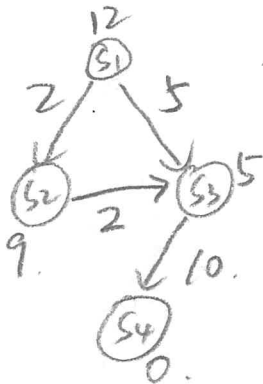
DFS: stack: LIFO.

UCS: priority queue ordered by g .

(b)

$I = S_1$

goal: S_4 .



cost	h
S_1	12
S_2	9
S_3	5
S_4	0

admissible $h_{cs} \leq h^*$
 consistent
 $A(s) \leq UCS(s') + h(s')$
 $s \rightarrow s'$

iteration	open	closed
0	$S_1(12)$	\emptyset
1	$S_2(11)$ $S_3(10)$	$S_1(12)$
2	$S_4(15)$ $S_2(11)$	$S_1(12)$ $S_3(10)$
3	<u>$S_3(7)$</u> $S_4(15)$	$S_1(12)$ $S_2(11)$ $S_3(10)$
4	$S_4(15)$	S_1 S_2 S_3
5	\emptyset	$S_4 \rightarrow S_4$

$S_1 \rightarrow S_2 \rightarrow S_3 \rightarrow S_4$

if reopen

2)

$\text{Rooms} = \{A, B\}$, Objects $\in \{0, 1, 0, 2\}$

$F = \{ \text{robot}(r), \text{holding}(o), \text{at}(r, o), \text{free} \mid r \in \text{Rooms}, o \in \text{Objects} \}$

$A = \{ \text{pick}(o, R) :$

pre: $\text{free}, \text{at}(R, o), \text{robot}(R)$

add: $\text{holding}(o),$

del: $\text{free}, \text{at}(R, o). \mid o \in \text{Objects}, R \in \text{Rooms} \}$



$A = A \cup \{ \text{move}(r_1, r_2) :$

pre: $\text{robot}(r_1)$

add: $\text{robot}(r_2)$

del: $\text{robot}(r_1) \mid r_1, r_2 \in \text{Rooms} \}$

$I = \{ \text{at}(A, 0), \text{at}(A, 1), \text{robot}(A), \text{free} \}$

$G = \{ \text{at}(B, 2), \text{at}(B, 0, 2) \}$

$A = A \cup \{ \text{drop}(o, R) :$

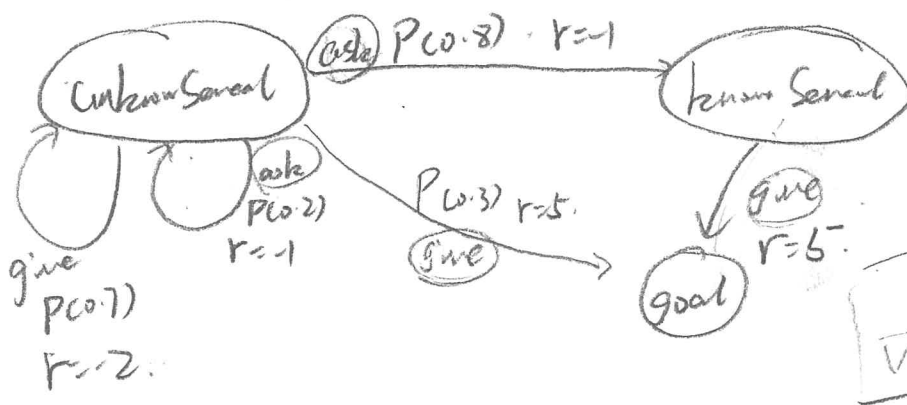
pre: $\text{holding}(o), \text{robot}(R)$

add: $\text{at}(R, o), \text{free}.$

del: $\text{holding}(o) \mid o \in \text{Objects}, R \in \text{Rooms} \}$

Q3

$$Q(s,a) = \sum P(s'/a) [r(s,a) + \gamma V(s')]$$



Iteration	1	2	3
$V(\text{know})$	0	5	5
$V(\text{unknow})$	0	0.1	2.618

Ca). $\gamma = 0.9$.

[2] $V_{\text{know}} = \max Q(\text{know}, \text{give}) = 1 \times [5 + 0.9 \times 0] = 5$

$$V_{\text{unknow}} = \max \begin{cases} Q(\text{unknow}, \text{ask}) = -1 \\ Q(\text{unknow}, \text{give}) = 0.1 \end{cases}$$

$$Q(\text{unknow}, \text{ask}) = 0.8 \times [-1 + 0.9 \times 0] + 0.2 \times [-1 + 0.9 \times 0] = -1$$

$$Q(\text{unknow}, \text{give}) = 0.3 \times [5 + 0.9 \times 0] + 0.7 \times [-2 + 0.9 \times 0] = 1.5 - 1.4 = 0.1$$

[3] : $Q(\text{know}, \text{give}) = 1 \times [5 + 0.9 \times 0] = 5$

$$Q(\text{unknow}, \text{ask}) = 0.8 \times [-1 + 0.9 \times 5] + 0.2 \times [-1 + 0.9 \times 0.1] = 3.5 \times 0.8 = 2.8 - 0.182 = 2.618$$

$$Q(\text{unknow}, \text{give}) = 0.3 \times [5 + 0.9 \times 0] + 0.7 \times [-2 + 0.9 \times 0.1] = 1.5 + (-1.337) = 0.163$$

(b)

$$\begin{array}{r} 1.5 + (-1.337) \\ \hline 0.163 \end{array}$$

(b).

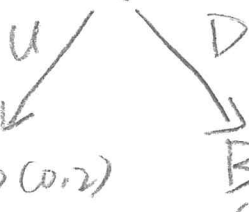
A

	B	
	L	R
U	3,1	0,2
D	-1,2	1,3

Nash eqn.

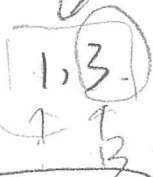
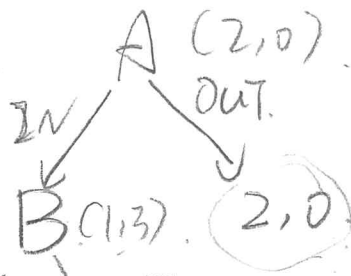
3,1
↑ ↑
A B

A (1,3)

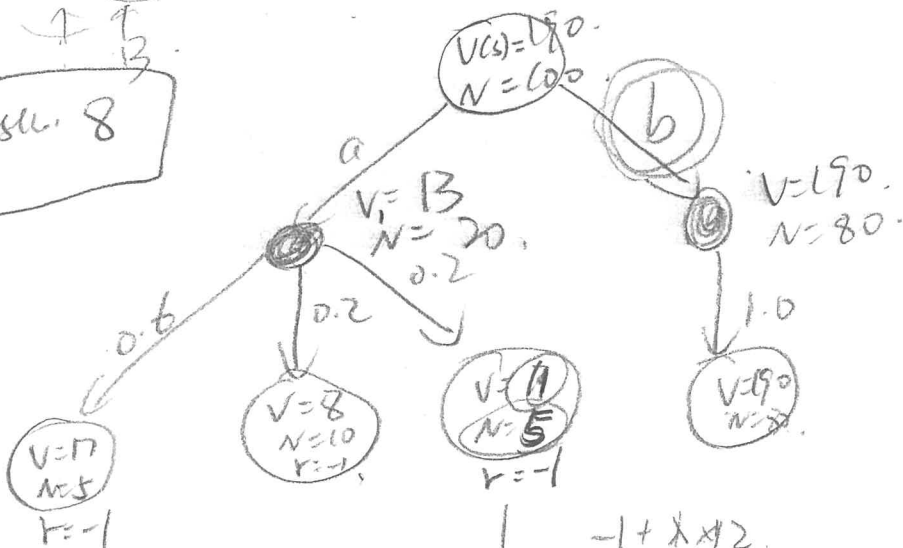


For A: D, B: R

A out. B. find end game



ques. 8



-1 + 1.4 * 2

V=12
N=5

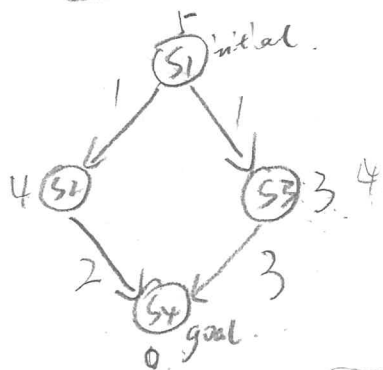
V=12
N=5

b.

$$V_1 = 0.6 \times (-1 + 17) + 0.2 \times (-1 + 8) + 0.2 \times (-1 + 11) + 2$$

$$\begin{array}{r} 16 \\ 10.6 \\ \hline 9.6 \end{array}$$

a.



A^* not find optimal \Rightarrow

h not admissible.

	$h(s)$
S_1	5
S_2	4
S_3	3
S_4	0

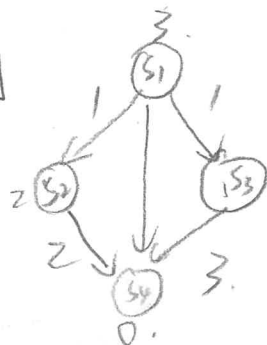
	$C(s)$
$S_1 \rightarrow S_2$	1
$S_1 \rightarrow S_3$	1
$S_2 \rightarrow S_4$	2
$S_3 \rightarrow S_4$	3

	open	closed
iteration 0	$S_1(5)$	\emptyset
i 1	$S_2(4)$ $S_3(3)$ now	$S_1(5)$
i 2	$S_2(4)$ $S_4(0)$	$S_1(5), S_3(4)$
i 3	$S_3(4)$	$S_1(5), S_3(4)$ $S_4(0)$ ✓

$S_1 \rightarrow S_3 \rightarrow S_4$

not optimal

b



	$h(s)$
S_1	3
S_2	2
S_3	3
S_4	0

A^* will expand $S_1 \rightarrow S_2 \rightarrow S_4$.

hill-climbing

will choose smallest h .

$S_1 \rightarrow S_4$

Initial

A

B

goal

2. STRIPS. $P = \langle F, O, I, G \rangle$, Locations = $\{A, B\}$, Rooms = $\{A, B\}$, Balls = $\{b_1, b_2, b_3\}$

Atoms. $F = \{ \text{robot}(t), \text{ball}(b, t), \text{holding}(b), \text{free} \mid t \in \text{Locations}, b \in \text{Balls} \}$

operations (actions) $A = \{ \text{move}(\text{from}, \text{to}); \text{pre} = \text{robot}(\text{from}); \text{add} = \text{robot}(\text{to}); \text{del} = \text{robot}(\text{from}) \mid \text{from}, \text{to} \in \text{Locations} \}$

$A = A \cup \{ \text{pickup}(\text{from}, \text{ball}) : \}$

pre: free, robot(from), ball(ball, from)

add: holding(ball)

del: free, ball(ball, from), / from \in Locations, ball \in Balls.

$A = A \cup \{ \text{putdown}(\text{from}, \text{ball}) : \}$

pre: holding(ball), robot(from)

add: ball(ball, from), free

del: holding(ball), / from \in Locations, ball \in Balls.

$I = \{ \text{free}, \text{ball}(b, A), \text{robot}(A) \mid b \in \text{Balls} \}$

$G = \{ \text{ball}(b, B) \mid b \in \text{Balls} \}$

(b) Initial state

goal state



~~robot(A), robot(B), ball(b1, A), ball(b1, B), ball(b2, A), ball(b2, B), b1, b2~~

action	robot(A)	robot(B)	ball(b1, A)	ball(b1, B)	ball(b2, A)	ball(b2, B)	holding(b1)	holding(b2)	free
0	0	∞	0	∞	0	∞	∞	∞	0
1	0	1	0	∞	0	∞	0	∞	0
2	0	1	0	3/2	0	3/2	0	3/2	1
				add max		add max		add max	

$$h(\text{goal}) = 3 + 3 + 3 = 9$$

$$h(\text{max}) = 2$$

bs doesn't change for $h^{\text{add max}}$ or h

$$I = \{ \text{free}, \text{ball}(b, A) | \text{robot}(A) | b \in \text{backs} \}$$

$$A = \{ \text{ball}(b, B) | b \in \text{backs} \}$$

$$bs(\text{ball}(b, B)) = \text{putdown}(B, b)$$

$$\hookrightarrow \text{pre} = \text{holding}(b1), \text{robot}(B)$$

$$\text{holding}(b1) = \text{pickup}(A, b1)$$

$$\hookrightarrow \text{pre} = \text{free}, \text{robot}(A), \text{ball}(b1, A)$$

$$bs(\text{holding}(b1)) = \text{pickup}(A, b1)$$

$$\hookrightarrow \text{pre} = \{ \text{free}, \text{robot}(A), \text{ball}(b1, A) \}$$

(supported by I)

$$bs(\text{robot}(B)) = \text{move}(A, B)$$

$$\hookrightarrow \text{pre} = \text{robot}(A) \text{ supported by I.}$$

$$bs(\text{ball}(b2, B)) = \text{putdown}(B, b2)$$

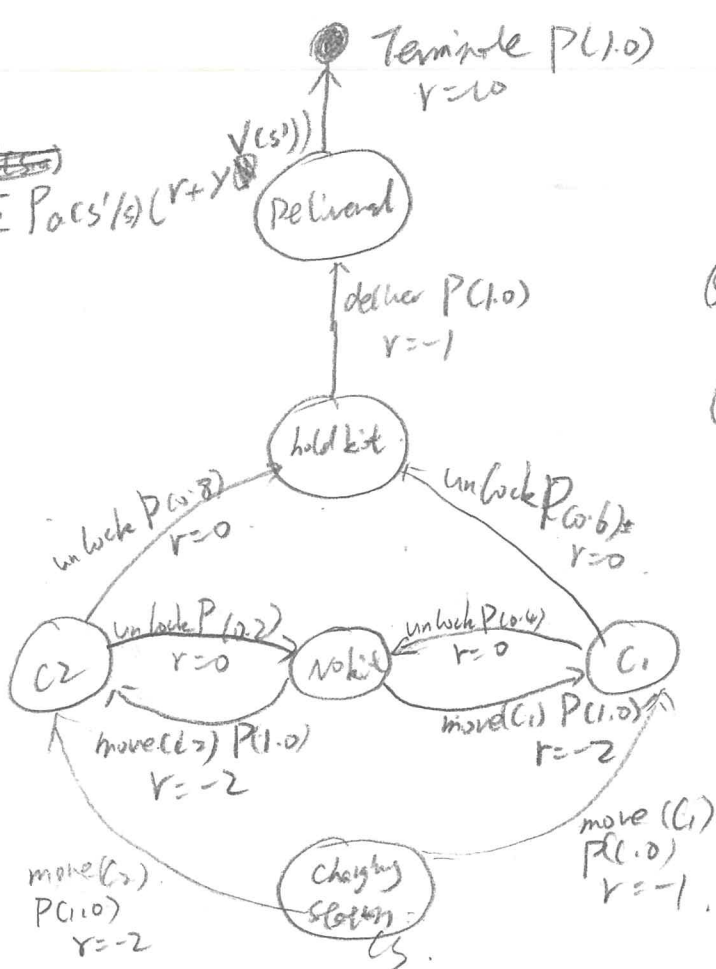
$$\hookrightarrow \text{pre} = \text{holding}(b2), \text{robot}(B)$$

relaxed plan = { pickup(A, b1), pickup(A, b2), pickup(A, b3), move(A, B), putdown(B, b1), putdown(B, b2), putdown(B, b3) }

$$h^{\text{rel}} = 7$$

3

$$Q(CS, a) = \sum P_{CS}(s) (r + \gamma V(s'))$$



$$C_1: \gamma = 1.0$$

$$V(CS) = \max \begin{cases} Q(CS, \text{move}(C_1)) \\ Q(CS, \text{move}(C_2)) \end{cases}$$

$$Q(CS, \text{move}(C_1)) = 1 \times (-1 + 1 \times 5.4) = 4.4$$

$$Q(CS, \text{move}(C_2)) = 1 \times (-2 + 1 \times 7.2) = 5.2$$

$$V(CS) = 5.2$$

$\therefore \Rightarrow \text{move}(C_2)$

$$(2) V(C_1) = \max \{ Q(C_1, \text{unlock}) \}$$

$$= Q(C_1, \text{unlock})$$

$$= P(\text{No kit} | C_1) (0 + 1 \times 0) + 0.6 \times (0 + 1 \times 9) = 5.4$$

$$V(C_1) = 5.4$$

$$V(C_2) = Q(C_2, \text{unlock})$$

$$= 0.2 \times [0 + 1 \times 0]$$

$$+ 0.8 \times [0 + 1 \times 9] = 7.2$$

$$V(C_2) = 7.2$$

$$V(\text{No kit}) = \max \begin{cases} Q(\text{move}(C_1)) \\ Q(\text{move}(C_2)) \end{cases}$$

$$Q(\text{No kit}, \text{move}(C_1)) = 1 \times [-2 + 1 \times 5.4] = 3.4$$

$$Q(\text{No kit}, \text{move}(C_2)) = 1 \times [-2 + 1 \times 7.2] = 5.2$$

$$V(\text{No kit}) = 5.2$$

4

		Robot B		
		R ₁	R ₂	R ₃
Robot A	R ₁	4, 4	5, 0	5, 5
	R ₂	5, 5	5, 0	5, 5
	R ₃	0, 5	0, 0	0, 5

Robot A
(K, M)

check if pure strategy equilibrium

		Robot B (L)	
		meet	not meet
Robot A	meet	5, 6	3, 4
	not meet	7, 2	7, 4

Nash equilibrium (Robot A: not meet, Robot B: not meet)

Higher payoff

