

CS 364 Spring 2013
Homework #2 Solutions
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Honor Code:

Part 1

a) This is right.

$$P(A \text{ exec.} \mid B \text{ not exec.}) = \frac{P(A \text{ exec.})P(B \text{ not exec.} \mid A \text{ exec.})}{P(B \text{ not exec.})} \quad (1)$$

$$= \frac{\frac{1}{3} \cdot 1}{\frac{2}{3}} \quad (2)$$

$$= \frac{1}{2}$$

- (1) This is just an application of Bayes' theorem. Now that we know B will live, we can use this to figure out A 's probability of being executed.
- (2) We know that only one person is being executed, so if A is executed then the probability of B living is 1.

b) This explanation supposes that the probability of A being executed is independent of the probabilities of the other prisoners being executed. This is wrong. What if we had learned that B *was* going to be executed? Then clearly A would be stupid to think that they have a $\frac{1}{3}$ probability of being executed.

Part 2

Part 3

Part 4

Part 5

- Xue ¹ used Bayesian networks to develop a system for constructing facial animations from audio data.
- In most modern videogames, narratives are told in a predetermined, linear fashion, and the player's actions have very little or no impact on the story being told. In an effort to provide an alternative to this storytelling paradigm, Bangsø *et al.* ² developed a framework for generating non-linear narratives in videogames that are determined in a meaningful way by player interaction (called NOLIST, for non-linear interactive storytelling). This system uses Bayesian networks to model the probability of potential game narratives based on events that have already occurred or could potentially occur in the game, and uses this information

¹Jianxia Xue. "Acoustically-Driven Talking Face Animations Using Dynamic Bayesian Networks." Ph.D. Thesis (2008).

²Olav Bangso, Ole G. Jensen, Finn V. Jensen, Peter B. Andersen, and Tomas Kocka, Non-linear interactive storytelling using object-oriented bayesian networks.

to construct coherent narratives as the game progresses.

The NOLIST framework treats a narrative as a set of *actions*, which are defined by their content, prerequisites, and effects, where an action's content is a set of other, smaller actions, its prerequisites are events that must occur before the action can be performed, and its effects are the events that occur as a result of the action being performed.

The authors use a special type of Bayesian network known as an Object-Oriented Bayesian network to represent the story of a game, where nodes are "classes" that represent actions and their associated fields (for a thorough explanation of Object-Oriented Bayesian networks, see this paper³ by D. Koller and A. Pfeffer). If a particular action is performed, then probabilities within the network are updated to reflect its effects and any actions it might be a prerequisite for. Given a network like this, a game engine could in theory choose a fairly coherent, well-structured narrative over the course of a game in response to a player's interactions by choosing actions with high probabilities. As far as we can tell, NOLIST hasn't been implemented in any game engines yet, so there isn't really any evidence one way or the other that it would work as intended.

Part 6

³Koller, Daphne, and Avi Pfeffer. "Object-oriented Bayesian networks." Proceedings of the Thirteenth Conference on Uncertainty in Artificial Intelligence. Morgan Kaufmann Publishers Inc., 1997.
