CPT_S 540 HW4

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Likes(Jin, Checkers)

Checkers) ^ ¬Likes(Raj, Armageddon))

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1. (a) s1: \neg LikesRA \land \neg LikesRC,
       s2: ¬LikesDA ^ ¬LikesDT,
       s3: ¬LikesBC ^ ¬LikesDC,
    (b) s4: ¬LikesBC ^ ¬LikesDC ^ ¬LikesRC ⇒ LikesJC
       s5: LikesBC v LikesDC v LikesRC v LikesJC (elimination ⇒ from s4)
    (c) s6: ¬LikesRC (using and elimination from s1)
       s7: LikesBC v LikesDC v LikesJC (from {s6, s5} ⊨ LikesBC v LikesDC v LikesJC)
       s8: LikesJC (from \{s7, s3\} \models LikesJC)
    (d)
       s9: LikesBA v LikesDA v LikesRA v LikesJA (from KB)
       s10: \negLikesJA (from s8 \Rightarrow \negLikesJA)
       s11: ¬LikesDA ^ ¬LikesRA (and elimination from s1 ^ s2)
       s12: LikesBA (from \{s9, s10 \land s11\} \models LikeRA)
    (e) s13: LikesRT v LikesDT v LikesBT v LikesJT (from KB)
       s14: \negLikesJT (from s8 \Rightarrow \negLikesJT)
       s15: \negLikesBT (from s12 \Rightarrow \negLikesBT)
       s16: ¬LikesDT (from s2 by and elimination)
       s17: LikesRT (from \{s13, s14 \land s15 \land s16\} \models LikeRT)
2. (a) s1: ¬Likes(Raj, Armageddon) ^ ¬Likes(Raj, Checkers),
       s2: ¬Likes(Dmitri, Armageddon) ^ ¬Likes(Dmitri, Tetris),
       s3: ¬Likes(Bubba, Checkers) ^ ¬Likes(Dmitri, Checkers),
    (b) s4: \forall x \neg Likes(Raj, x) \land \neg Likes(Dmitri, x) \land \neg Likes(Budda, x) \land Likes(Jin, x)
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(c) ¬Likes(Raj, x) ^ ¬Likes(Dmitri, x) ^ ¬Likes(Budda, x) ^ Likes(Jin, x) ^ (x=Checkers) s5: ¬Likes(Raj, Checkers) ^ ¬Likes(Dmitri, Checkers) ^ ¬Likes(Budda, Checkers) ^

s6: Likes(Jin, Checkers) ^ ¬Likes(Raj, Armageddon), (from {s5, s1 ^ s3} ⊨ Likes(Jin,

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s7: Likes(Jin, Checkers) (from any elimination from s6)
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(d)
s8: ∀x ∀y Likes(y, x) ^¬Likes(y, ¬x) ^¬Likes(¬y, x)
s9: ¬Likes(Jin, Armageddon) (from s8 by and elimination where y = jin, x = Checker)
s11: ¬Likes(Dimitr, Armageddon) ^¬Likes(Raj, Armageddon) (and elimination from s1
^s2)
s12: ¬Likes(¬Budda, Armageddon) (from s11^s9 ⇒ ¬Likes(¬Budda, Armageddon))
s13: Likes(Budda, Armageddon) (from s8 by and elimination)

(e)
s14: ¬Likes(Jin, Tetris) (from s8 by and elimination where y = Jin, x = Checker)
s15: ¬Likes(Budda, Tetris) (from s8 by and elimination where y = Budda, x =
Armageddon)
s16: ¬Likes(Dmitri, Tetris), (from s2 by and elimination)
s17: ¬Likes(¬Raj, Tetris) (from s16^s15^14 ⇒ ¬Likes(¬Raj, Tetris))
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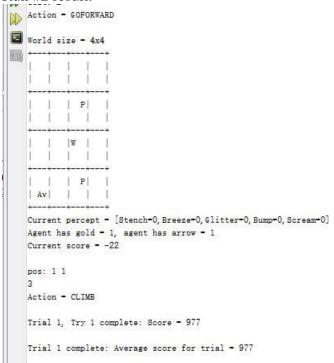
Programming Part:

Run #1 result:

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World size - 4x4

World size -
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Run #2 result:



Run #3 result:

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   | A>|
   Current percept = [Stench=0, Breeze=1, Glitter=0, Bump=0, Scream=0]
   Agent has gold = 0, agent has arrow = 1
   Current score - 0
   pos: 1 1
   Location: 1:2
   Cost: 12
   Danger: 0.5
  Location: 2 : 1
  Cost: 11
   Danger: 0.5
   Action - CLIMB
   I have determined, I cannot safely snatch the gold!
   Trial 1, Try 1 complete: Score - -1
   Trial 1 complete: Average score for trial - -1
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