

1) 3 + 4 + 5

- a) Explain the operation of the following simple Knowledge based agent.

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function KB-AGENT(percept) returns an action
  static: KB, a knowledge base
         t, a counter, initially 0, indicating time

  TELL(KB, MAKE-PERCEPT-SENTENCE(percept, t))
  action ← ASK(KB, MAKE-ACTION-QUERY(t))
  TELL(KB, MAKE-ACTION-SENTENCE(action, t))
  t ← t + 1
  return action

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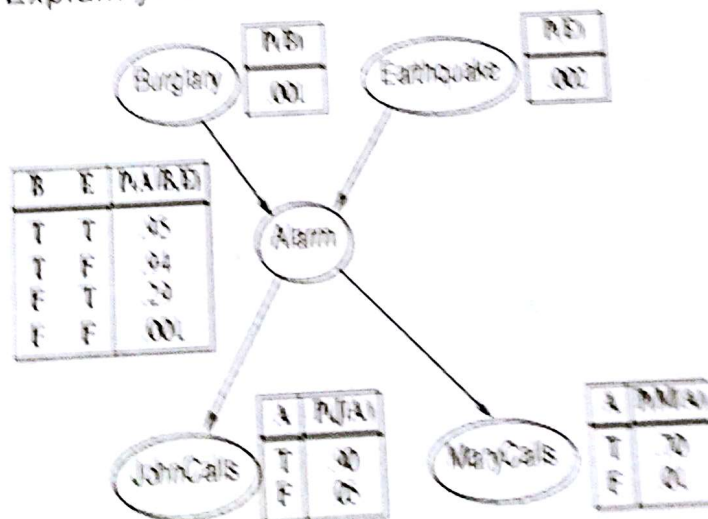
- b) Using nesting quantifier develop first order logic for the following sentences.
 Everyone likes some kind of food
 Someone likes all kinds of food
 There is a kind of food that everyone likes
- c) Explain the expression $KB = (B_{1,1} \leftrightarrow (P_{1,2} \vee P_{2,1})) \wedge \neg B_{1,1}$ and $\alpha = \neg P_{1,2}$, in context with Wumpus world. Convert KB in conjunctive normal form.

3 + 4 + 5

- 2) a) What is unification? Based on the following find the value of
- θ
- .

p	q	θ
Knows(john, x)	Knows(john, jane)	
Knows(john, x)	Knows(y, OJ)	
Knows(john, x)	Knows(y, Mother(y))	
Knows(john, x)	Knows(x, OJ)	

- b) The law says that it is a crime for a Bangladeshi to sell weapons to hostile nations. The country Nono, an enemy of Bangladesh, has some missiles, and all of its missiles were sold to it by Captain Clive, who is Bangladeshi. Prove that Captain Clive is a criminal by using resolution.
- c) You are at work, neighbor John calls to say your alarm is ringing, but neighbor Mary doesn't call. Sometimes it is set off by minor earthquakes. What is the probability that burglar is there? Explain your answer.



3)

3+4+5

a) Explain why it is a good heuristic to choose the variable that is most constrained but the value that is least constraining in a CSP search.

b) What is the structure of a simple learning agent?

c) Based on the game of Wumpus world, after detecting nothing in [1,1], moving right and detecting breeze in [2,1], what will be model for next three possible moves (using knowledge base) assuming that only pits exist?

4)

3+4+5

a) With an example show how do you construct Bayesian network.

b) How can Wumpus world agent be presented by an algorithm? What will the agent do in order to resolve the game?

c) Explain why the forward chaining algorithm and backward chaining algorithm are used. What is Horn form? Find the goal which is to conclude the color of a pet named Fritz given that he croaks and eats - ies, and that the rule base contains the following four rules:

If X croaks and X eats flies \rightarrow Then X is a frog

If X chirps and X sings \rightarrow Then X is a canary

If X is a frog \rightarrow Then X is green

If X is a canary \rightarrow Then X is yellow

3+4+5

5)

a) Decision trees can express any function of the input attributes. Draw a decision tree for XOR representation of two variables A and B.

b) Based on following joint probability distribution, find $P(\neg \text{Cavity})$ and $P(\text{Toothache} | \text{Catch})$. Using the following table, calculate information gain for attributes Patron and Price.

	toothache		\neg toothache	
	catch	\neg catch	catch	\neg catch
cavity	.108	.012	.072	.008
\neg cavity	.016	.064	.144	.576

and Price.

Example	Attributes										Target
	Alt	Bar	Fri	Hun	Pat	Price	Rain	Res	Type	Est	Wait
X_1	T	F	F	T	Some	\$\$\$	F	T	French	0-10	T
X_2	T	F	F	T	Full	\$	F	F	Thai	30-60	F
X_3	F	T	F	F	Some	\$	F	F	Burger	0-10	T
X_4	T	F	T	T	Full	\$	F	F	Thai	10-30	T
X_5	T	F	T	F	Full	\$\$\$	F	T	French	>60	F
X_6	F	T	F	T	Some	\$\$\$	T	T	Italian	0-10	T
X_7	F	T	F	F	None	\$	T	F	Burger	0-10	F
X_8	F	F	F	T	Some	\$\$\$	T	T	Thai	0-10	T
X_9	F	F	F	T	Full	\$	T	F	Burger	>60	F
X_{10}	F	T	T	F	Full	\$\$\$	F	T	Italian	10-30	F
X_{11}	T	T	T	T	Full	\$	F	F	Thai	0-10	F
X_{12}	F	F	F	F	None	\$	F	F	Burger	30-60	T

6) Write short note on

- Diagnostic probability from causal probability
- Use of AC-3
- Entailment, soundness and completeness
- Decision tree and its learning