Duration: 1 hour Level: Master 1

AI principles and approaches

Exam - Correction

Exercise 1: 10 pts

1) Define in your own word the terms: agent and rationality.

Agent- A system with at least some form of intelligence. 1pts

A Rational agent must perform the action that maximizes its measure of performance according to its perception of the world and its knowledge. *1pts*

- 2) iRobot Roomba is the vacuum cleaner shown in the photo:
 - Give a PEAS description for it.
 - _ Performance: cleanness, efficiency: distance travelled to clean, battery life, security. *1pts*
 - _ Environment: room, table, wood floor, carpet, different obstacles. Ipts
 - _ Actuators: wheels, different brushes, vacuum extractor. 1pts
 - _Sensors: camera, dirt detection sensor, cliff sensor, bump sensors, infrared wall sensors. *1pts*
 - Characterize it in terms of the following properties: Observable, Deterministic, Static, Discrete, Agents.

Partially Obs. Stochastic, Dynamic, Continuous, Single Agent. 2.5pts

• Is this vacuuming cleaning agent rational?

Yes, considering the defined performance measures, its perceptions and its actuators, the agent is indeed rational. *1.5pts*

Exercise 2: 10 pts

Mushrooms of various types grow widely all over area x. Some of the mushrooms have been determined as poisonous and others as not. You have the following data to consider:

Example	NotHeavy	Smelly	Spotted	Smooth	Edible
A	1	0	0	0	1
В	1	0	1	0	1
C	0	1	0	1	1
D	0	. 0	0	1	0
E	1	1	1	0	0
F	1	0	1	1	0
G	1	0	0	1	0
Н	0	1	0	0	0
U	0	1	1	1	?
V	1	1	0	1	?
W	1	1 —	0	0	?

 a) Which attribute should you choose as the root of a decision tree between NotHeavy and Smooth? 3pts

$$\begin{aligned} Remainder_{NotHeavy} &= \frac{5}{8} \left(-\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} \right) + \frac{3}{8} \left(-\frac{1}{3} \log_2 \frac{1}{3} - \frac{2}{3} \log_2 \frac{2}{3} \right) \\ &\cong 0.9512 \\ Remainder_{Smooth} &= \frac{4}{8} \left(-\frac{1}{4} \log_2 \frac{1}{4} - \frac{3}{4} \log_2 \frac{3}{4} \right) + \frac{4}{8} \left(-\frac{2}{4} \log_2 \frac{2}{4} - \frac{2}{4} \log_2 \frac{2}{4} \right) \cong 0.9056 \end{aligned}$$

Choose **Smooth** for first split since it minimizes the remaining information needed to classify all examples.

b) Build a decision tree to classify mushrooms as poisonous or not, figure this out by looking at the data without explicitly computing the information gain of the rest of the attributes (explain). 3.5 pts

You can notice that the attribute smelly is accurately decisive:

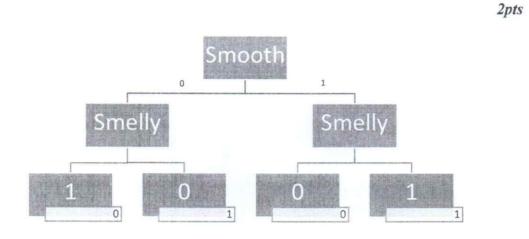
When smooth equal to 1:
$$1 \text{ smelly} = 1 \Rightarrow \text{edible} = 1$$

$$3 \text{ smelly} = 0 \Rightarrow \text{edible} = 0$$

When smooth equal to 0:
$$2 \text{ smelly} = 1 \Rightarrow \text{edible} = 0$$

$$2 \text{ smelly} = 0 \Longrightarrow \text{edible} = 1$$

Then: we can use smelly as the leaf node to create a decision tree.



c) Classify mushrooms U, V and W using the decision tree as poisonous or not poisonous.
1.5pts

U: Smooth = 1, Smelly =
$$1 \Rightarrow Edible = 1$$

V: Smooth = 1, Smelly =
$$1 \Rightarrow Edible = 1$$

W: Smooth = 0, Smelly =
$$1 \Rightarrow Edible = 0$$