

# CMSC 671 (Introduction to AI) – Fall 2017

## Homework 5: Knowledge and Planning

Due: 11/20 at 11:59pm

Please submit all parts I–IV together as a **single PDF file** named *lastname\_hw5.pdf*, with parts clearly marked and delineated. Files must start with your last name and have your full name in the file, at/near the top. This is an individual homework—no groupwork, please.

### PART I. KNOWLEDGE-BASED AGENTS (15 POINTS)

(Adapted from R&N 2nd edition, Exercise 7.1.) Consider the game Minesweeper (shown right), in which an agent explores a grid. Each square contains either a mine (if the agent explores this square, it loses the game), nothing, or a number  $\geq 1$  that indicates how many mines are in the 8 adjacent squares. The agent's goal is to explore every unmined (safe) square and no mined squares.<sup>1</sup>



Figure 1. A partially finished game, including drone annotations.

**Assignment:** Answer the following about a Minesweeper agent.

1. Describe the Minesweeper world according to the properties of task environments listed in Chapter 2 (i.e., the seven characteristics described in Section 2.3.2). Your answer should include a brief (single sentence or phrase) justification for each of the seven answers.
2. How would your answer change in a world in which mines could relocate to a different unexplored square between your moves, according to certain rules? Your answer should include a brief (single sentence or phrase) justification for each property *that changes*.
3. Now consider a variation of this world that contains a **drone**. The squares surrounding the drone are marked with a **d** as well as a number (see illustration). If the agent explores the square containing a drone, it picks the agent up and drops it on a randomly selected square. Does that change the environment description? Your answer should include a brief (single sentence or phrase) justification for each property *that changes*.

### PART II. LOGIC (20 POINTS)

**Assignment:** Answer the following questions using propositional logic.

4. You are given the following knowledge base (Adapted from Mackworth & Poole 2nd edition):

$$\begin{array}{llllll} B \wedge C \rightarrow A & E \wedge F \rightarrow A & D \rightarrow B & F \wedge H \rightarrow B & E \rightarrow C \\ H \rightarrow D & E & G \rightarrow F & C \rightarrow G & \end{array}$$

- a. Give a *model* of the knowledge base.
- b. Give an *interpretation* that is not a model of the knowledge base.
- c. Give two atoms that are logical *consequences* of the knowledge base.
- d. Give two atoms that are *not* logical consequences of the knowledge base.

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<sup>1</sup> If you are not familiar with the game, search for online versions and play until you are sure you understand how it works. Instructions: [www.minesweeper.info/wiki/Strategy](http://www.minesweeper.info/wiki/Strategy), online game (one of many): [michaelbutler.github.io/minesweeper](https://github.com/michaelbutler/minesweeper)

5. Show all the possible resolutions for the following pairs of clauses:

- a.  $A, \neg A \vee B$
- b.  $A \vee B, \neg A \vee \neg B$
- c.  $\neg X \vee Y, X \vee \neg Y \vee Y$

### PART III. FOL & INFERENCE (35 POINTS)

**Assignment:** Construct the following knowledge base (list the sentences in it).

6. Represent the following knowledge base *in first-order logic*. Use the predicates:

- $\text{fast}(y)$
- $\text{tasty}(y)$
- $\text{has-cheese}(y)$
- $\text{dieting}(x)$
- $\text{likes}(x, y)$
- $\text{eats}(x, y)$
- $\text{hungry}(x)$
- $\text{picky}(x)$

where arguments  $x$  have the domain of all people, and arguments  $y$  have the domain of all food.

- a. Anyone who is hungry and not dieting will not be picky.
- b. Everyone who is picky only eats tasty food.
- c. A person eats food if and only if they like it and are hungry.
- d. A hungry person likes food that comes quickly.
- e. No-one who is dieting eats food with cheese.
- f. Every UMBC student likes tasty food.
- g. Val is a UMBC student.
- h. James ate chicken.
- i. Val is dieting and did not eat pizza.
- j. James is picky.

7. Convert the KB to conjunctive normal form (list the new set of sentences in the KB).

**Assignment:** Next, we wish to prove that:  $\text{hungry}(\text{Val}) \rightarrow \text{eats}(\text{Val}, \text{chicken})$

- 8. Express the negation of this goal in conjunctive normal form.
- 9. Add the negated goal to the KB, and use forward chaining to prove that it is true. Show your proof as a series of sentences to be added to the KB. (Denote new sentences with letters starting after k.) You must clearly show which sentences are used to produce each new sentence.

**Assignment:** Answer the following questions *in English*.

- 10. For two of the sentences in the KB, give a 1-2 sentence explanation of how those sentences are a poor representation of the real world.