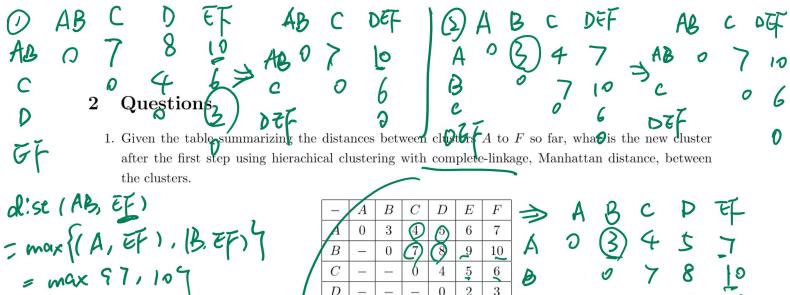
Final Version C

CS540

August 11, 2019

1 Instruction

- 1. Each incorrect answer receives -0.25, each correct answer receives 1, blank answers receive 0.
- 2. Check to make sure your name and (numerical) student ID (if you have it) is on the (Scantron) answer sheet. Also, write your Wisc email ID on the answer sheet.
- 3. Check to make sure you completed question 41 and 42.
- 4. If you think none (or more than one) of the answers are correct, choose the best (closest) one.
- 5. Please submit this final, the answer sheet, the formula sheet, and all your additional notes when you finish.
- 6. Good luck!



DE

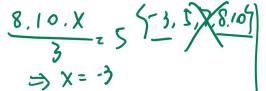
 \bullet E and F

2. Continue from the previous question, what is the distance between the new cluster and A?

dise (A, EF) = max & AF, AF 4= mex & 7, 6, =7

3. Suppose the algorithm stops when there are 3 clusters. Which one of the following is one of the three clusters?

 $\{A, B\}, \{C\}, \{D, E, F\}$



C=5, Q7 C2=10, 8, 10

 $\frac{x+3+7}{3}=5$ $\Rightarrow x=3$

CZ

4. Suppose K-Means with K = 2 is used to cluster the dataset $\{5, 7, 8, 10 \ x\}$ and initial cluster centers $c_1 = 5, c_2 = 10$. What is x if one of the cluster centers in the next iteration is 5? Here, x can belong to either cluster 1 or 2.

• 3

- 5. Continue from the previous question (but ignore the last sentence). What is x if one of the duster centers in the next iteration is 7? Here, x can belong to either cluster 1 or 2.
- Impossible (9 would belong to the other cluster)

5+7+x 7 >> x=91

8+10+x 3=7 => x=3 53.5. x.8. 10 9

- 6. What is the projection of $\begin{bmatrix} 2 \\ 4 \end{bmatrix}$ onto $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$?
- 7. The projection of $\begin{bmatrix} u \\ v \end{bmatrix}$ onto $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ has length 2. What is the projection of $\begin{bmatrix} u \\ v \end{bmatrix}$ onto $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$?
- $\bullet \left| \frac{\sqrt{2}}{\sqrt{2}} \right|$

8. What is the projected sample variance of
$$\{\begin{bmatrix} 1\\2 \end{bmatrix}, \begin{bmatrix} 3\\4 \end{bmatrix} \}$$
 onto $\begin{bmatrix} 1\\0 \end{bmatrix}$ Note: projected sample variance is the sample variance of the maximum likelihood estimator of σ^2 :

which $\begin{bmatrix} 1\\0 \end{bmatrix}$ in this question. Use the maximum likelihood estimator of σ^2 :

 $\begin{bmatrix} x_1 u\\u \end{bmatrix} = \begin{bmatrix} (1,2) & (1)\\0 & (1,0) & (2) & (2)\\0 & (1,0) & (2) & (2)\\0 & (1,0) & (2) & (2)\\0 & (2) & (2) & (2)\\0 & (2) & (2) & (2)\\0 & (2) & (2) & (2)\\0 & (2) & (2) & (2)\\0 & (2) & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2) & (2)\\0 & (2)\\0 & (2) & (2)\\0 &$

$$\hat{J}_{1} = \frac{2+4}{2} = 3 \quad \hat{\sigma}_{1}^{2} = \frac{1}{2} \left(\left(2 - 3 \right) + \left(4 - 3 \right)^{2} \right) = 1$$

- 10. Suppose X^TX is a 100×100 matrix. Which one of the following expressions represents the entry of X^TX on row 30 column 60? Notation: e_i is the length 100 vector $(0,0,...,0,1,0,...,0,0)^T$ with a 1 at position i and 0 everywhere else, and e is the length 100 vector $(1,1,...,1,1)^T$ with 1 at every position.
- $e_{30}^T X^T X e_{60}$ or $e_{60}^T X^T X e_{30}$ (This is because $X^T X$ is symmetric)
- 11. Continue from the previous question. Which one of the following expressions represents the sum of the entries of X^TX on row 60?
 - $e_{60}^T X^T X e$ or $e^T X^T X e_{60}$
- 12. Continue from the previous question. Which one of the following expressions represents the sum of the entries of X^TX on column 30?
 - $e_{30}^T X^T X e$ or $e^T X^T X e_{30}$

13. Suppose a face image is represented by 3 features $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ and the principal components (eigenfaces) are

the following. What is the reconstructed face image using the one principal component (K = 1)?

$$X = (\overline{u_1} \times u_1) + \underline{u_2} \times u_2 + \underline{u_3} \times u_3 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \text{ with } \lambda_1 = 3 \text{ pc } 1$$

$$(u_1^7 \times i, u_2^7 \times i, \dots u_k^7 \times i)^7 \quad u_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \text{ with } \lambda_2 = 2 \text{ pc } 2$$

$$X = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 2 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \text{ with } \lambda_3 = 1 \text{ pc } 3$$

$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 1 \\ 3 \\ 3 \end{pmatrix} = \begin{pmatrix} 1 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 1$$

- 14. Continue from the previous question. What is the reconstructed face image using two (the first two) principal components (K = 2)?

15. Suppose the states are integers between 0 and 6. The initial state is 0, and the goal state is 6. The successors of a state i are $i + 2 \mod 7$ and $i + 5 \mod 7$, if exist. What is a state expansion sequence if Breadth First Search (BFS) is used? Use the convention that a smaller integer is always enQueued before a larger integer, and a list of visited states are stored so that the same state is never enQueued twice. For example, enQueueing $\{3,5,7\}$ into the Queue with $\{1,7,9\}$ (from front to back) results in $\{1,7,9,3,5\}$ (from front to back). Use this convention for all search questions.

• 0, 2, 5, 4, 3, 6

16. Continue from the previous question. What is a state expansion sequence if Depth First Search (DFS) is used? Use the convention that a smaller integer is always pushed in a Stack after a larger integer, and a list of visited states are stored so that the same state is never pushed twice. For example, pushing {3,5,7} into the Stack with {1,7,9} (from top to bottom) results in {3,5,1,7,9} (from top to bottom). Use this convention for all search questions.

• 0, 2, 4, 6

(i+2)/37=0 (i+3)/37=0 (i+3)/37=0 (i+3)/37=0 (i+3)/37=0

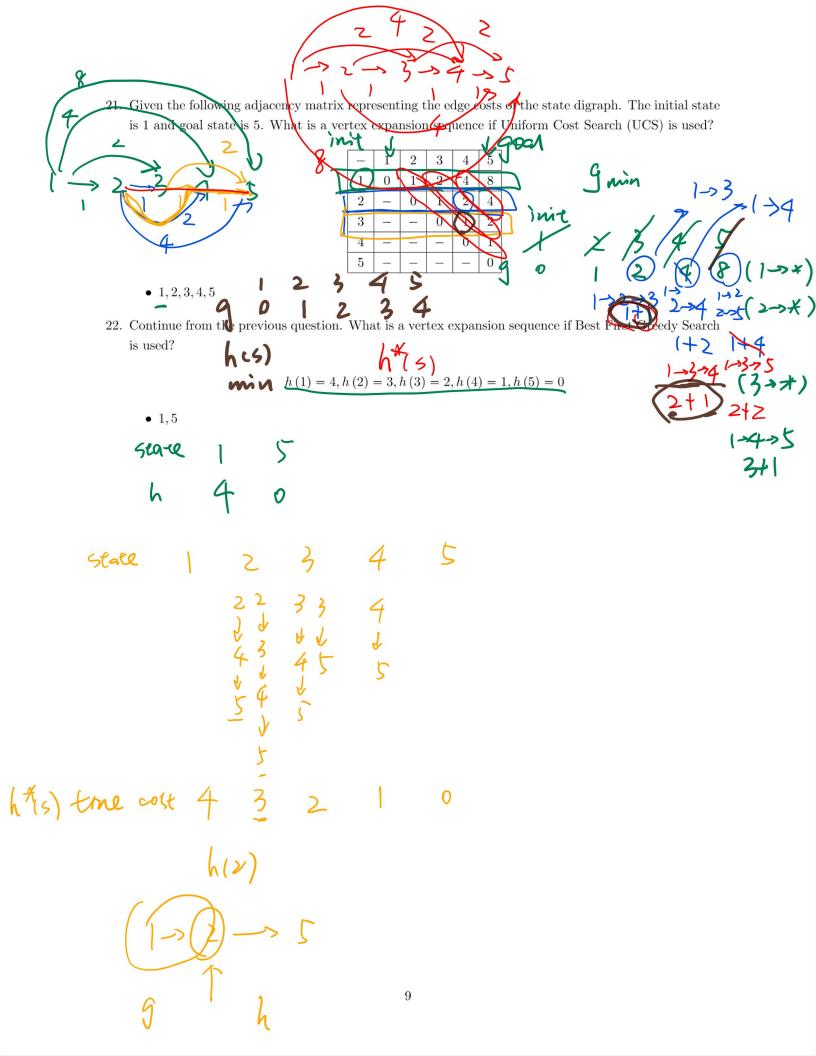
(i+5)%7 i=5 (i+2)%7=0 (i+5)%7=3

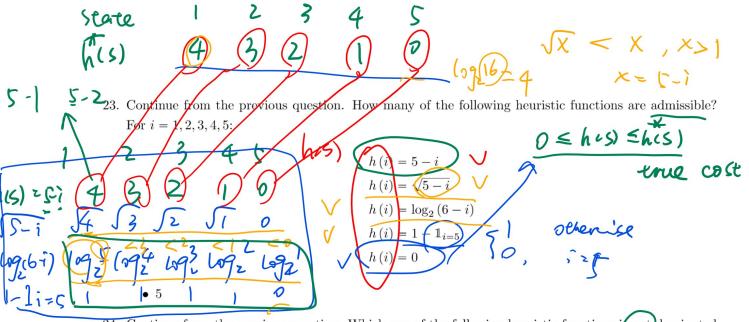
(i+5)/6/=2 (i+3)/6/=5 (i+5)/6/=5

Q16

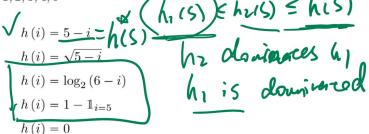
XXXXXX

- 17. Suppose the states are integers between 1 and $2^{10} = 1024$. The initial state is 1, and the goal state is 1024. The successors of a state i are 2i and 2i + 1, if exist. How many states are expanded during a BFS search?
 - 1024
- 18. Continue from the previous question. How many states are expanded during a DFS search?
 - 11
- 19. Suppose the states are integers between 1 and $2^{10} 1 = 1023$. The initial state is 1, and the goal state is 1023. The successors of a state i are 2i and 2i + 1, if exist. How many states are expanded during a BFS search?
 - 1023
- 20. Continue from the previous question. How many states are expanded during a DFS search?
 - 1023





24. Continue from the previous question. Which one of the following heuristic functions it not dominated (among the admissible ones)? For i = 1, 2, 3, 4, 5



• The first one.

25. Given the following tables showing the cell indices and the list of successors of a maze. The first table contains the names (indices) of the states for each cell, and the second table contains the indices of the successor states for each cells. The entrance is 1, the exit is 16. How many cells are visited if IDS is used? Do not count the same cell twice during the search. Count both initial and goal states.

_>>	_1_	_2	3	4		
	5	6	7_	3		
	9	10	11	7	١	
	13	14	15	16		,
				7	•	•

2	1,3	2, 4	3,8
6	5,7	6,8	4, 7, 12
10	9,11	10, 12	8, 11, 16
14	13, 15	14, 16	12, 15

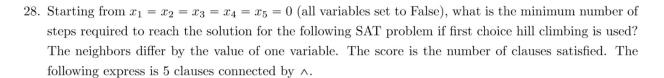
• 10

- 26. Continue from the previous question. How many cells are visited if UCS is used?
 - 10

UCS + C=1 >> BFS 27. Continue from the previous question. How many cells are visited if A^* is used with Manhattan distance

between the cell and the goal?

• 7



$$(x_1 \lor x_2 \lor x_3) \land (x_1 \lor x_2 \lor x_4) \land (x_1 \lor x_3 \lor x_4) \land (x_1 \lor x_2 \lor x_4) \land (x_2 \lor x_3 \lor x_4)$$

2

• 4

29. Suppose the states are given by five integers from $\{0,1\}$. The fitness function is the position of the first 1 in the sequence. $F(x_1, x_2, x_3, x_4, x_5) = \min\{t \in \{1, 2, 3, 4, 5, 6\} : x_t = 1\}$, with $x_6 = 1$. There are in total four states. Using the genetic algorithm, what is the reproduction probability of the first state a) The reproduction probabilities are proportional to the fitness of the states.

$$x_{a} = (0,0,1,0,0)$$

$$x_{b} = (0,1,0,0,1)$$

$$x_{c} = (0,0,1,1,0)$$

$$x_{c} = (0,0,0,0,0)$$

$$x_{d} = (0,0,0,0)$$

$$x_{d} = (0,0,0,0,0)$$

$$x_{d} = (0,0,0,0)$$

$$x_{d} = (0,0,0)$$

$$x_$$

probability of x_d is $\frac{1}{2}$. What is the fitness of the new state, e?

FIXd) Pd=F(xa)+F(xb)+F(xc)+F(xd)+F(xe) 3+2+3+6+FIXe)

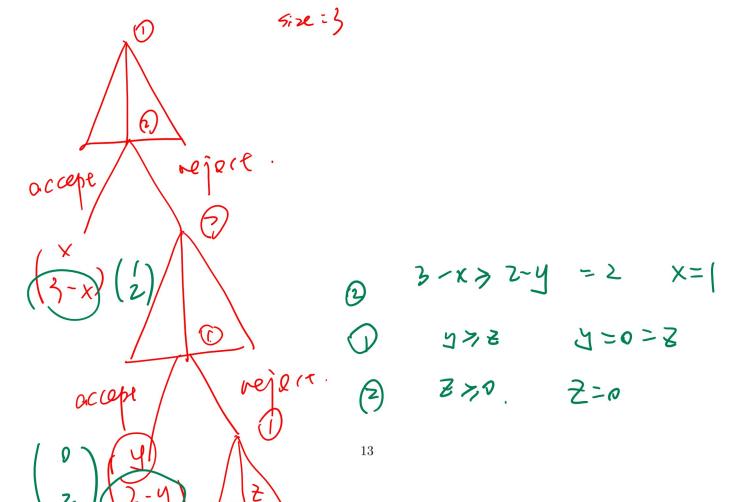
2-X7 1-y=1=) X < 1

accept reflect accept if and only if 170 y=0

31. Imagine two dids arguing about how to divide a take with T pieces and dad steals I piece every time

Imagine two dids arguing about how to divide a take with T pieces and dad steals 1 piece every time they cannot reach agreement. Let t = T at the beginning of a two player game. In the first round, player 1 propose an integer division (partition) of t, say integers (a,b) with a+b=t, and player 2 decides whether to accept the division. If player 2 accepts the division the game is over, player 1 gets a, and player 2 gets b. In the second round, t = T - 1, player 2 propose an integer division of t, say integers (c,d) with c+d=t, and player 1 decides whether to accept the division. The process is repeated for t = T - 2, player 1 propose, t = T - 3, player 2 propose, and so on until t = 0. When t = 0, both players get 0. Assume if a player is indifferent, the player will accept the division. A solution (also called subgame perfect equilibrium) is the path from the beginning of the game to the one ending of the game under the assumption that players choose the optimal action (successor) at all possible states on the game. When t = 0, in the solution of the game, what is the proposal player 1 makes in the first round?

- (1,1)
- 32. Continue from the previous question. The rule and the solution concept is the same but with T=4. In the solution of the game, what is proposal player 1 makes in the first round?
 - (2,2)
- 33. Continue from the previous question. The rule and the solution concept is the same but with T = 1024. In the solution of the game, what is proposal player 1 makes in the first round?
 - (512, 512)



accept (2) reject

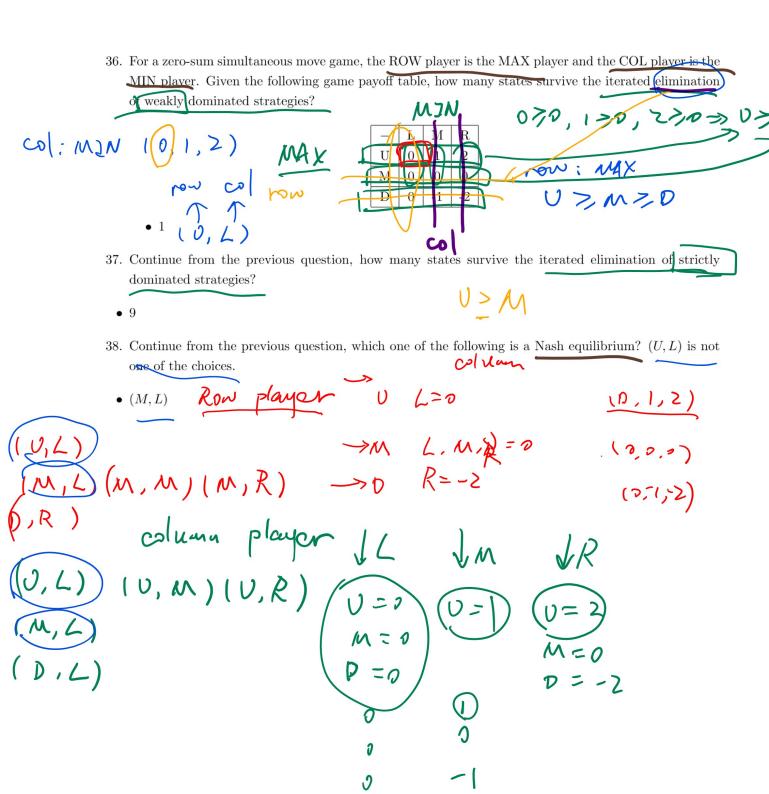


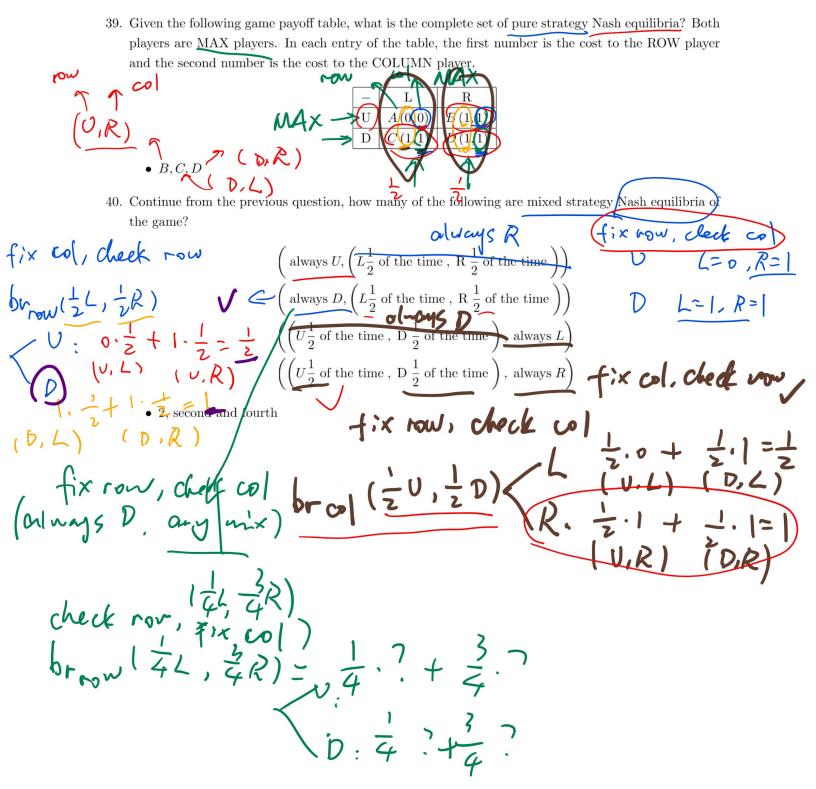
34. Consider a game with Chance. Player 1, MIN, chooses an action H or T first. Then a fair coin is flipped, the outcome is either H (heads) or T (tails). Player 2, MAX, observes the outcome of the coin and chooses an action H or T. Player 2 wins if all three actions are the same. What is the value of the (whole) game? The value is 1 if player 2 wins and -1 otherwise.

• 0

35. Consider a zero-sum sequential move game in which player MAX moves first, and MIN moves next. Each player has three actions labeled 1, 2, 3. The value to the MAX player if MAX plays $x_1 \in \{1, 2, 3\}$ and MIN plays $x_2 \in \{1, 2, 3\}$ is $(4 - x_1)(4 - x_2)$. In Alpha Beta pruning is used. What is the number of branches (states) that can be pruned? During the search process, the actions with smaller labels are searched first. Note that a branch is pruned if $\alpha = \beta$.

• 2





- 41. Calculator?
 - No
- 42. Number of pages of additional notes? Please submit them at the end of the exam.
 - 0
- 43. Bonus mark: You received one free point for this question and you have two choices: donate 1 and keep 0 or keep 1 and donate 0. Your final grade is the points you keep plus twice the average donation (sum of donation from everyone in your section divided by the number of people in your section).
 - ?