

CS1571 Introduction to AI

Assignment 2

In this assignment, you will be implementing a Knowledge-Based Agent for teaching equation solving. You will implement three components of this agent:

1. A feedback system based on propositional logic that delivers different feedback to students based on a variety of criteria.
2. A planner based on first-order logic for solving the problems like a student would.
3. An assessment system based on first-order logic to assess what students know and don't know, and consequently what problems they are capable of solving.

A complete solution to this assignment should be able to A) Compare an action a student takes on a problem to a model of correct performance, B) Provide feedback to that student based on that action, C) Update a model for what students know and don't know based on the student actions, and D) Use that model to make a prediction about whether students would be able to solve a different problem.

The goals of this assignment are to have you use the course concepts involved in this section as part of a real-world application.

We have provided you with a shell Python file including the method calls you require for all parts. You are free to use the code provided as part of the textbook, but it is not required.

Task Domain

The following are examples of possible equations to be solved by the students:

$x=3$
 $-3x=6$
 $3x-2=-6$
 $4+3x=6x-7$

As a few general rules:

- You can assume that there will be either one or two terms on each side in the initial problem state
- A term can be a variable term (e.g., $3x$) or a constant term (e.g., 3)
- Variable terms can have coefficients (the coefficient of $3x$ is 3)
- All inputs will have an equal sign, and in all inputs the student will be solving for x
- Both negative or positive numbers variable and constant terms are allowed

To solve the problem, you can execute three different types of actions:

- **Add:** adding a positive or negative term to both sides
- **Divide:** dividing both sides by a number
- **Combine:** combining two variable terms or constant terms on a single side

Thus the following skills are involved in solving these problems:

- S1:** add a positive variable term to both sides (e.g., add $3x$ to both sides)
- S2:** add a negative variable term to both sides (e.g., add $-3x$ to both sides)
- S3:** add a positive constant term to both sides (e.g., add $+3$ to both sides)
- S4:** add a negative constant term from both sides (e.g., add -3 to both sides)
- S5:** divide both sides by a positive constant (e.g., divide by 3)
- S6:** divide both sides by a negative constant (e.g., divide by -3)
- S7:** combine two variable terms on a side to get a positive number (e.g., combine $3x+6x$ to make $9x$)
- S8:** combine two variable terms on a side to get a negative number (e.g., combine $3x-6x$ to make $-9x$)
- S9:** combine two constant terms (e.g., combine $3-6$ to make -3)

Provided Files

We are providing a file `a2.py` along with this assignment submission that includes stubs for all the methods you need to implement. We encourage you to download code from <https://github.com/aimacode/aima-python> and use it for this assignment. In particular, `logic.py` and `planning.py` will be useful. You should include anything you used in your assignment submission. If you want to use other online libraries this is fine with advance permission from the instructor.

Assignment Submission

Code should be submitted on CourseWeb as a single `.zip` file. Written portions of this assignment should be submitted on Gradescope.

Part A – Propositional Logic Feedback Engine (30 points)

Your first task is to build a system for giving feedback to students on their problem-solving. Implement a function called *giveFeedback*.

giveFeedback takes a String representing a propositional logic KB that specifies the student's state. The following are the possible propositional symbols in this knowledge base:

- **CorrectAnswer.** This specifies whether the student's most recent answer was correct.
- **NewSkill.** This specifies whether this skill related to the student's most recent answer is new to the student (the student has not yet seen a problem with that skill).
- **MasteredSkill.** This specifies whether the skill related to the student's most recent answer has been mastered by the student.
- **CorrectStreak.** This specifies whether the student's last three answers were correct.
- **IncorrectStreak.** This specifies whether the student's last three answers were incorrect.

Thus, possible inputs to *giveFeedback* might any combinations of conjunctions of these propositions. For example: "CorrectStreak & MasteredSkill", "IncorrectStreak", "NewSkill & CorrectAnswer & CorrectStreak."

Outputs of *giveFeedback* are one of eight feedback messages:

- Message1: “Correct. Keep up the good work!”
- Message2: “Correct. I think you’re getting it!”
- Message3: “Correct. After this problem we can switch to a new activity.”
- Message4: “Incorrect. Keep trying and I’m sure you’ll get it!”
- Message5: “Incorrect. After this problem, we can switch to a new activity.”
- Message6: “Incorrect. The following is the correct answer to the problem.”
- Message7: “Correct.”
- Message8: “Incorrect.”

The following are the rules for producing feedback messages, which should be encoded somewhere in your program:

- $\text{CorrectAnswer} \Rightarrow (\text{Message1} \vee \text{Message2} \vee \text{Message3} \vee \text{Message7})$
- $\sim \text{CorrectAnswer} \Rightarrow (\text{Message4} \vee \text{Message5} \vee \text{Message6} \vee \text{Message8})$
- $(\text{MasteredSkill} \ \& \ \text{IncorrectAnswer}) \vee (\text{MasteredSkill} \ \& \ \text{CorrectStreak}) \Rightarrow \text{IsBored}$
- $\text{NewSkill} \vee \text{IncorrectStreak} \Rightarrow \text{Message6}$
- $(\text{IncorrectStreak} \ \& \ \text{CorrectAnswer}) \vee (\text{NewSkill} \ \& \ \text{CorrectStreak}) \Rightarrow \text{NeedsEncouragement}$
- $\text{NeedsEncouragement} \Rightarrow \text{Message2} \vee \text{Message4}$
- $\text{IsBored} \Rightarrow \text{Message3} \vee \text{Message5}$
- $(\text{NewSkill} \ \& \ \text{CorrectAnswer}) \vee \text{CorrectStreak} \Rightarrow \text{Message1}$

giveFeedback should use resolution to decide which feedback message to give (which message the KB entails). The lower numbered messages have the highest priority (i.e., Message3 should be given before Message8, and thus if Message 3 is entailed, the algorithm doesn’t need to check to see if Message8 is also entailed).

Full marks will be given here if giveFeedback successfully uses a propositional logic representation and proof by resolution to arrive at the correct feedback message to give.

Part B – First-Order Logic & Planning (50 points)

Your next task is to build a planner to solve the problem like an expert student would. You need to represent each equation in First-Order Logic, represent the possible actions on the equation, and then run a planning algorithm that returns the sequence of steps representing the solution to the problem.

First, describe the design of your representation. 10 points will be given for a design that represents all possible equations in the domain and that allows you to use planning to solve the problem. In your representation, you only need to worry about representing states that are on the correct path to a solution.

1. What are your predicates?

Left(x,y), Right(x,y), Value(y,z),

x = right or left

y = A variable

z = value

2. How would you represent the example equations enumerated above in the task domain (this is your initial state)?

$x=3$ - Left(Variable, A) & Value(A,1) & Right(Constant, B) & Value(B,6)

$-3x=6$ - Left(Variable, A) & Value(A,-3) & Right(Constant, B) & Value(B,6)

$3x-2=-6$ - Left(Variable, A) & Value(A,3) & Left(Constant, B) & Value(B,-2) & Right(Constant, C) & Value(C, -6)

$4+3x=6x-7$ - Left(Constant, A) & Value(A,4) & Left(Variable, B) & Value(B, 3) & Right(Variable, C) & Value(C, 6) & Right(Constant, D) & Value(D, -7)

Next, describe the design of your planner. 10 points will be given to a representation that allows the most efficient solution to the problem to be found (10 points):

3. What is your goal state in first-order logic?

Left(Variable, X) & Value(X,1) & Right(Constant, Y)

4. What are your action definitions? You only need to consider actions that will lead you to a goal state.

Action = AddLeft(x), Precond= Right(Variable, x)

Effect= \sim Right(Variable,x) & Left(Variable,x) & Value(x,z*-1)

Action = AddRight(x), Precond= Left(Constant, x)

Effect= \sim Left(Constant, x) & Right(Constant,x) & Value(x,z*-1)

Action = CombineCon(x,y), Precond = Right(Constant, x) & Right(Constant, y)

Effect =Right(Constant, Y) & Value(Y, Value(x,z)+Value(x,y))

Action = CombineVar(x,y), Precond = Left(Variable , x) & Left(Variable, y)

Effect = Left(Variable, X) & Value(X, Value(x,z)+Value(x,y))

Action=Divide() Precond = Left(Variable,X)

Effect = Value(Y, z/Value(X,z)) & Value(X,1)

5. Are you going to need to use functions as part of your representation? Why or why not?

Yes because the value attached to a variable can change dependent on the action taken

Then, implement a *solveEquation* function that executes the planning (30 points). *solveEquation* takes as a single parameter a string representing the equation to be solved. Your system should use your first-order logic representation and forward planning, and return a list of actions to execute based on the problem description. For example, the call *solveEquation*('3x-2=6') should return: ['add 2', 'combine RHS constant terms', 'divide 3']. You can assume that terms like +2 and -2 automatically cancel out, and don't require an action. Full marks will be given if the system successfully uses first-order logic and forward planning to return the most efficient solution to the problem.

Part C – Student Model (40 points)

Next, you're going to develop your student model for your system. A student model is a representation of what students know. Your goal is to use your student model to assess whether students can solve a new problem.

Each problem requires particular skills to solve efficiently (enumerated in the Task Domain section). For example, " $-3x=6$ " only requires dividing both sides by a negative constant to solve efficiently (S6). For this part of the assignment, assume that students either know a particular skill or do not know a skill.

Write a function *predictSuccess* that takes two parameters. The first is a list of Strings representing skills that a student has. For example, if you called predict success with the list ['S1', 'S2'], this particular student has mastered S1 and S2. The second parameter is a string representing the equation the student is currently trying to solve (e.g., " $-3x=6$ "). The function should return a list of the skills missing that students require to solve the problem – in the above example, it would return ['S6']. If the student can solve the problem, the function should return an empty list []. It can use any method you would like to do so, as long as the method relies on a first-order logic representation of student knowledge to make inferences.

Describe your implementation of predictSuccess using either words or pseudocode. You will earn 10 points for the design of a reasonable strategy that uses first-order logic.

Create first order logic knowledge base that has the rules to determine what skill is needed.

Then get the list of actions needed from the solveEquation function.

Then I'll extract the number and a key word add, divide, constant, variable from the action list and input the numbers into the first order logic created before

```
Positive(x) & Variable(x) ==>Add(x, S1)', 'Negative(x) & Variable(x) ==>
Add(x,S2)', 'Positive(x) & Constant(x) ==>Add(x, S3)', 'Negative(x) & Constant(x)
==>Add(x, S4)', 'Positive(x)==>Divide(x, S5)', 'Negative(x)==>Divide(x, S6)',
'Constant(x) & Constant(y) ==>Combine(Constant, S9)',
'Greater(x)==>Combine(Variable, S7)', 'Lesser(x)==>Combine(Variable, S8)
```

This will output the list of skills needed but if the skill is already in current_skill list it will be ignored

30 points will be given for the implementation of a function that returns a correct answer using reasoning based on first-order logic.

Part D – Putting Your System Together (30 points)

Finally, you're going to create a *stepThroughProblem* function. The function should take three parameters: an equation, a student action (represented as described in Part B), and a list of current student skills (represented as described in Part C). The function should determine if the student action was correct (based on the results of the planner developed in Part B). It should then return a list containing two items: a feedback message to the student (determined through the rules in Part A) and a list of the skills the student now knows that is updated based on the success or failure of the action. You can assume that if the action is the correct action for the problem, the student now knows the skill related to the action. If the action is unsuccessful, the skill list should remain unchanged. In addition, you should create and update a model of the student based on the student actions and the requirements of Part A (i.e., log correct streaks, incorrect streaks, whether a skill is new to the student).

We will use this function to simulate running the student through several problems (worth 20 points). Full marks will be given if the function returns the correct feedback and correct skill model for each student action.

Now, reflect on your implementation (10 points). Which parts of your implementation are specific to the domain of equation solving. Which parts of your implementation could be used with any domain? What were the advantages and disadvantages of first-order logic for building this type of tutoring system? Full marks will be given if you reference specific functions or aspects of your implementation and critically reflect on these issues.

solveEquation gave me the list of actions the student needs and will act as the domain. Message keeps track on what to add to feedback. If the student action is the next action on the action list then CorrectAnswer is added to feedback. After I check if the action taken is in action list I call the function I made for predictSuccess to determine which skill the student used. If the skill is new or mastered then that information is added to the message to be processed by the giveFeedback function. The advantage of first order logic is that it allowed for greater flexibility in my coding

Bonus Points (up to 15 points)

Bonus points will be given if, along with the above assignment requirements, you make a more sophisticated knowledge model (i.e., one that takes into account forgetting, or increases a confidence level in what students know based on repeated correct performance). If you decide to extend the assignment in this way, name your functions `predictSuccessBonus` and `stepThroughProblemBonus`.

Are you submitting bonus functions: Yes / No