



## Take Test: COMP310 MOCK EXAM

### Question Completion Status:

Description: MOCK EXAM

COMP310 - Multi Agent Systems.

Examiner: T. Carroll

**Instructions** These questions are indicative of the sort of questions you will get on the real exam (though the marks allocation will be different). The method of delivery of this mock exam (via vital) is also what you should expect in the real exam.

Calculators are permitted.

Question 6 is a 0-mark **file response question**. You should use this to upload any additional files that you wish to be considered. You should make explicit reference to these files within your answer.

This exam will not be marked, but I will review the answers in a session before the exam. Please use this as a practise, so that you are comfortable with the format of the vital exam.

**Multiple Attempts** This Test allows multiple attempts.

**Force Completion** This Test can be saved and resumed later.

### QUESTION 1

15 points (Extra Credit)

Save Answer

Consider the following environment  $Env = \langle E, e_0, \tau \rangle$ , defined as follows:

- $E = \{e_0, e_1, e_2, e_3, e_4, e_5\}$
- $\tau(e_0, \alpha_0) = \{e_1, e_2\}$
- $\tau(e_1, \alpha_1) = \{e_3\}$
- $\tau(e_2, \alpha_2) = \{e_4, e_5\}$

Within  $Env$ , there are placed 2 agents:

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- $Ag_2(e_0) = u_0$

- $Ag_2(e_2) = \alpha_2$

Assume the probabilities of the various runs are as follows:

- $P(e_0 \xrightarrow{\alpha_0} e_1 | Ag_1, Env) = 0.5$

- $P(e_0 \xrightarrow{\alpha_0} e_2 | Ag_1, Env) = 0.5$

- $P(e_1 \xrightarrow{\alpha_1} e_3 | Ag_1, Env) = 1$

Question Completion Status:

- $P(e_0 \xrightarrow{\alpha_0} e_2 | Ag_2, Env) = 0.9$

- $P(e_2 \xrightarrow{\alpha_2} e_4 | Ag_2, Env) = 0.4$

- $P(e_2 \xrightarrow{\alpha_2} e_5 | Ag_2, Env) = 0.6$

Assume the utility function  $u$  is defined as follows:

- $u(e_0 \xrightarrow{\alpha_0} e_1) = 4$

- $u(e_1 \xrightarrow{\alpha_1} e_3) = 7$

- $u(e_2 \xrightarrow{\alpha_2} e_4) = 3$

- $u(e_0 \xrightarrow{\alpha_0} e_2) = 3$

- $u(e_2 \xrightarrow{\alpha_2} e_5) = 2$

a. Produce a graph of the possible runs for the two agents. **[5 marks]**

b. Which agent is optimal in  $Env$ ?

You should explain your calculations when detailing how you reached your decision. **[10 marks]**

**Total marks available for question: 15**

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**QUESTION 2****25 points (Extra Credit)****Save Answer**

The Blocksworld scenario is represented by an ontology with the following formulae:

- $On(x,y)$  : obj  $x$  on top of obj  $y$
- $OnTable(x)$  : obj  $x$  is on the table
- $Clear(x)$  : nothing is on top of obj  $x$

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An agent has a set of actions  $Ac$ , such that  $Ac = \{Stack, UnStack, Pickup, PutDown\}$ :

$Stack(x,y)$

- $pre: Clear(y) \& Holding(x)$
- $del: Clear(y) \& Holding(x)$
- $add: ArmEmpty \& On(x,y)$

$UnStack(x,y)$

- $pre: On(x,y) \& Clear(x) \& ArmEmpty$
- $del: On(x,y) \& ArmEmpty$
- $add: Holding(x) \& Clear(y)$

$Pickup(x)$

- $pre: Clear(x) \& OnTable(x) \& ArmEmpty$
- $del: OnTable(x) \& ArmEmpty$
- $add: Holding(x)$

$PutDown(x)$

- $pre: Holding(x)$
- $del: Holding(x)$
- $add: OnTable(x) \& ArmEmpty \& Clear(x)$

Consider the following beliefs  $B_0$  and the intention  $I_0$ :

Click Save and Submit to save and submit. Click Save All Answers to save all answers.

- $Clear(D)$
- $On(C,A)$
- $On(D,C)$
- $OnTable(A)$
- $OnTable(B)$
- $ArmEmpty$

Intention  $I_0$ :

- $Clear(C)$

Question Completion Status:

- $On(A,B)$
- $On(B,D)$
- $OnTable(D)$
- $ArmEmpty$

a. Calculate a plan  $\pi$  that would achieve  $I_0$ , given the beliefs  $B_0$ . Detail the current beliefs at the beginning of the plan, and after every action is performed. You should then verify that the intention  $I_0$  is achieved with the final set of beliefs. **[15 marks]**

Consider the following set of beliefs  $B'_0$ , the following intention  $I'_0$ , and the plan  $\pi'$ :

Beliefs  $B'_0$ :

- $On(B,D)$
- $Clear(B)$
- $On(C,A)$
- $On(D,C)$
- $OnTable(A)$
- $ArmEmpty$

Intention  $I'_0$ :

- $Clear(A)$
- $On(A,B)$
- $OnTable(B)$
- $Clear(D)$
- $On(D,C)$
- $OnTable(C)$
- $ArmEmpty$

$\pi' = \{unstack(D,C), putdown(D), unstack(C,A), putdown(C), stack(D,C), stack(A,B)\}$

Click Save and Submit to save and submit. Click Save All Answers to save all answers.

Total marks available for question: 25

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Question Completion Status:

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## QUESTION 3

22 points (Extra Credit)

Save Answer

In the context of cooperative games, consider the following marginal contribution net:

$$a \wedge b \rightarrow 6$$

$$b \rightarrow 4$$

$$c \rightarrow 5$$

$$b \wedge \neg c \rightarrow 3$$

Let  $V$  be the characteristic function that is defined by these rules. Give the values of the following, and justify your answer with respect to the rules:

**a:**  $v(\{\emptyset\})$

**b:**  $v(\{a\})$

**c:**  $v(\{a, b\})$

**d:**  $v(\{b, c\})$

**e:**  $v(\{a, b, c\})$

[10 marks]

Consider the coalitional game with agents  $\{a, b, c\}$ . The charactersitic function is defined as:

$$v(\{\emptyset\}) = 0$$

$$v(\{a\}) = 12$$

$$v(\{b\}) = 18$$

$$v(\{c\}) = 6$$

$$v(\{a, b\}) = 60$$

$$v(\{b, c\}) = 48$$

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Calculate the shapley value for each agent a,b,c. You should show releveant steps in your working  
[12 marks: 4 per agent]

Total marks for question: 22

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Question Completion Status:

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QUESTION 4

15 points (Extra Credit)

Save Answer

a Give an example of a game that has **pure strategy nash equilibrium**, and justify why this is so.  
You may give the payoff matrix, or the utility function over the outcomes for each agent.

[5 marks]

b Give an example of a game that has **no pure strategy nash equilibrium**, and justify why this is so.  
You may give the payoff matrix, or the utility function over the outcomes for each agent.

[5 marks]

c For each of the games above, state (and justify) if there are any **pareto optimal outcomes**.

[5 marks]

Total marks for question: 15

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QUESTION 5

17 points (Extra Credit)

Save Answer

Votes	3	2	5	3
First Choice	action	romance	comedy	drama
Second Choice	drama	drama	action	romance
Third Choice	comedy	comedy	drama	action

Click Save and Submit to save and submit. Click Save All Answers to save all answers.

- b: Borda Count [4 marks]
  - c: Create a majority graph for the preferences [5 marks]
  - d: With justification, identify all possible winners.[2 marks]
  - e: With justification, identify any condorcet winner [2 marks]
- Total for question: 17

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Question Completion Status:

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QUESTION 6

0 points Save Answer

**File Response**  
Please use this question to upload any addition files you have used in your answer.  
You should refer to these files in your relevant answer.  
Attach File

Click Save and Submit to save and submit. Click Save All Answers to save all answers.