

# Sample Solution for Assignment 3

## Problem 1

One translation is the set of the formulas:

1.  $Mythical \supset \neg Mortal$
2.  $\neg Mythical \supset (Mortal \wedge Mammal)$
3.  $(\neg Mortal \vee Mammal) \supset Horned$
4.  $Horned \supset Magical$

*Mythical:*

Can not be inferred from the clauses.

*Magical:*

5.	$\neg Magical$	Negation of the goal
6.	$\neg Horned \vee Magical$	from 4
7.	$\neg Horned$	from 5 and 6
8.	$(Mortal \vee Horned) \wedge (\neg Mammal \vee Horned)$	from 3
9.	$Mortal \wedge \neg Mammal$	from 7 and 8
10.	$(Mythical \vee Mortal) \wedge (Mythical \vee Mammal)$	from 2
11.	$Mortal \wedge Mythical$	from 9 and 10
12.	$Mortal \wedge \neg Mortal \implies [ ]$	from 1 and 11

Hence, the unicorn is Magical.

*Horned:*

Given the negation of the goal  $\neg Horned$ , repeat the step from 7 in the above question and then an empty set will be derived. Hence, the unicorn is Horned as well.

## Problem 2

Vocabulary:

$Take(x, y)$  : Student x take course y

$Fail(x, y)$  : Student x fails in course y

$Like(x, y)$  : Person x likes person y

$Vegetarian(x)$  : Person x is a vegetarian

$Smart(x)$  : Person x shave for person y in the town

$Student(x)$  : Person x is a student

$DHF(x, y)$  : Person x does homework for person y

a. Not all students take both History and Biology.

$\neg \forall x (Take(x, History) \wedge Take(x, Biology))$

b. Only one student failed History.

$\exists x (Fail(x, History) \wedge \forall y (Fail(y, History) \supset y = x))$

c. Every person who dislikes all vegetarians is smart.

$\forall x (\forall y (Vegetarian(y) \supset \neg Like(x, y)) \supset Smart(x))$

d. No person likes a smart vegetarian.

$\neg \exists x [\exists y (Like(x, y) \wedge Vegetarian(y) \wedge Smart(y))]$

e. There is a student who does homework for those and only those who do not do homework for themselves.

$$\exists x\{Student(x) \wedge \forall y[DHF(x, y) \equiv \neg DHF(y, y)]\}$$

### Problem 3

1.  $P(Sam)$
  2.  $G(Clyde)$
  3.  $L(Clyde, Oscar)$
  4.  $P(Oscar) \vee G(Oscar)$
  5.  $L(Oscar, Sam)$
  6.  $\neg G(x) \vee \neg P(y) \vee \neg L(x, y)$
- The resolution refutation is:
7.  $\neg G(Clyde) \vee \neg P(Oscar)$  **from 3 and 6**
  8.  $\neg P(Oscar)$  **from 2 and 7**
  9.  $\neg G(Oscar) \vee \neg P(Sam)$  **from 5 and 6**
  10.  $\neg G(Oscar)$  **from 1 and 9**
  11.  $P(Oscar)$  **from 10 and 4**
  12.  $Nil$  **from 11 and 8**

### Problem 4

Initially,  $\Sigma_{cur} = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7, e_8, e_9, e_{10}, e_{11}, \}, \pi = \{ \}$

- Iteration 1:

$\Gamma = true$

$\tau = \Gamma \supset HIRE$  (Note: for  $\gamma_\alpha = n_\alpha^+ / n_\alpha$ , if both  $n_\alpha = 0$  and  $n_\alpha^+ = 0$ , we will have  $\gamma_\alpha = 0$ )

$\alpha$	GPA	UST	HKU	CU	REC	EXP	$\gamma$
$\gamma_\alpha$	4/7	1/3	2/4	1/4	4/8	<b>3/4</b>	EXP
$\gamma_\alpha$	<b>3/3</b>	0/1	2/2	1/1	3/3	—	EXP $\wedge$ GPA

$\tau = EXP \wedge GPA \supset HIRE$

$\pi = \{EXP \wedge GPA \supset HIRE\}$

$\Sigma_{cur} = \{e_2, e_4, e_6, e_7, e_8, e_9, e_{10}, e_{11}, \}$

- Iteration 2:

$\Gamma = true$

$\tau = \Gamma \supset HIRE$

$\alpha$	GPA	UST	HKU	CU	REC	EXP	$\gamma$
$\gamma_\alpha$	1/4	<b>1/3</b>	0/2	0/3	1/5	0/1	UST
$\gamma_\alpha$	1/2	—	0/0	0/0	<b>1/1</b>	0/1	UST $\wedge$ REC

$\tau = UST \wedge REC \supset HIRE$

$\pi = \{EXP \wedge GPA \supset HIRE, UST \wedge REC \supset HIRE\}$

$\Sigma_{cur} = \{e_2, e_6, e_7, e_8, e_9, e_{10}, e_{11}, \}$

Since all the positive instances are covered by the rules in, so the set of rules about when to hire an applicant learnt using GSCA is:

$EXP \wedge GPA \supset HIRE$  and  $UST \wedge REC \supset HIRE$

## Problem 5

In the following, let  $A$  denotes *Alarm*,  $J$  for *JohnCalls*, etc. You'll get fullmark as long as the formulas are correct, regardless if you have done the calculation.

$$P(A) = \sum_{B,E} P(A, B, E) = \sum_{B,E} P(A|B, E)P(B)P(E) = 0.0025$$

$$P(\neg A) = 1 - P(A) = 0.9975$$

$$P(M) = P(M|A)P(A) + P(M|\neg A)P(\neg A) = 0.012$$

$$\begin{aligned} P(J, M) &= P(J, M, A) + P(J, M, \neg A) = P(J, M|A)P(A) + P(J, M|\neg A)P(\neg A) \\ &= P(J|A)P(M|A)P(A) + P(J|\neg A)P(M|\neg A)P(\neg A) = 0.002 \end{aligned}$$

$$P(J|M) = P(J, M)/P(M) = 0.17$$

## Problem 6

1. Yes. All undirected paths between Test1 and Test2:

$$\begin{aligned} &(Test1, Disease2, Test2), \\ &(Test1, Disease2, Symptom3, Disease3, Test3, Disease2, Test2), \\ &(Test1, Disease1, Symptom2, Disease2, Test2), \\ &(Test1, Disease1, Symptom2, Disease2, Symptom3, Disease3, Test3, Disease2, Test2). \end{aligned}$$

All of them going through Disease2 which has arrows coming in (type (3) in the definition of d-separation).

2. No. The path (Disease1, Test1, Disease2). The arrows going out of Test1 (type (2) in the definition of d-separation).
3. Yes. Same reason as above: in paths go through Disease2 according to type (3) in the definition of d-separation.
4. Consider all paths between D1 and D2:

$$\begin{aligned} P_1 : & (D1, T1, D2) \\ P_2 : & (D1, S2, D2) \end{aligned}$$

So the condition for  $E$  is  $T1 \in E$  and  $S2 \notin E$ .

5. Consider all paths between D1 and D3:

$$\begin{aligned} P_1 : & (D1, T1, D2, T3, D3) \\ P_2 : & (D1, T1, D2, S3, D3) \\ P_3 : & (D1, S2, D2, T3, D3) \\ P_4 : & (D1, S2, D2, S3, D3) \end{aligned}$$

For  $P_1$ , the condition on  $E$  is

$$T1 \in E \vee T3 \in E \vee (D2 \notin E \wedge S2 \notin E \wedge S3 \notin E).$$

For  $P_2$ :

$$T1 \in E \vee D2 \in E \vee S3 \notin E.$$

For  $P_3$ :

$$S2 \notin E \vee D2 \in E \vee T3 \in E.$$

For  $P_4$ :

$$S2 \notin E \vee D2 \in E \vee S3 \notin E.$$

So the condition on  $E$  is:

$$\begin{aligned} & [T1 \in E \vee T3 \in E \vee (D2 \notin E \wedge S2 \notin E \wedge S3 \notin E)] \wedge \\ & [T1 \in E \vee D2 \in E \vee S3 \notin E] \wedge \\ & [S2 \notin E \vee D2 \in E \vee T3 \in E] \wedge \\ & [S2 \notin E \vee D2 \in E \vee S3 \notin E] \end{aligned}$$

For example  $E = \emptyset$  will satisfy the above condition. So is  $E = \{T1, D2, S2, S3\}$ . Not sure if the condition can be much simplified.

## Problem 7

The unique Nash equilibrium of this game would be **(Pol:expand, Fed:contract)**, i.e.(3,3) in the payoff matrix.

## Problem 8

Formulate this auction as a game in normal form:

- A set of agents  $N = \{1, 2\}$ ;
- The same set of actions for each agent  $A_1 = A_2 = \{1, 2, 3, 4, 5, 6\}$ ;
- Utility functions

$$u_i(x_1, x_2) = \begin{cases} 6 - x_i & \text{if agent } i \text{ wins the auction} \\ 0 & \text{otherwise} \end{cases}$$

Generate the payoff matrix as follows to find the Nash equilibria:

	1	2	3	4	5	6
1	2.5, 2.5	0, 4	0, 3	0, 2	0, 1	0, 0
2	4, 0	2, 2	0, 3	0, 2	0, 1	0, 0
3	3, 0	3, 0	1.5, 1.5	0, 2	0, 1	0, 0
4	2, 0	2, 0	2, 0	1, 1	0, 1	0, 0
5	1, 0	1, 0	1, 0	1, 0	0.5, 0.5	0, 0
6	0, 0	0, 0	0, 0	0, 0	0, 0	0, 0

From the matrix, we can see that the Nash equilibria are (4, 4), (5, 5) and (6, 6).