

2005 Comprehensive Examination Solutions

Artificial Intelligence

1. Search. (20 points) Costs for finding a solution at depth k in a tree with branching factor 2 with overall depth d .

<i>Time</i>	<i>Best</i>	<i>Worst</i>
<i>Depth – First Search</i>	k	$2^d - 2^{d-k+1} + 1$
<i>Breadth – First Search</i>	2^{k-1}	$2^k - 1$
<i>Iterative Deepening</i>	$2^k - 1$	$2^{k+1} - k - 2$

Iterative deepening is simply a sum of breadth-first search at levels up to k . A key benefit is that it uses only the same amount of space as depth-first search.

2. Logic. (20 points)

- (a) True
- (b) False
- (c) True
- (d) False
- (e) True
- (f) False
- (g) False
- (h) False
- (i) False
- (j) True

3. Resolution. (20 points)

Clauses:

1. $\{\neg p(x,y,z), s(x,y,z)\}$
2. $\{\neg q(x,y,z), s(x,y,z)\}$
3. $\{p(x,f(x),z), q(x,f(x),z), \neg r(x)\}$
4. $\{r(a)\}$
5. $\{\neg s(a,y,b), \neg s(a,y,c)\}$

Derivation:

6. $\{pa,f(a),z), q(a,f(a),z)\}$ 3,4
7. $\{s(a,f(a),z), q(a,f(a),z)\}$ 1,6
8. $\{s(a,f(a),z)\}$ 2,7
9. $\{\neg s(a,f(a),c)\}$ 5,8
10. $\{\}$ 8,9

4. Bayes Nets. (20 points)

(a) We compute $p(G)$ by summing over all cases in which the desired condition is true.

$$p(G) = \sum_a \sum_b \sum_c \sum_d \sum_e \sum_f p(a, b, c, d, e, f, G)$$

(b) Using the chain rule for probability, we can write $p(a, b, c, d, e, f, G)$ as follows.

$$p(a, b, c, d, e, f, G) = p(a) p(b|a) p(c|a, b) p(d|a, b, c) p(e|a, b, c, d) p(f|a, b, c, d, e) p(G|a, b, c, d, e, f)$$

Using conditional independences from the Bayes net, we can rewrite this more compactly.

$$p(a, b, c, d, e, f, G) = p(a) p(b|a) p(c|a, e) p(d|b, c) p(e) p(f|e) p(G|d, f)$$

Inserting this version into the expression from part (a), we get the following.

$$p(G) = \sum_a \sum_b \sum_c \sum_d \sum_e \sum_f p(a) p(b|a) p(c|a, e) p(d|b, c) p(e) p(f|e) p(G|d, f)$$

Finally, we can move some of the factors outside of sums, saving some multiplications.

$$p(G) = \sum_a p(a) \sum_b p(b|a) \sum_c \sum_d p(d|b, c) \sum_e p(c|a, e) p(e) \sum_f p(f|e) p(G|d, f)$$

(c)

Variable	Factors Used	Factor Generated
B	$p(b a) p(d b, c)$	$g_1(a, c, d)$
C	$p(c a, e) g_1(a, c, d)$	$g_2(a, d, e)$
D	$p(G d, f) g_2(a, d, e)$	$g_3(a, e, f, G)$
F	$p(f e) g_3(a, e, f, G)$	$g(a, e, G)$

5. Learning. (20 points)

(a) The concept is $a \text{ xor } d$; so a 2 level tree is all that is needed.

(b) 1 bit

(c) 1 bit in either case.

(d) 0 bits for a and 1 bit for d given a .