

Question 11 pts 程序代写代做 CS 编程辅导

Empiricism is
the idea that (sense) data is the ultimate source of all knowledge and intelligence
a theory that rules out (analytic) knowledge
the view that empirical sciences (like physics) are superior to conceptual sciences (like mathematics)
a method for evaluating theories by empirically testing their performance



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Question 21 pts

A computational problem is called intractable iff

Group of answer choices

the time required to solve it grows polynomially with the size of the problem instances
it cannot be solved by machine learning

the time required to solve it grows exponentially with the size of the problem instances
it cannot be solved by an AI system

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Question 31 pts

is best thought of as the study of

Group of answer choices

companies and business

preferences, desires, and utility

multi-agent interactions

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making money

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Question 41 pts

Which of the following appears to be the best approach to developing medical applications in AI, given the current state of the art?

Group of answer choices

An intelligence augmentation approach where the system and a doctor work together

Go with human judgement because domain knowledge means they perform better than machines

focus on diagnosis problems based on images where computers are especially strong

Eliminate human bias by using a complete automated solution

1. CONTROL THEORY is

how artificial systems can operate under their own control

how the brain controls the body

how we can best control AI systems

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2. Mathematics allows us to rigorously formalize many crucial AI concepts. Which of the following has not been rigorously formalized by mathematics?

probability



dualism

logic

computation

3. Cognitive psychology, which views cognitive the brain as an information-processing device

4. In the standard model of an intelligent system, the system's objective is defined by its designer. This raises the problem of value alignment; choose the best definition of the value alignment problem from the list below.

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how to align the designer's values with social values like justice and freedom from bias

that human preferences evolve and are hard to quantify

how to align the machine's values with social values like justice and freedom from bias

how to make sure the values given to the machine match the true value of the human designer

AI design evaluates an agent according to the (expected) outcome of their actions. In the terminology of philosophical ethics, this approach is an example of Group of answer choices

deontology

rights-based ethics

utilitarianism

consequentialism.

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Question 21 pts

In a multi-agent environment, other entities

Group of answer choices

can cooperate with the AI agent

must be viewed as agents

may be viewed as agents

can interfere with the AI agent

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Question 31 pts

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Implementing the agent function with a lookup table is doomed to failure when the set of percepts is even moderately large because

Group of answer choices

the table is too large

there are too many

1all of the other answers

the table is too large



initially by the designer

or derived from their values from experience

in external memory

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Question 41 pts

Which of the following is true of a transition model?

Group of answer choices

1both

it represents how the world changes independently of the agent

neither

it represents how the world changes in response to the agent's actions

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Question 51 pts

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A rational agent must know its utility function. True or false?

Group of answer choices

1True

False

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Attempts: 124 out of 124

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Every finite game (with finitely many strategies for each player) has a Nash equilibrium (allowing mixed strategies)

Discrimination Index
?

True



93 % ✓

93% answered correctly

False

7 %

Attempts: 124 out of 124

+0.5

Discrimination Index
?

An outcome in a game is a possible payoff pair for both players. (E.g. (0,0) is an outcome in the coordination game.) An outcome is Pareto-optimal if

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+0.6

Discrimination Index
?

In a single-move game, a strategy profile

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80% answered correctly

specifies the basic properties of a strategy

3 respondents

2 %

assigns to each player a single mixed strategy

1 respondents

1 %

assigns to each player a single strategy which may be pure or mixed

19 respondents

89 %

assigns to each player a single pure strategy

21 respondents

17 %

Every finite game (with finitely many strategies for each player) has a Nash equilibrium (allowing mixed strategies)

True

False

An outcome in a game is a possible payoff pair for both players. (E.g. (0,0) is an outcome in the coordination game.) An outcome is Pareto-optimal if

there is some other outcome preferred by some player

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there is no other outcome preferred by all players

In a single-move game



specifies the basic pr

assigns to each playe

assigns to each player a single strategy, which may be pure or mixed

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assigns to each player a single pure strategy

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+0.7

Discrimination Index

For any options/strategies s, s' : If s strongly dominates s' , then s weakly dominates s' . In other words, strong dominance implies weak dominance.

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True

97
respondents

78 %



78% answered correctly

False

27
respondents

22 %

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For any options/strategies s, s' : If s strongly dominates s' , then s weakly dominates s' . In other words, strong dominance implies weak dominance.

7

True

False 22%

Question 11 pts

Suppose that we have an objective function $f(x_1, x_2, x_3)$ with three arguments x_1, x_2, x_3 .

Then the gradient of f at a point x_1, x_2, x_3

Group of answer choices

is a vector that points in the direction where the objective function decreases

is a vector of three numbers

is one number

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Question 21 pts

Hill-Climbing is

Group of answer choices

like climbing Mount Everest in thick fog with amnesia

a favourite way for

a kind of tree search

a standard benchmark

for search problems involving robots

[Flag this Question](#)**Question 31 pts**

Which of the following is not a common restart search methods for maximizing a function?

Group of answer choices

Uses random sideways moves to escape from a plateau

Never reaches a local maximum

Helps to find better local maxima

chooses at random from among the uphill moves

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Choose all that apply. The Newton-Raphson method makes the function

Group of answer choices

avoids the problems of local maxima, ridges, and plateaux

divides the function derivative by its second derivative (for single input variables)

finds the root of a function(method itself)

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can be adapted to find a function extremum (maximum or minimum)

all of the other answers

find the root of a derivative(max)

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In a search problem, if a search tree node is in the frontier, this means that the node

- will be expanded in the next step
- was generated by the algorithm but not yet expanded
- was expanded in the previous step



+0.71

Discrimination Index

(?)

70% answered correctly

Attempts: 126 out of 126

+0.65

Discrimination Index

(?)

- a search strategy that is only sometimes optimal
- a rule of thumb
- a function that assigns values to states

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In a search problem, if a search tree node is in the frontier, this means that the node

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will be expanded in the next step

was generated by the algorithm but not yet expanded

was expanded in the previous step 8 respondents &

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a search strategy that is only sometimes optimal

a rule of thumb

a function that assigns values to states

Attempts: 126 out of 126

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Very large scale integration for building circuits can be solved by modelling it as a search problem.

11.49

Discrimination Index

?

True

False



90% answered correctly

Attempts: 126 out of 126

+0.59

Given the assumptions for solution to a search problem:

Discrimination Index

?

a branching strategy for dealing with contingencies

21 respondents

17 %



a sequence of actions to be executed by the program

17 respondents

12 %



a Nash equilibrium

2 respondents

2 %



82% answered correctly

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Very large scale integration for building circuits can be solved by modelling it as a search problem.

True

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False

Given the assumptions for single-agent search described in Ch.3.1, the solution to a search problem is,

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A branching strategy for dealing with contingencies

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a sequence of actions to be executed by the program

2Nash equilibrium

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Attempts: 115 out of 115

Compared to the minimax algorithm, the alpha-beta algorithm returns for each node

the same evaluation

higher evaluations

sometimes higher, sometimes lower evaluations



Discrimination Index

?

71% answered correctly

Attempts: 115 out of 115

+0.68

To solve sequential games, AI systems

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build out the game tree

33 respondents

29 %

use the game tree as a theoretical construct

82 respondents

71 %

Discrimination Index

?

71% answered correctly

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Attempts: 115 out of 115

+0.19

The minimax algorithm follows which of the following search strategies?

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Depth-First

112 respondents

97 %

Breadth-First

1 respondent

1 %

A*

2 respondents

2 %

Discrimination Index

?

97% answered correctly

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Attempts: 114 out of 115

+0.48

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In a two-player sequential game, the MIN player

Discrimination Index

?

always moves second

103 respondents

90 %

always moves first

3 respondents

3 %

sometimes moves first, sometimes moves second

8 respondents

7 %

90% answered correctly

Compared to the minimax algorithm, the alpha-beta algorithm returns for each node

the same evaluation 82 respondents

higher evaluations 7 respondents

sometimes higher, sometimes lower 17 respondents

lower evaluations 9 respondents

Attempts: 115 out of 115

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To solve sequential games, AI systems

build out the game tree 33 respondents

use the game tree as a search strategy 33 respondents



The minimax algorithm

uses the game tree as a search strategy?

Depth-First 112 respondents

Breadth-First respondent

a 2 respondents

Attempts: 114 out of 114

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In a two-player sequential game, the MIN player

always moves second 133 respondents
always moves first 3 respondents

sometimes moves first, sometimes

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Attempts: 114 out of 114

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+0.64

A probability density function

Discrimination Index

(?)

shows the values with the highest probabilities

2 respondents

2 %



defines probabilities for a continuous random variable

79 respondents

69 %



is a uniform probability assignment for a continuous random variable

33 respondents

29 %



69% answered correctly

Attempts: 114 out of 114

+0.64

The inclusion-exclusion principle is a formula for the following:

Discrimination Index

(?)

The probability of a disjunction of mutually exclusive events

15 respondents

13 %



the joint probability of any list of events

16 respondents

14 %



The probability of any disjunction

83 respondents

73 %



73% answered correctly

A probability density function

程序代写代做 CS编程辅导

shows the values with the highest

defines probabilities



random variable

79 respondents

is a uniform probabil

33 respondents

a continuous random

The inclusion-exclusion principle is a formula for the following:

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The probability of a disjunction of

15 respondents

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mutually exclusive events

the joint probability of any list of events 16 respondents

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The probability of any disjunction 83 respondents

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Attempts: 114 out of 114

48

Let X, Y, Z be three random variables. If X and Y are conditionally independent given Z , then $P(X, Y|Z) = P(X|Z) \cdot P(Y|Z)$.

Discrimination Index

(?)

True



90 %



False

10 %

Attempts: 114 out of 114

90% answered correctly

+0.33

The domain of a random variable is

Discrimination Index

(?)

the range [0,1]

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0 %



the part of the environment modelled by the variable

6 respondents

5 %



the set of entities referred to by the variable

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6 respondents

5 %



the set of possible values of the variable

102 respondents

89 %



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Attempts: 114 out of 114

XK
K

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Let X, Y, Z be three random variables. If X and Y are conditionally

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independent given Z , then $P(X, Y|Z) = P(X|Z) \cdot P(Y|Z)$.

True 103 respondents

False 11 respondents

The domain of a random variable is

the range [0,1]

the part of the environment modelled by the variable

the set of entities referred to by the variable

the set of possible values of the variable

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: 102 respondents

Ly

90%
10%

5%

89%



Attempts: 108 out of 108

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+0.29

For any joint probability distribution, there is a Bayesian network
that represents it using the product formula

Discrimination
Index ?

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True	100 respondents	93 %
False	8 respondents	7 %

93% answered
correctly

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Attempts: 108 out of 108

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+0.57

Suppose that node B is not a descendant of node A in a Bayesian
network. Then A is independent of B given the parents of A.

Discrimination
Index ?

True	81 respondents	74 %
False	27 respondents	26 %

74% answered
correctly

For any joint probability distribution, there is a Bayesian network
that represents it using the product formula.

True 100 respondents 93%

False 8 respondents 7 &

Attempts: 108 out of 108

Suppose that node B is not a descendant of node A in a Bayesian
network. Then A is independent of B given the parents of A.

True a0 respondents 74%

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Probabilistic Reasoning

1 pts

You are a witness of a night-time hit-and-run accident involving a taxi in Athens. All taxis in Athens are blue or green. You swear, under oath, that the taxi was blue. Extensive testing shows that under the dim lighting conditions, discrimination between blue and green is 75% reliable. That is, the probability of detecting the right color is 75% significant di

Hint: distin

Correct Answers

0.25 (w

Search.

Consider th

denotes the

visited (not

then they are added to the frontier).

1 pts

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Correct Answer

Depth-first Search

SADEG

Correct Answer

Breadth-First Search

SABCDGF

Correct Answer

A* Search

ADEFG

Other Incorrect Match Options:

- SADCEBG

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Correct Answer

True

For an extreme, gamma = 0 implies immediate convergence. Whereas gamma = 1 is not discounting and needs to look ahead further.

Fa



A* an

A* search



the shortest path to the goal state.

1 pts

Correct Answer

False

from <https://courses.cs.washington.edu/courses/cse473/16au/sp2014-midterm-solutions.pdf>

A* is just not guaranteed to work

maybe make practice question

False

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Minimax Worst-Case Outcome

1 pts

Suppose in the minimax tree, I'm maximizing at the bottom. Then no matter how the min player plays, the maximizer's final payoff will at least x.

Correct Answer

True

the algorithm maximizes the minimum (worst-case) outcome

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Search Comparison IDS-BFS

From Shawn McGirr to Everyone

Nicholas why wouldn't depth 2 co...

1 pts

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