COMP3211 Fundamentals of AI	Name:	
Fall 2018 Final		
11/12/2018	Stu ID:	
Time Limit: 180 Minutes		

Instructions:

- 1. This exam contains 13 pages (including this cover page) and 10 questions.
- 2. This is a closed book exam.
- 3. Please write only in the exam paper. You can use either pen or pencil.

Grade Table (for teacher use only)

Question	Points	Score
Production Systems	8	
Game Theory	10	
CNF	6	
Representation in PL	10	
Representation in FOL	15	
Uncertainty	14	
MDP	10	
Fitness Function	3	
Linear Features	4	
Perceptron Learning and GSCA Rule Learning	20	
Total:	100	

Question 1: Production Systems 8 points

Recall that our boundary-following robot has eight sensors s_1 - s_8 that detect if the eight surrounding cells are free for it to occupy: clockwisely, s_1 returns 1 iff the surrounding cell in the north-west direction is not free for it to occupy, s_2 returns 1 iff the surrounding cell in the north direction is not free for it to occupy, and so on. The robot has four actions: going north, east, south, and west. Now consider the following production system:

 $\overline{s_2} \rightarrow north,$

 $\overline{s_4} \rightarrow east,$

 $\overline{s_6} \rightarrow south,$

 $\overline{s_8} \rightarrow west,$

 $1 \rightarrow north.$

Give the sequence of moves by a robot controlled by this production system in a 5x5 grid without any obstacles, starting at cell (1,5) (the top left corner).

There are two bars. Each can choose to set its price for a beer, either \$2, \$4, or \$5. The cost of obtaining and serving the beer can be neglected. It is expected that 6000 beers per month are drunk in a bar by tourists, who choose one of the two bars randomly, and 4000 beers per month are drunk by natives who go to the bar with the lowest price, and split evenly in case both bars offer the same price. What prices would the bars select? Solve this problem by formalizing the strategic situation as a game in normal form between these two bars and find a solution by computing the pure Nash equilibria.

COMP3211	Final - Page 4 of 13	11/12/2018
Question 3: CNF		6 points
Convert the followin	g formula to a set of clauses. You can introdu	
want:	$p \equiv [(q \land r) \lor (\neg p \land q)]$	
	r [(1 · · · ·) · · (r · · · 1/]	

Final - Page 5 of 13

11/12/2018

- p for "He has a high CGA",
- q for "He took Math3211",
- \bullet r for "He will graduate with first-class honor".

Represent the following sentences in propositional logic:

- 1. He has a high CGA and will graduate with first-class honor.
- 2. He does not have a high CGA but will still graduate with first-class honor.
- 3. He has a high CGA because he did not take Math3211.
- 4. If he has a high CGA, then she did not not take Math3211.
- 5. He either has a high CGA or took Math3211, but not both.

Final - Page 6 of 13

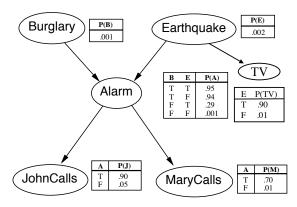
11/12/2018

- on(x, y): box x is on top of box y.
- ontable(x): box x is on the table.
- clear(x): box x is clear to move.
- CanMove(x, y, z): box x can be moved from y to z.

Represent the following statements in first-order logic:

- 1. (3 pts) A box can have at most one box on top of it.
- 2. (3 pts) A box is either on top of another box or on the table.
- 3. (3 pts) A box cannot be on top of two different boxes.
- 4. (3 pts) A box is clear to move if and only if there is no other box on top of it.
- 5. (3 pts) A box x can be moved from y to z if and only if x is clear to move, x is on y, and z is clear to move.

Consider the following Bayesian network which adds one more node, TV (whether there is a TV report on earthquake), to Pearl's example. There is also a new arc from Earthquake to TV and the associated conditional probability table:



- 1. (4 pts) Are Burglary and TV independent given JohnCalls? Explain your answer using D-separation.
- 2. (5 pts) Compute the probability of Earthquake given Alarm is true: P(E|A). There is no need to perform numerical calculations. As long as your formula is right, you will get the full mark.
- 3. (5 pts) Compute the probability of Earthquake given Alarm is true and TV is not true: $P(E|A, \neg TV)$. Again, there is no need to perform numerical calculations.

Consider a 4×3 stochastic grid world laid out in the figure below (the crossed-out cell is an obstacle). The agent starts in state (1,1), and has four available actions: *North*, *South*, *West*, *East*. For each action, the agent goes forward with 0.8 probability, goes left and right with 0.1 probability respectively. If there is a wall, the agent stays at current location. For example, if the agent move *East* in cell (1,3), then she'll end up with 0.8 probability in cell (2,3), 0.1 probability in (1,2) (goes right instead), and 0.1 probability in the same cell (1,3) (goes left, which is a wall). At the terminating states (4,2) and (4,3), the only action is *Exit*. The reward function is defined as follows:

$$R(s, a, s') = R(s') = \begin{cases} -1, & s' = (4, 2) \\ +1, & s' = (4, 3) \\ 0, & \text{otherwise} \end{cases}$$

Assume that the discount factor $\gamma = 0.9$.

Now consider the initial policy π given in the left grid in the following figure:

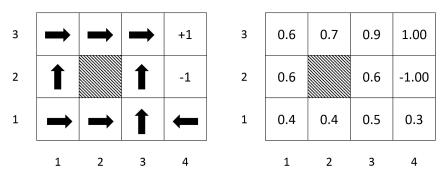


Figure 1: A 4x3 grid world and a policy: left is the policy, right its values

We have calculated its value $V_{\pi}(s)$ in every state s, as shown in the right grid of the above figure. Now for $s_0 = (1,1)$, do the following:

- 1. Compute $T(s_0, North, s)$ for all s.
- 2. Compute $Q_{\pi}(s_0, North)$.

Give the result rounded up to one significant point. Recall the following formula for $Q_{\pi}(s, a)$:

$$Q_{\pi}(s, a) = \sum_{s'} T(s, a, s') [R(s, a, s') + \gamma V_{\pi}(s')]$$

Final - Page 9 of 13

11/12/2018

COMP3211

estion Q. F	itness Function				2 70
In genetic p What are th	programming, a fine considerations	itness function when designing	is a mapping a good fitness	from program function?	is to num

Q	uestion	9:	Linear	F	eatures.					 	•			•	 	 				 •	 	4	p	oii	\mathbf{nt}	٤
			_	_		_	_					_	_				_				_					

We know that exclusive or $x_1 \bigoplus x_2$ given by the following truth table is not linear:

x_1	x_2	$x_1 \bigoplus x_2$
1	1	0
1	0	1
0	1	1
0	0	0

Invent some features $f_1, ..., f_k$ so that each feature f_i can be defined linearly from the inputs x_1 and x_2 , and the output $x_1 \bigoplus x_2$ can be defined linearly from these features $f_1, ..., f_k$.

Question 10: Perceptron Learning and GSCA Rule Learning........ 20 points Consider the following data set:

ID	x_1	x_2	x_3	OK				
1	0	0	0	Yes				
2	0	0	1	No				
3	1	0	0	Yes				
4	1	1	0	No				

where x_1 , x_2 , and x_3 are some features that should not concern us here.

1. (8 pts) Use these four instances to train a single perceptron using the error-correction procedure. Use the learning rate = 1, and the initial weights all equal to 0. Recall that the threshold is considered to be a new input that always have value "1". Please give your answer by filling in the following table, where weight vector (w_1, w_2, w_3, t) means that w_i is the weight of input x_i , and t is the weight for the new input corresponding to the threshold. Stop when the weight vector converges. If it doesn't converge, explain why not.

	0 / 1
ID	Weight vector (w_1, w_2, w_3, t)
Initial	(0, 0, 0, 0)
1	
2	
3	
4	
1	
2	
3	
4	
1	
2	
3	
4	

2. (4 pts) What is the Boolean function corresponding to your perceptron?

Final - Page 13 of 13

11/12/2018