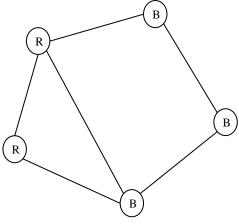
Name:	

**1.** (10 Points) Consider the following 3 color graph coloring problem. Explain the MinConflict procedure by simulating its performance given the starting state in the diagram.



**2.** (5 Points) Precisely describe what it means when we say that a propositional logic knowledge-base entails a particular proposition.

**3.** (5 Points) Precisely describe what it means when we say that a propositional logic knowledge-base does not entail some particular proposition.

**4.** (10 Points) Consider the following Wumpus situation. The agent has traveled all the way to [1,4] where it finally detects a breeze. Show exactly what (and how) a logical agent can conclude about the presence of a pit in location [2,4]. Assume all the normal rules of the game apply.

1,4 B	2,4	
1,3	2,3	
1,2	2,2	
1,1	2,1	

- **5.** (25 Points) Consider the following Belief Net problem. **Lung cancer** can cause **shortness of breath**; it can also reveal itself as a **spot** on a chest x-ray.
  - **a)** Construct a belief net that captures these facts and show the tables that you would need.
  - **b)** Given a patient with **shortness of breath** show how you would use the network to assess the probability of **lung cancer** in this patient.
  - c) How would you assess the probability of a **spot** on an x-ray given **shortness of breath?**

**6.** (10 Points) The following question refers to the accompanying table. Given this data, construct a reasonable 2-dl decision list.

Training	Label:	F1	F2	F3
Instance		Size	Color	Price
1	Yes	Large	Red	Expensive
2	Yes	Small	Green	Expensive
3	Yes	Large	Red	Cheap
4	Yes	Small	Blue	Expensive
5	Yes	Large	Red	Expensive
6	Yes	Small	Blue	Cheap
7	No	Large	Green	Cheap
8	No	Large	Blue	Expensive
9	No	Small	Red	Cheap
10	No	Small	Red	Cheap

- **7.** (15 Points) At the core of most probabilistic language processing systems is the ability to assign a probability to a sequence of words.
  - a) Explain how this is normally done.
  - **b)** Describe two problems that are normally encountered with the basic method you described in part a) and give approaches to solving them.