# COMP424 Assignment 2

## Sample Solutions

### 1

tldr answers are in bold

- 1.  $2^{25} 1$
- 2. 7
- 3. Yes, the tiles on the far-right (11,3) and the far-left (1,3)
- 4. We have some way to get to G in strictly less than 60min/5min = 12 steps and because each of the 4 friends should take a different portal we should have 2 classes of conformant plans. Either:
  - (a)  $(\Rightarrow \mathbf{N})^2 \Rightarrow \mathbf{E} \Rightarrow \mathbf{S} \Rightarrow \mathbf{E} \Rightarrow \mathbf{S}(\Rightarrow \mathbf{E})^3 (\Rightarrow \mathbf{S})^2$  or
  - (b)  $\Rightarrow \mathbf{N} \Rightarrow \mathbf{E} \Rightarrow \mathbf{N} (\Rightarrow \mathbf{E})^2 \Rightarrow \mathbf{S} \Rightarrow \mathbf{E} (\Rightarrow \mathbf{S})^2$
  - (c) You can also swap E with W in each of i and ii

## 2

For the following sub-questions students may choose to include the final state (where the board is completely filled) as well.

- 1. See figure 1; the **3x3 grids**
- 2. See figure 1; the **orange boxes** on top the nodes (grids)

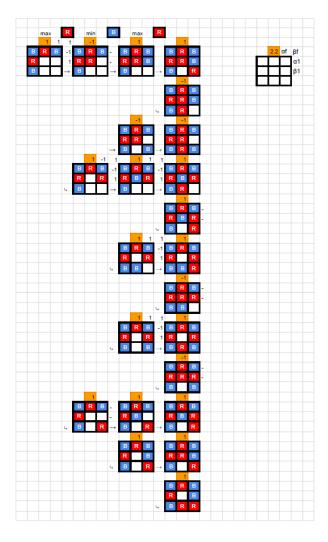


Figure 1: All the states of the game omitting the symmetrically equivalent ones are shown in the 3x3 grids. Children of a node are shown using the right arrow  $\longrightarrow$  and the down-right arrow  $\hookrightarrow$ . Highlighted in orange are minimax values for question 2.2. The initial and final alpha-beta values are shown on the right and top-right respectively of each grid. -/- alpha-beta values denote pruned nodes

- 3. a See figure 2.  $\alpha f$  is final alpha value,  $\beta 1$  is final beta value .  $\alpha 1$  and  $\beta f$  are the initial values . The final value of the nodes are the same as the min-max (orange) values.
  - b i. if they use -1/+1 and omit final nodes 15
    - ii. if they don't omit final nodes 24

- c No. If they go down the branch where it leads to definite win they can prune more (shown in Fig.1 as bottom branch) .
  - i. if they use -1/+1 and omit final nodes 17
  - ii. if they don't omit final nodes 27

## 3

- 1. (a) **3** 
  - (b)  $2^5 1 = 31$
  - (c)  $1+2^2=5$
  - (d) **0**
  - (e)  $2^6 = 64$
- 2. (a) valid
  - (b) satisfiable
  - (c) valid
  - (d) valid
  - (e) unsatisfiable

#### 4

- 1. Constants : K = Dustey, Elody, Michael, and William, S = eggo, pudding, 3-m
  - Variables: x, y
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  - Sentence by sentence from the question
  - $\forall x \in K. \ Bought(x, eggo) \lor Bought(x, pudding) \lor Bought(x, 3-m)$
  - $\forall x \in K. \ Bought(x, pudding) \Rightarrow \neg Bought(x, eggo)$
  - $\forall x \in K. \ Bought(x, 3-m) \Rightarrow Bought(x, pudding)$
  - $\forall y \in S. \ Bought(Elody, y) \leftrightarrow \neg Bought(Michael, y)$
  - $Bought(Michael, 3-m) \land Bought(Dustey, 3-m)$
- 2. i  $Bought(x, eggo) \vee Bought(x, pudding) \vee Bought(x, 3-m)$ 
  - ii  $\neg Bought(x, pudding) \lor \neg Bought(x, eggo)$
  - iii  $\neg Bought(x, 3-m) \lor Bought(x, pudding)$
  - iv  $Bought(Elody, y) \vee Bought(Michael, y)$
  - $v \neg Bought(Elody, y) \lor \neg Bought(Michael, y)$
  - vi Bought(Michael, 3-m)
  - vii Bought(Dustey, 3-m)

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3. Query in FOL
\alpha = \exists x. \neg Bought(x, pudding) \land \neg Bought(x, 3-m) \land Bought(x, eggo)
We will show that KB \wedge \neg \alpha is unsatisfiable.
\neg \alpha = Bounght(x, pudding) \lor Bought(x, 3-m) \lor \neg Bought(x, eggo)
   I use i and vi and \sigma = \{x/Michael\}
     Bought(Michael, pudding)
  II use I and ii
     \neg Bought(Michael, eggo)
 III use II and iv and \sigma = \{y/eggo\}
     Bought(Elody, eggo)
 IV use \neg \alpha and III \sigma = \{x/Elody\}
     Bought(Elody, pudding) \lor Bought(Elody, 3-m)
     a Proof for Bought(Elody, pudding) is unsatisfiable
        Use I and iv and \sigma = \{y/pudding\}
     b Proof for Bought(Elody, 3-m) is unsatisfiable
        use vi and iv and \sigma = \{y/3\text{-m}\}\
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V both branches of IV is unsatisfiable therefore  $KB \wedge \neg \alpha$  is unsatisfiable

And yes, the references you see in the assignment are referring to Stranger Things.