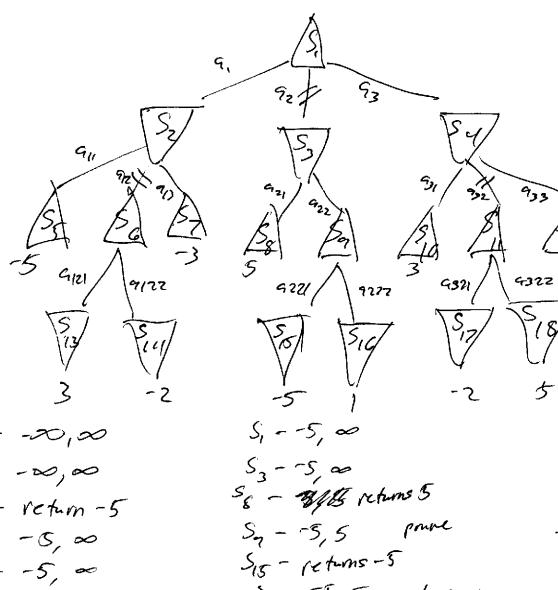


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S, - -20,00 5, - -0,00 Sg - return -5 52- -5,00 5- -5, 00 Si3 - returns 3 Sc - Wills, prine Siu - retims -2 36 - -2 2-5, prine pune Sc 50 - retern -3 5, - - 5, 00 S, - -5, so

3g - 5,5 no change prom SIG- reting 1 5g - -5,5 prune

5, -- 5, 0 Sy - -3,00 5,0 - retins 3 5, - -5, 3 5,1-5,3 5, - returns -2 sur he change Sis - Veturns 5 Sy - no change Sy - -5, 3 Sir-reterns 4 Sy-no change \$ -- 5,3 result is still

3. i. Se = 5(3/4) + -5(1/4) = 18/4 - 3/4 - 3/4 = 1/4 = 2.5 S1 = 5(3/4) + 5(1/4) = -15/4 + 5/4 = -10/4 = -2.5 Sy = 5(90) - 5(40) = 45/0 - 7/0 = 4 $S_2 = 2(\frac{1}{2}) - 2.5(\frac{1}{2}) = (-1.25 = -.25)$ S. = -.25 " Actions selected: 9, -> C12 -> 9122 -> C1222 (Action tree) L-> C1221 -> 9,111 -> C1111 is if optimal apparent for at offerent pryoffs: -5 or 5 (Sie ir Sn) or Z(Sn) IN appearent of an knewn strategy pary offs: -5 or 5 (Sy-512) ory if offenent strategy works

KB: ((UUP) => (QNS)) N (PC=>T) N TN(S=>R) X-(G1R) = lim. <=> ((U v P) => (Q 15) 1 (Q 15) => (U v P) 1 ((P=>T) 1 (T=>P)) 171 (S=7 R) -elim. => (7 (UVP) V (QNS) N 7 (QNS) V (UVP)) N ((7PVT) N (7TVP)) 171(75 VR) Move 7 innards ((7UM7P) V (QMS) N (7QMS) V (UVP)) N (1-PVT)N(7TVP)) NT N (75 VR) FA (OSUP) = ((TAB)V(FAR)) ((APVT) A (ATVP)) A ((TANS) V(TAR)) (nUnnP) v (Gns) = (nUnnPno) v (nunpns) ((nun 2P) v(an 5)) V (Uvp) = (76 v75) (70 m 7 ma) v(n Vn 7 m s) n((1 a v 7 s) v (u v p)) n ((-p v T) n (-T v p)) nT 1 (7SVR) T, TUP noup) (Qns), n (Qns) v (UUP) (QAS) v7(QAS)

(-Un7P na) v (-Un7Pn5) n (-av -s) v (uvP)) n ((¬PUT) n (¬TUP)) n T n (¬SUR) 1,7TVP P, JUNJPAS P, Obnopha 7Uns 7 Un 0 7UNG = UVZQ 7Uns, 7SUR TUVR Maars) UZZS (つしゅつアハロ) v (つしゅつアハ5)=

7(UVPVQ)V7(VXP·VS) 7 (luveva) n (Vrpus))

I don't think KB entails a

S.	(tx) (ty) [Fast(x) / Tall (y) => Stronger (x,y))
	Fast (Tem) Tall (Richard)
	Fast (Harry)
· (.	2 pred. Americant with one argument $2^{1+1} = 2^2$ 1 pred. with 2 arguments 3 constants
	1 pred. with 2 avgarents 3 construts This 1 2 2 2
	There are 200 Symbols need to
	Convert Any KB
it.	Fast (Tax) 1 T 11/01/11
	Fast (Tom) 1 Tall (Richard) => Stronger (Ten, Richard) Fast (Tolyn)
	Tall (Richard)
	Fast (Harry)
	Fast_Tem 1 Tall_Richard => Stranger_Tem_Richard
	Fast-Tom Tall-Richard
1 1 1	Fast_Harry
lic-	thety Fort(x) r Toll(y) Alaballe > Stronger (tom, richard)
	Fast (Tem) Tall(Richard)
	Fast (Harry) Hy Fast (Harry) 1 Tall (4) => Strong er (They Harry, 124)
	Fast (Harry) A Tall (Richard) => otronger (Harry) & Richard) In Fast (Harry) A Tail (Richard)
	Stronger (Harry, Richard)