Universität Zürich[UZH]

Introduction to Artificial Intelligence
Exercise Sheet 7

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Exercise 7.1

(a) Predicates: Properties of objects that we are interested in; can be true or false:
Let B = {Krämerbrücke, Schmiedbrücke, Honigbrücke, Holzbrücke, Grüne Brücke, Köttelbrücke, Hohe Brücke} be the set of bridges.
V = {crossedAtLeastOnce(b)| $\forall b \in B$} $\cup$ {crossedAtMostOnce(b) | $\forall b \in B$}

(b) Initial state (only predicates which are true are listed, because of closed-world assumption):
I = $\bigwedge_{b \in B}$ 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 = $\bigwedge_{b \in B}$ (crossedAtLeastOnce(b) $\wedge$ crossedAtMostOnce(b)) , $\forall b \in B$

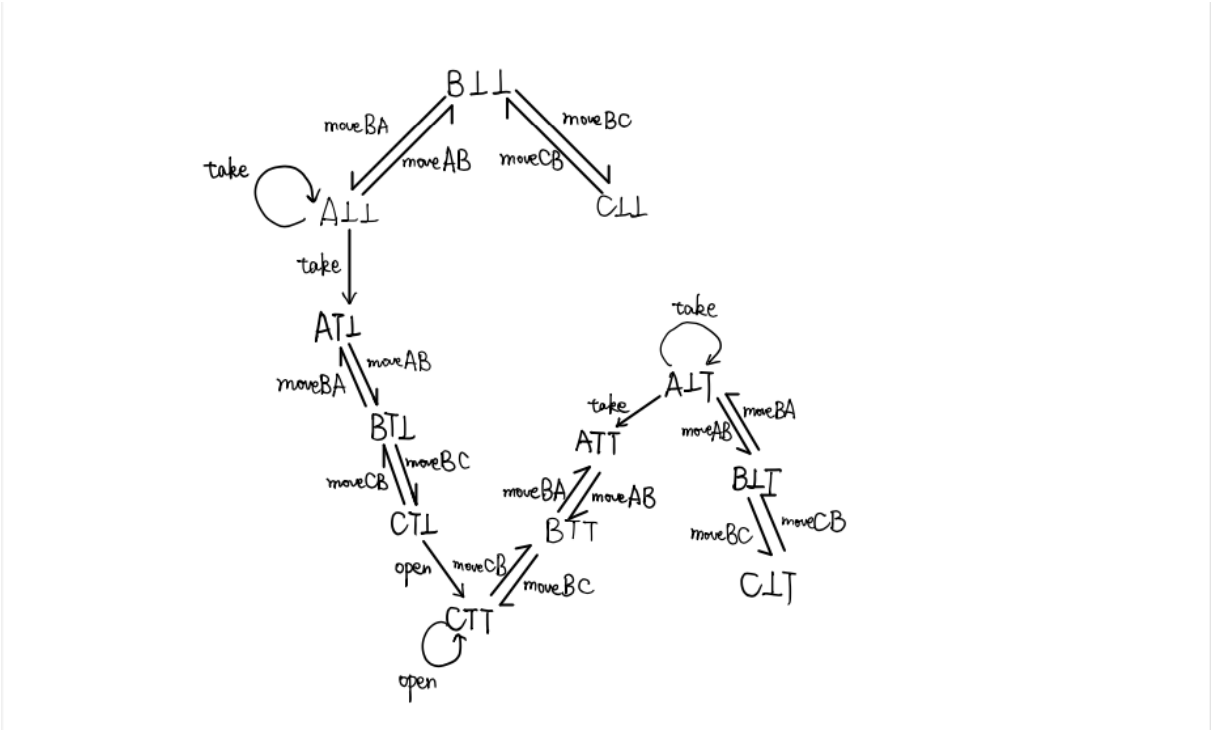
(d) A is a finite set of actions a = $\langle$pre, eff$\rangle$ with pre(a) and eff(a)
A = {crossFirstTime(b), crossAgain(b)}, $\forall b \in B$

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

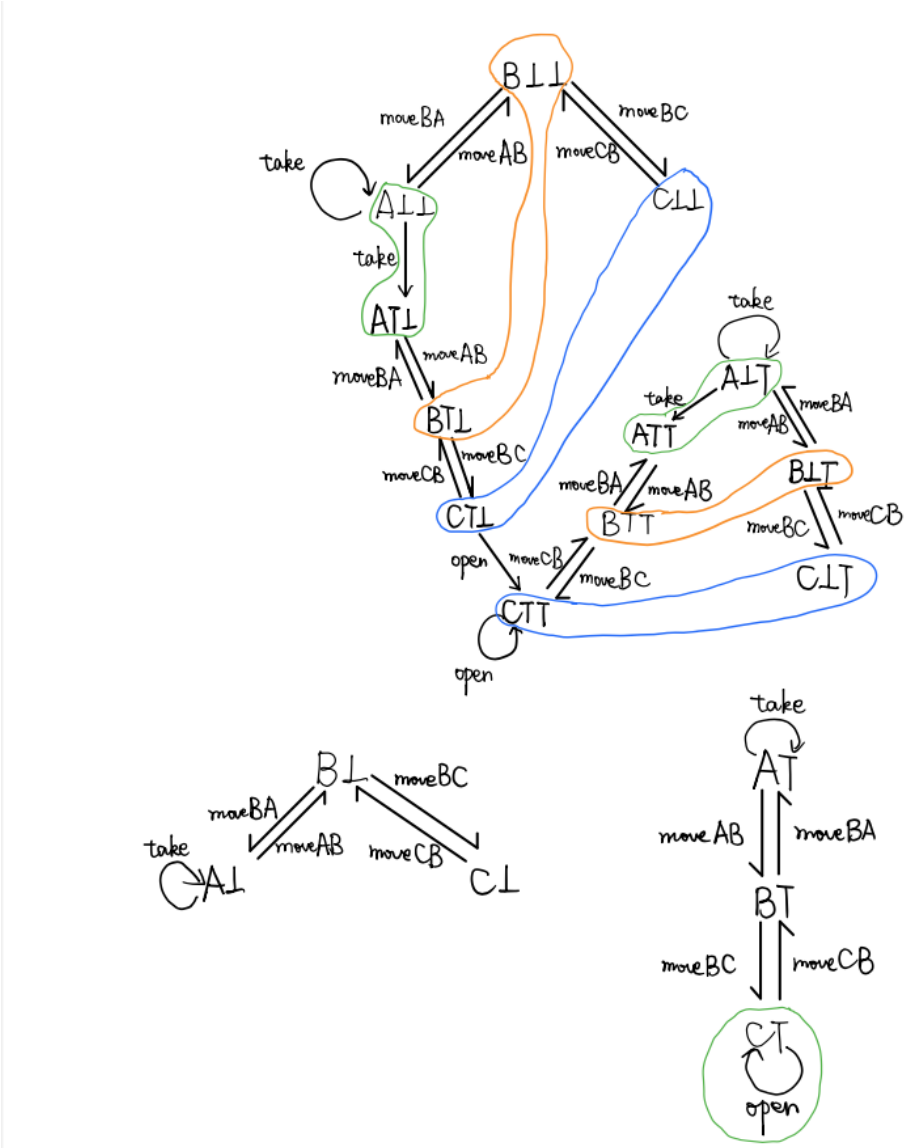
action crossAgain(b):
pre(crossAgain(b)) = crossedAtLeastOnce(b)
eff(crossAgain(b)) = crossedAtLeastOnce(b)
We can ignore crossedAtMostOnce in the action crossAgain(b) as its state is irrelevant for this action, i.e. *crossedAtMostOnce* $\rightarrow$ *false* when crossing the same bridge numerous times.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

Exercise 7.2

(a)



(b)



(c) PDB:

$\{ \text{loc} \to \text{B}, \text{treasure} \to \bot\} = \infty$

$\{ \text{loc} \to \text{A}, \text{treasure} \to \bot\} = \infty$

$\{ \text{loc} \to \text{C}, \text{treasure} \to \bot\} = \infty$

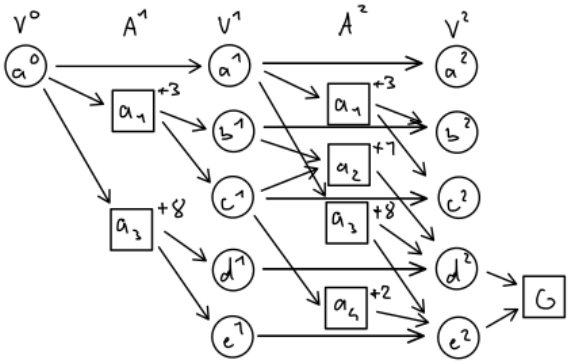
$\{ \text{loc} \to \text{A}, \text{treasure} \to \top\} = 2$

$\{ \text{loc} \to \text{B}, \text{treasure} \to \top\} = 1$

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

Exercise 7.3

a)

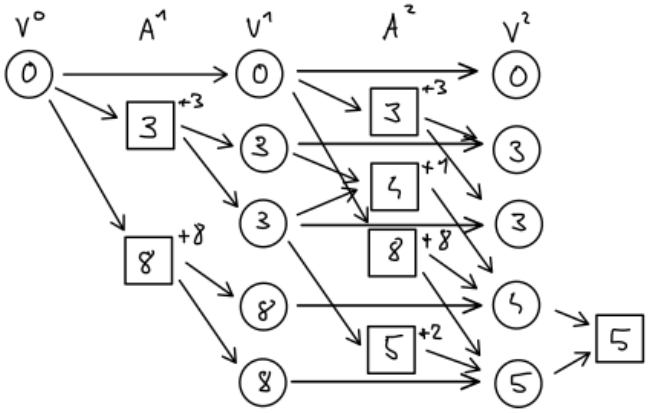


$V^1 = V^2$, $A^1 \neq A^2$

↳ RPG did not stabilize yet

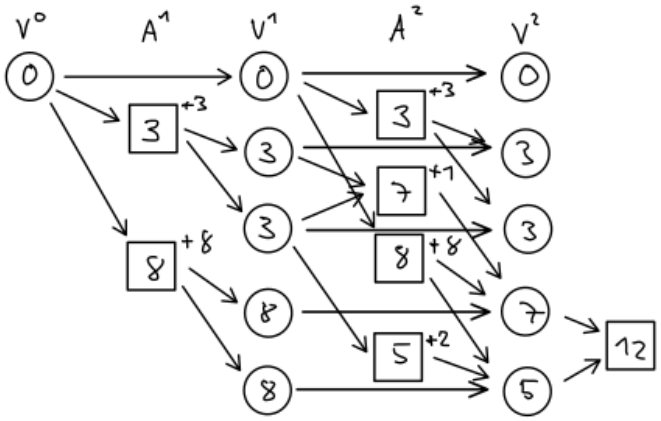
question: Would we need to "add" the goal node G on action layer A^2 too?

b)



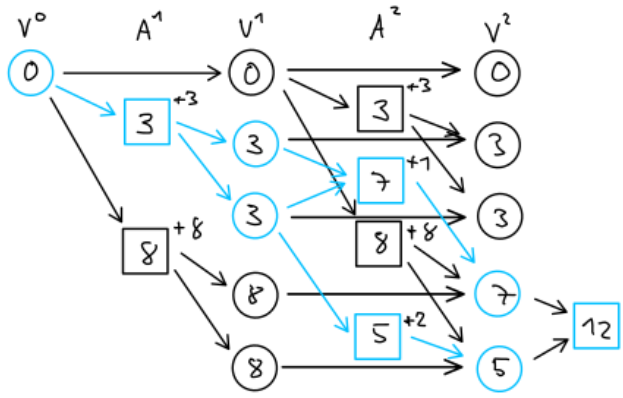
$h^{max}(I) = 5$, $I = \{a\}$

c)



$h^{add}(I) = 12$

d)



$h^{FF}(I) = 3+1+2 = 6$