General Instruction

- I recommend you can write your answer using LATEX.
- Submit a PDF file in the Dropbox folder via BeachBoard (Not email).
- Simple reasoning is required, otherwise you will get half of the points.
- 1. Imagine that, one of the friends wants to avoid the other. The problem then becomes a two-player pursuit—evasion game. We assume now that the players take turns moving. The game ends only when the players are on the same node; the terminal payoff to the pursuer is minus the total move taken. An example is shown in Figure 1.
 - (a) (2 points) What is the terminal payoff at the node (1)?
 - (b) (2 points) What are the positions of the two players at the node (2) and (2)'s children?
 - (c) (3 points) Can we assume the terminal payoff at the node (2) is less than -4? Answer yes or no, then explain your answers.
 - (d) (3 points) Assume the terminal payoff at the node (4) is less than -4. Do we need expand the node (5) and (6)? Answer yes or no, then explain your answers.

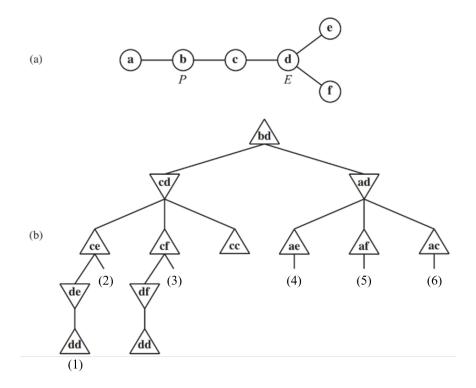


Figure 1: (a) A map where the cost of every edge is 1. Initially the pursuer P is at node b and the evader E is at node d. (b) A partial game tree for this map. Each node is labeled with the P, E positions. P moves first.

- 2. True or False?
 - (a) (2 points) $(A \wedge B) \models (A \Leftrightarrow B)$
 - (b) (2 points) $(C \lor (\neg A \land \neg B)) \equiv ((A \Rightarrow C) \land (B \Rightarrow C))$
 - (c) (2 points) $(A \lor B) \land (\neg C \lor \neg D \lor E) \models (A \lor B)$
 - (d) (2 points) $(A \lor B) \land \neg (A \Rightarrow B)$ is satisfiable.
- 3. (4 points) Prove using **Venn diagram**, or find a counterexample to the following assertion:

$$\alpha \models (\beta \land \gamma)$$
 then $\alpha \models \beta$ and $\alpha \models \gamma$