ComS 472 Homework 5

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- 9.24 -

- 1) $L = \exists p \forall q \ S(p,q) \Leftrightarrow \neg S(q,q)$
- 2) $\exists p \forall q \ S(p,q) \Leftrightarrow \neg S(q,q)$ $\exists p \forall q \ (S(p,q) \Rightarrow \neg S(q,q)) \land (\neg S(q,q) \Rightarrow S(p,q))$ $\exists p \forall q \ (\neg S(p,q) \lor \neg S(q,q)) \land (S(q,q) \lor S(p,q))$ $\forall q \ (\neg S(P,q) \lor \neg S(q,q)) \land (S(q,q) \lor S(P,q))$ $(\neg S(P,q) \lor \neg S(q,q)) \land (S(q,q) \lor S(P,q))$
- 3) S(p,q) and $(\neg S(p,q) \lor \neg S(q,q)) \land (S(q,q) \lor S(p,q))$ becomes $(\neg S(q,q)) \neg S(p,q)$ and $(\neg S(p,q) \lor \neg S(q,q)) \land (S(q,q) \lor S(p,q))$ becomes (S(q,q))

- 1) For every natural number x, there is a natural number y that is less than or equal to x.

 There is a natural number y that is less than or equal to every natural number x.
- 2) Yes
- 3) Yes
- 4) No
- 5) Yes
- 6) $\forall x \exists y (x \geq y) \Rightarrow \exists y \forall x (x \geq y)$ $\neg (\forall x \exists y (x \geq y)) \lor (\exists y \forall x (x \geq y))$ $\forall y \exists x \neg (x \geq y) \lor (\exists y \forall x (x \geq y))$ $\forall y \neg (A \geq y) \lor (\forall x (x \geq B))$ These map to $\{x/A, y/B\}$
- 7) $\exists y \forall x (x \geq y) \Rightarrow \forall x \exists y (x \geq y)$ $\neg (\exists y \forall x (x \geq y)) \lor (\forall x \exists y (x \geq y))$ $(\forall y \exists x \neg (x \geq y)) \lor (\forall x \exists y (x \geq y))$ $(\forall y \neg (A(y) \geq y)) \lor (\forall x \exists y (x \geq B(x)))$

There is no possible mapping, so this is disproven.

- 10.3 -

1) Fly(P1, JFK, SFO) and Fly(P2, SFO, JFK)

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    Init(At(Monkey, A) ∧ At(Bananas, B) ∧ At(Box, C) ∧
        Height(Monkey, Low) ∧ Height(Bananas, High) ∧ Height(Box, Low) ∧
        Monkey(Monkey) ∧ Bananas(Bananas) ∧ Box(Box) ∧
        Location(A) ∧ Location(B) ∧ Location(C))
    Action(Go(m, from, to),
        Precond: At(m, from) ∧ Monkey(m) ∧ Location(from) ∧ Location(to)
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Effect: $\neg At(m, from) \land At(m, to))$

Action(Push(m, obj, from, to),Precond: $At(m, from) \land At(obj, from) \land Monkey(m) \land Box(obj) \land$ $Location(from) \land Location(to)$

Effect: $\neg At(m, from) \land \neg At(obj, from) \land At(m, to) \land At(obj, to))$

Action(ClimbUp(m, b, loc),Precond: $At(m, loc) \land At(b, loc) \land Monkey(m) \land Box(b) \land Location(loc) \land Height(m, Low)$ Effect: Height(m, High)

Action (Climb Down (m,b,loc),

Precond: $At(m, loc) \land At(b, loc) \land Monkey(m) \land Box(b) \land Location(loc) \land Height(m, High)$ Effect: Height(m, Low))

Action(Grasp(m,b,loc),

Precond: $At(m, loc) \wedge At(b, loc) \wedge Monkey(m) \wedge Bananas(b) \wedge Location(loc) \wedge Height(m, height) \wedge Height(b, height)$

Effect: $\neg At(b, loc) \land Grasped(m, b))$

Action(Ungrasp(m, b, loc, height),

Precond: $At(m, loc) \land At(b, loc) \land Monkey(m) \land Bananas(b) \land Location(loc) \land Height(m, height)$ Effect: $At(b, loc) \land Height(b, height) \land \neg Grasped(m, b)$

- 3) $Goal(Grasped(Monkey, Bananas) \land At(Box, InitLocation))$ This can't be solved using a classical planning system, as they do not keep track of state. Without knowledge of the initial location state of the box, we cannot return it.
- 4) Action(Push(m, obj, from, to),Precond: $At(m, from) \land At(obj, from) \land Monkey(m) \land Box(obj) \land$ $Location(from) \land Location(to) \land \neg Weight(obj, Heavy)$ Effect: $\neg At(m, from) \land \neg At(obj, from) \land At(m, to) \land At(obj, to))$

- 1) P(a|b,c) = P(b|a,c) becomes $\frac{P(a,b,c)}{P(b,c)} = \frac{P(b,a,c)}{P(a,c)}$ becomes $\frac{P(a,b,c)P(a,c)}{P(a,b,c)P(b,c)} = \frac{P(b,a,c)P(b,c)}{P(a,b,c)P(a,c)}$ becomes P(a,c) = P(b,c) becomes $\frac{P(a,c)}{P(c)} = \frac{P(b,c)}{P(c)}$ becomes P(a|c) = P(b|c)
- 2) P(a|b,c) = P(a) states that a is independent of b and c, but says nothing on the relationship between b and c. A counterexample would be: a=P(H) when flipping coin 1, b=P(H) when flipping coin 2, and b=c
- 3) P(a|b) = P(a) states that a is independent of b, but says nothing on the relationship between a and c. A counterexample would be: a=P(H) when flipping coin 1, b=P(H) when flipping coin 2, and a=c

- 13.8 -

- 1) P(Toothache) = 0.108 + 0.012 + 0.016 + 0.064 = 0.2
- 2) P(Cavity) = 0.108 + 0.012 + 0.072 + 0.008 = 0.2
- 3) P(Toothache | Cavity) = P(Toothache \land cavity)/P(Cavity) = (0.108 + 0.012) / (0.108 + 0.012 + 0.072 + 0.008) = 0.6
- 4) $P(Cavity \mid Toothache \lor Catch) = \frac{P(Cavity \land P(Toothache \lor Catch))}{P(Toothache \lor Catch)} = \frac{0.108 + 0.012 + 0.072}{0.108 + 0.012 + 0.072 + 0.016 + 0.064 + 0.144} = \frac{0.192}{0.416} = 0.462$

- 13.16 -

A:
$$P(V|A) = \frac{P(A|V)P(V)}{P(A|V)P(V) + P(A|\neg V)P(\neg V)} = \frac{(.95)(.01)}{(.95)(.01) + (.05)(.99)} = 0.088$$

B: $P(V|B) = \frac{P(B|V)P(V)}{P(B|V)P(V) + P(B|\neg V)P(\neg V)} = \frac{(.9)(.01)}{(.9)(.01) + (.05)(.99)} = 0.15$

Based on these results, test B is more effective at recognizing the virus.

- 13.18 -

1) The fact that the disease is rare is good news because as the number of people who actually have the disease is much lower than the , the higher the false positive on the test.

2)
$$\frac{P(T|D)P(D)}{P(T|D)P(D) + P(T|\neg D)P(\neg D)} = \frac{(.99)(.0001)}{(.99)(.0001) + (.01)(.9999)} = 0.0098$$