

Intelligent Agents
2022
Quiz 1
20. October 2022

- place your student ID card (carte de legitimisation) on the desk in front of you.
- this is a closed-book examination (no documents allowed).
- when choosing the right answer, consider that the given explanation also has to be correct.
- mark the number of your copy on the top of each page to make sure we identify all pages of your exam.
- for questions with a single answer, the correct answer gives you 2 points. For questions with multiple correct answers, each correct answer gives you one point.
- If you give an incorrect answer, the question gives 0 points (even if there one or more of the answers is correct).

Copy No:

1. Which statements are **not** true in a POMDP:

- a) states and actions are known and finite
- b) state transitions are deterministic
- c) the state is observed with certainty
- d) rewards are known with certainty

Your answer:

2. Why is the discount factor important?

- a) because agents should not be influenced too much by future rewards.
- b) because it makes the sum of discounted rewards over an infinite time horizon computable by a recurrence.
- c) as a parameter to tune agent policies.
- d) to model the uncertainty of future rewards.

Your answer:

3. How do we recognize that value iteration has converged?

Between two successive iterations over all states:

- a) the value function does not change anymore
- b) changes in the value function are bounded by a certain value
- c) the average change in the value function is bounded by a certain value
- d) the optimal policy for this value function does not change.

Your answer:

4. What is the definition of cumulative regret?

- a) Average difference between the reward of the best possible action and the reward of the action actually taken.
- b) For a sequence of actions, difference between the sum of rewards of the best possible policy and the actual policy.
- c) For a sequence of actions, difference between the sum of rewards of the best possible fixed policy and the action actually taken.
- d) Average difference between the reward of the best possible policy and the reward of the actual policy.

Your answer:

5. What are the assumptions underlying confidence bounds?

- a) rewards are distributed according to a Gaussian and bound holds with probability $(1 - \delta)$
- b) samples are statistically independent and bound holds with probability $(1 - \delta)$.
- c) samples are statistically independent and rewards are distributed according to a Gaussian.
- d) optimism under uncertainty: reward of an action is equal to the upper confidence bound.

Your answer:

6. Which of these learning algorithms require full observability ? (answer all that apply)?

- a) Q-learning
- b) regret matching
- c) multiplicative weight updates
- d) exponential weight updates

Your answer:

7. When should we use a deliberative rather than a reactive agent (answer all that apply)?

- a) when rewards and state transitions are very uncertain.
- b) when only very few of the possible states are ever visited in the lifetime of the agent.
- c) when there are strict real-time constraints.
- d) when the rewards (goals) are changing frequently.

Your answer:

8. When using A* to search for the fastest plan for moving 5 boxes from the same starting point to different destinations in a graph, which of the following heuristics is admissible? Assume that the agent can carry any number of packages and moves at a fixed speed of 1m/s.

- a) The sum of the lengths of the shortest paths from the starting point to the destinations, for the packages not yet delivered.
- b) The maximum of the lengths of the shortest paths from the starting point to the destinations, for the packages not yet delivered.
- c) The minimum of the lengths of the shortest paths from the starting point to the destinations of the packages.
- d) The maximum of the lengths of the shortest paths from the position of the agent to the destination of a package that has not yet been delivered.

Your answer:

9. How are the actions chosen in counterfactual regret minimization?

- a) play each action a with probability proportional to the average of observed differences in reward for a and the actually played action a' .
- b) play the action a that maximizes the average of observed differences in reward for a and the actually played action a'
- c) play the action a that minimizes the average of observed differences in reward for a and the actually played action a'
- d) play the action a that in the past was most often the optimal one.

Your answer: