

Introduction to Artificial Intelligence Exercise Sheet 1

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Exercise 7.1

- (a) Predicates: Properties of objects that we are interested in; can be true or false: $\forall \ b \in SetOfBridges \ B, \ where \ SetOfBridges \ B = \{Kr\"{a}merbr\"{u}cke, Schmiedbr\"{u}cke, Honigbr\"{u}cke, Holzbr\"{u}cke, Gr\"{u}ne \ Br\"{u}cke, K\"{o}ttelbr\"{u}cke, Hohe \ Br\"{u}cke\}$
- $V = \{crossedAtLeastOnce(b) | \forall b \in B\} \cup \{crossedAtMostOnce(b) | \forall b \in B\}$
- (b) Initial state (only predicates which are true are listed): $I = \operatorname{crossedAtMostOnce}(b), \forall b \in B$
- (c) Goal state (both predicates have to be true in order to ensure that each Bridge is crossed exactly once):
- $G = crossedAtLeastOnce(b) \land crossedAtMostOnce(b), \forall b \in B$
- (d) A is a finite set of actions $a = \langle pre, eff \rangle$ with pre(a) and eff(a) $A = \{crossFirstTime(b), crossAgain(b)\}, \forall b \in B$

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action a crossFirstTime(b):
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pre(crossFirstTime(b)) = \neg \ crossedAtLeastOnce(b) \land \ crossedAtMostOnce(b) eff(crossFirstTime(b)) = crossedAtLeastOnce(b) \land \ crossedAtMostOnce(b)
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When the action crossFirstTime(b) is executed exactly once for every bridge the Goal state is reached.

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action crossAgain(b):
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pre(crossAgain(b)) = crossedAtLeastOnce(b)
eff(crossAgain(b)) = crossedAtLeastOnce(b)
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We can ignore crossedAtMostOnce in the action crossAgain(b) as its state is $crossedAtMostOnce \rightarrow false$ when crossing the same bridge numerous times. The Goal state won't be reached when action crossAgain(b) is used.

Exercise 7.2

(a) Insert graph (b) Insert graph (c) PDB: { loc \rightarrow B, treasure $\rightarrow \bot$ } = ∞ { loc \rightarrow A, treasure $\rightarrow \bot$ } = ∞ { loc \rightarrow C, treasure $\rightarrow \bot$ } = ∞ { loc \rightarrow A, treasure $\rightarrow \top$ } = 2 { loc \rightarrow B, treasure $\rightarrow \top$ } = 1

 $\{ \text{ loc} \to C, \text{ treasure} \to \top \} = 0$

Exercise 7.3

(a) (b) (c) (d)