

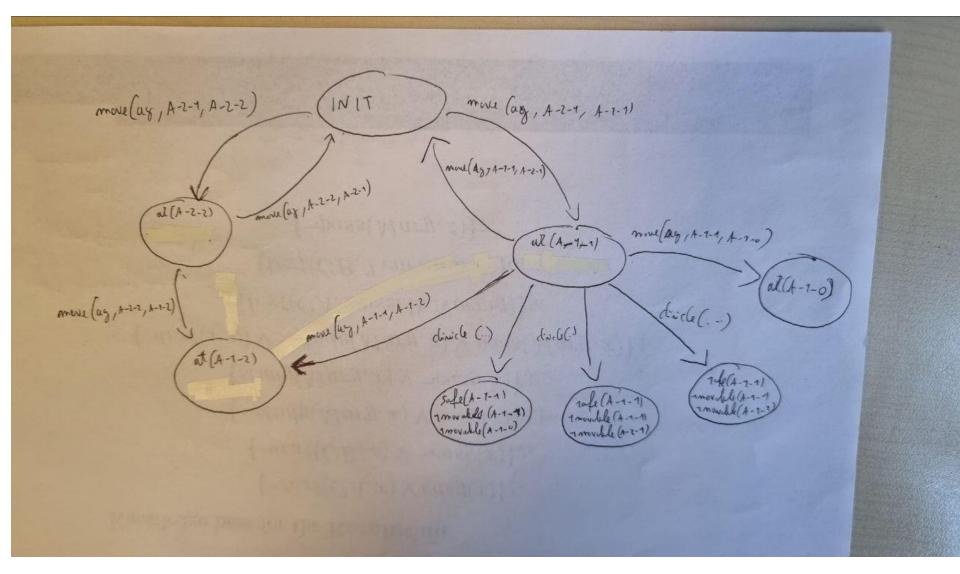
Artificial Intelligence

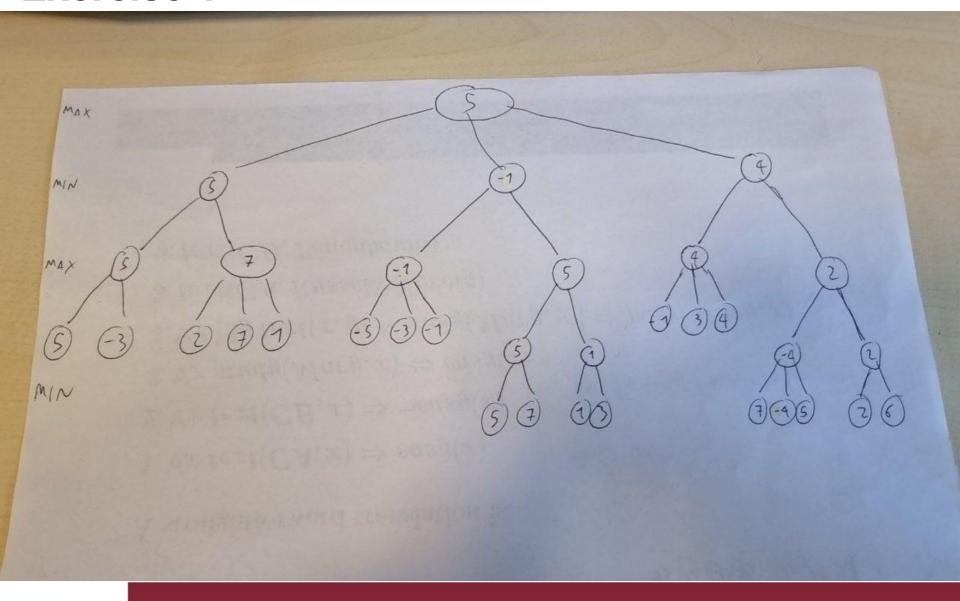
2023/2024 Prof: Sara Bernardini

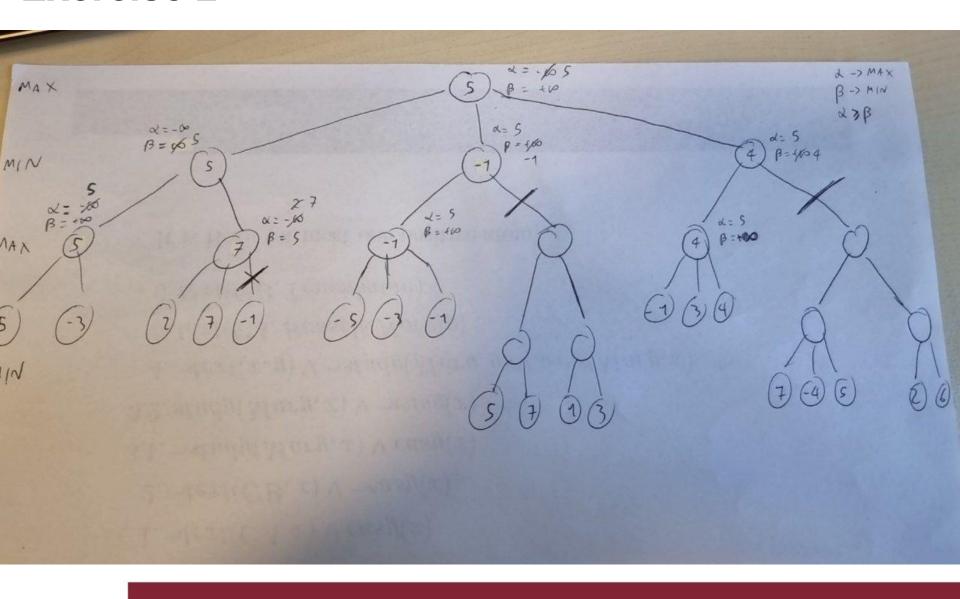
Lab 11: Exam example

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(adj A 0 0 B 0 0)(adj B 0 0 A 0 0)
      (adj A 0 0 A 0 1)(adj A 0 0 A 1 0)
      (adj A 0 1 A 0 0)(adj A 0 1 A 0 2)(adj A 0 1 A 1 1)
      (adj A 0 2 A 0 1)(adj A 0 2 A 1 2)
      (adj A 1 0 A 0 0)(adj A 1 0 A 2 0)(adj A 1 0 A 1 1)
      (adj A 1 1 A 1 0)(adj A 1 1 A 0 1)(adj A 1 1 A 2 1)(adj A 1 1 A 1 2)
      (adj A 1 2 A 1 1)(adj A 1 2 A 0 2)(adj A 1 2 A 2 2)
      (adj A 2 0 A 1 0)(adj A_2_0 A_2_1)
      (adj A 2 1 A 2 0)(adj A 2 1 A 1 1)(adj A 2 1 A 2 2)
      (adj A 2 2 A 2 1)(adj A 2 2 A 1 2)
      (adj B 0 0 B 0 1)(adj B 0 0 B 1 0)
      (adj B 0 1 B 0 0)(adj B 0 1 B 0 2)(adj B 0 1 B 1 1)
      (adj B 0 2 B 0 1)(adj B 0 2 B 1 2)
      (adj B 1 0 B 0 0)(adj B 1 0 B 2 0)(adj B 1 0 B 1 1)
      (adj B 1 1 B 1 0)(adj B 1 1 B 0 1)(adj B 1 1 B 2 1)(adj B 1 1 B 1 2)
      (adj B 1 2 B 1 1)(adj B 1 2 B 0 2)(adj B 1 2 B 2 2)
      (adj B 2 0 B 1 0)(adj B_2_0 B_2_1)
      (adj B 2 1 B 2 0)(adj B 2 1 B 1 1)(adj B 2 1 B 2 2)
      (adj B 2 2 B 2 1)(adj B 2 2 B 1 2)
      (safe B 0 0)(safe B 1 0)(safe B 2 0)
      (safe B 0 1)(safe B 1 1)(safe B 2 1)
      (safe B 1 2)(safe B 2 2)
      (safe A_0_0)(safe A 1 0)(safe A 2 0)
      (safe A 0 1)(safe A 2 1)
      (safe A 0 2)(safe A 1 2)(safe A 2 2)
      (:goal (and(safe A 1 1)(safe B 0 2)))
```







A possible reordering is, in the second subtree from left to right, to put 7 as the first node, in this way alpha becomes immediately greater than beta (5) and thus allowing us to prune all the nodes left in that subtree.

i. Eliminate \leftrightarrow :

$$\neg \big(\big(((A \land B) \to C) \land (A \lor B \lor C) \big) \to \big(((A \to B) \land (B \to A)) \to C \big) \big)$$

ii. Eliminate \rightarrow :

$$\neg (\neg ((\neg (A \land B) \lor C) \land (A \lor B \lor C)) \lor (\neg ((\neg A \lor B) \land (\neg B \lor A)) \lor C))$$

iii. Move ¬ inwards:

$$\begin{pmatrix} (\neg(A \land B) \lor C) \land (A \lor B \lor C) \end{pmatrix} \land \neg(\neg((\neg A \lor B) \land (\neg B \lor A)) \lor C) = \\ ((\neg A \lor \neg B \lor C) \land (A \lor B \lor C)) \land (((\neg A \lor B) \land (\neg B \lor A)) \land \neg C) = \\ (\neg A \lor \neg B \lor C) \land (A \lor B \lor C) \land (\neg A \lor B) \land (\neg B \lor A) \land \neg C$$

CNF: $(\neg A \lor \neg B \lor C) \land (A \lor B \lor C) \land (\neg A \lor B) \land (\neg B \lor A) \land \neg C$

$$\begin{cases}
1A, 70 \\
9
\end{cases}
\end{cases}$$

$$\begin{cases}
1A, 0 \\
0
\end{cases}
\end{cases}$$

$$\begin{cases}$$

i. Eliminate \leftrightarrow :

$$\neg \big(\big(((A \land B) \to C) \land (A \lor B \lor C) \big) \to \big(((A \to B) \land (B \to A)) \to C \big) \big)$$

ii. Eliminate \rightarrow :

$$\neg (\neg ((\neg (A \land B) \lor C) \land (A \lor B \lor C)) \lor (\neg ((\neg A \lor B) \land (\neg B \lor A)) \lor C))$$

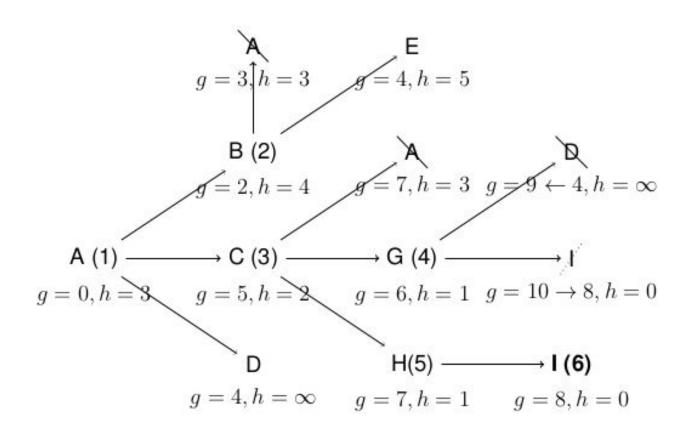
iii. Move ¬ inwards:

$$\begin{pmatrix} (\neg(A \land B) \lor C) \land (A \lor B \lor C) \end{pmatrix} \land \neg(\neg((\neg A \lor B) \land (\neg B \lor A)) \lor C) = \\ ((\neg A \lor \neg B \lor C) \land (A \lor B \lor C)) \land (((\neg A \lor B) \land (\neg B \lor A)) \land \neg C) = \\ (\neg A \lor \neg B \lor C) \land (A \lor B \lor C) \land (\neg A \lor B) \land (\neg B \lor A) \land \neg C$$

CNF: $(\neg A \lor \neg B \lor C) \land (A \lor B \lor C) \land (\neg A \lor B) \land (\neg B \lor A) \land \neg C$

```
i. Unit propagation: B \mapsto F
     \{\{A, C, D\}, \{\neg C, \neg D\}, \{C, \neg D\}, \{A, \neg C\}\}
 ii. Splitting rule: A \mapsto F
     \{\{C,D\}, \{\neg C, \neg D\}, \{C, \neg D\}, \{\neg C\}\}
iii. Unit propagation: C \mapsto F
     \{\{D\}, \{\neg D\}\}
iv. Unit propagation: D \mapsto T
     \{\Box\}
 v. Backtracking: A \mapsto T
     \{\{\neg C, \neg D\}, \{C, \neg D\}, \}
vi. Splitting rule: C \mapsto F
     \{\{\neg D\}\}
vii. Unit propagation: D \mapsto F
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Satisfying assignment: $A, \neg B, \neg C, \neg D$.



Hill climbing returns the solution A, C, G, I, which is not optimal. The expansion order is as follows:

- State A
 - $A \rightarrow B$: h(B) = 4

$$A \rightarrow C$$
: $h(C) = 2 \Leftarrow expand$

$$A \to D$$
: $h(D) = \infty$

- State C
 - $C \rightarrow A$: h(A) = 3
 - $C \rightarrow G$: $h(G) = 1 \Leftarrow expand$
 - $C \to H$: h(H) = 1
- State G
 - $G \to D$: $h(D) = \infty$
 - $G \rightarrow I$: $h(I) = 0 \Leftarrow expand$
- State I

$$I \rightarrow F$$
: $h(F) = 6$

I is a local minimum, search stops.

Yes, it is possible that hill-climbing stops without finding a solution. Consider the following heuristic:

State s	Α	В	С	D	Е	F	G	Н	1
h(s)	2	2	2	2	2	2	2	2	0

Hill climbing starts at A (with h(A) = 2) and chooses randomly one of its child nodes (B, C, or D). Since either one of them has an equal heuristic value of 2, Hill Climbing stays at node A, which is then returned as a local minimum without finding the solution.