

CSIT5900 Assignment #1
Suggested solution

Problem 1. (10%)

A simple solution is as follows:

$$\begin{aligned}\overline{s_2} &\rightarrow North \\ \overline{s_8} &\rightarrow West \\ 1 &\rightarrow Nil\end{aligned}$$

Problem 2. (10%)

$$x_1x_2 + x_1\bar{x}_3\bar{x}_4 + x_2(\bar{x}_3 + \bar{x}_4)$$

or any equivalent boolean function.

Problem 3. (30%) Accept any reasonable solution. Here provide one of them.

1. What's your fitness function?

For each instance in the training set, if the given program agrees with the label, then it gets 1 point, otherwise, it gets 0 point. The fitness value is then the sum. The maximum value is sample size in the training set, which is 100.

2. What's your crossover operator?

Pick an $1 \leq i \leq n$, generate

$$[w_1, \dots, w_i, w'_{i+1}, \dots, w'_n, w'_{n+1}]$$

from

$$[w_1, \dots, w_{n+1}], [w'_1, \dots, w'_{n+1}]$$

where w_{n+1} and w'_{n+1} are the thresholds of the respective perceptrons.

3. What's your copy operator?

Tournament selection.

4. What's your mutation operator, if you use any?

A gene is randomly selected. The selected gene is assigned a random value.

5. What's the size of the initial generation, and how are programs generated?

1000 (of course, the larger the better); the programs are generated with random values uniformly sampled from $[-4, 4]$

6. When do you stop the evolution? Evolve it up to a fixed iteration, when it satisfies a condition on the fitness function, or a combination of the two?

Stop when it reach MAX iterations **or** one of the program has the max fitness value.

7. What's the output of your system for the training set in the next page? This training set will be uploaded to canvas as a csv file.

The training set was randomly generated from the following perceptron:

$$[-0.3, -1.9, -2.8, 1.4, 1.9, -1.3, 2.4, -0.7, 0.8, 0]$$

Any other program that satisfies the training set is also acceptable.

Problem 4. (25%)

The learning result depends on your choices of initial weights, learning rate, and threshold. If we set initial weights to 0, set learning rate to 1, and add a new input that always have value 1 as threshold, the resulting weights for each direction are:

North: [1, -2, -2, 0, 0, 0, 0, 1, -1]

East : [0, 1, 1, -2, -2, 0, 0, 0, -1]

South: [0, 0, 0, 1, 1, -2, -2, 0, -1]

West : [-2, 0, 0, 0, 0, 1, 1, -2, -1]

The corresponding boolean functions are:

$$\begin{aligned}(s_1 + s_8) \overline{s_2 s_3} &\rightarrow north \\(s_2 + s_3) \overline{s_4 s_5} &\rightarrow east \\(s_4 + s_5) \overline{s_6 s_7} &\rightarrow south \\(s_6 + s_7) \overline{s_1 s_8} &\rightarrow west\end{aligned}$$

A sample implementation of ECAgent is:

```
1 class ECAgent(Agent):
2
3     def getAction(self, state):
4         ''' Your code goes here! '''
5         s = state.getPacmanSensor() + [1]
6         w_north = [1, -2, -2, 0, 0, 0, 0, 1, -1]
7         w_east = [0, 1, 1, -2, -2, 0, 0, 0, -1]
8         w_south = [0, 0, 0, 1, 1, -2, -2, 0, -1]
9         w_west = [-2, 0, 0, 0, 0, 1, 1, -2, -1]
10
11        def dot(x, y):
12            return sum(i * j for i, j in zip(x, y))
13        if dot(s, w_north) >= 0:
14            return Directions.NORTH
15        if dot(s, w_east) >= 0:
16            return Directions.EAST
17        if dot(s, w_south) >= 0:
18            return Directions.SOUTH
19        if dot(s, w_west) >= 0:
20            return Directions.WEST
21        return Directions.NORTH
```

Problem 5. (25%)

1. Using the production system that we have learned in class, a sample implementation of SMAgent is:

```
1 class SMAgent(Agent):
2
3     def registerInitialState(self, state):
4         sense = state.getPacmanImpairedSensor()
5         self.prevAction = Directions.STOP
6         self.prevSense = sense
7
8     def getAction(self, state):
9         sense = state.getPacmanImpairedSensor()
10        prevSense = self.prevSense
11        prevAction = self.prevAction
12        w = [1, sense[0], 1, sense[1], 1, sense[2], 1, sense[3]]
13        w[0] = 1 if prevSense[0] and Directions.EAST == prevAction else 0
14        w[2] = 1 if prevSense[1] and Directions.SOUTH == prevAction else 0
15        w[4] = 1 if prevSense[2] and Directions.WEST == prevAction else 0
16        w[6] = 1 if prevSense[3] and Directions.NORTH == prevAction else 0
17
18        if (w[1] and not w[3]):
19            action = Directions.EAST
20        elif (w[3] and not w[5]):
21            action = Directions.SOUTH
22        elif (w[5] and not w[7]):
23            action = Directions.WEST
24        elif (w[7] and not w[1]):
25            action = Directions.NORTH
26        elif w[0]:
27            action = Directions.NORTH
28        elif w[2]:
29            action = Directions.EAST
30        elif w[4]:
31            action = Directions.SOUTH
32        elif w[6]:
33            action = Directions.WEST
34        else:
35            action = Directions.NORTH
36
37        self.prevSense = sense
38        self.prevAction = action
39        return action
```

2. No

No: We cannot implement the production system with perceptron of such feature vector. This is because the action functions is not linearly-separable with respect to such feature vector. For instance, the boolean function for the east action is

$$s_2\bar{s}_4 + s_4\bar{s}_6 + s_6\bar{s}_8 + s_8\bar{s}_2 + \bar{s}_2E\bar{s}_4S$$

Setting $s_2 = s_4, s_6 = s_8, E = 0, \tilde{s}_4 = S = 1$, then we have the boolean function equals to

$$\overline{s_2 \bar{s}_6 + s_6 \bar{s}_2} = \overline{s_2 \oplus s_6} = s_2 \oplus \bar{s}_6$$

and we know that $a \oplus b$ (**a xor b**) is not linearly separable.