

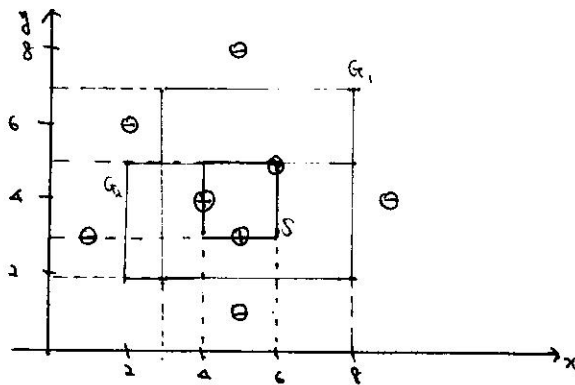
H.W #1.

1. <sol>

For example, A checkers learning problem:

- Task T: playing checkers
- performance measure P: percentage of the games won against opponent.
- experience E: playing practice games against itself.

2. (a)

Special boundary $S = \{ 4 \leq x \leq 6, 3 \leq y \leq 5 \}$ General boundary $G_1 = \{ 3 \leq x \leq 8, 2 \leq y \leq 7 \}$ $G_2 = \{ 2 \leq x \leq 8, 2 \leq y \leq 5 \}$ $G = \{ \langle 3 \leq x \leq 8, 2 \leq y \leq 7 \rangle, \langle 2 \leq x \leq 8, 2 \leq y \leq 5 \rangle \}$

(b) - A query guaranteed to reduce the size of V.S :

 $(4, 6), (3, 2), (8, 7) \dots$ etc

- A query guaranteed not to reduce the size of V.S :

 $(5, 4), (5, 6), \dots$ etc.

3. <proof>

i) We will show that $\{h \in H : (\exists s \in S) (\exists g \in G) (g \geq gh \geq gS)\} \subseteq VS_{HD}$

Let $\begin{cases} S & \text{be an arbitrary member of } S \\ g & \text{be an arbitrary member of } G, \\ h & \text{be an arbitrary member of } H. \end{cases}$

Such that $g \geq gh \geq gS$.

By definition of S , s must be satisfied by all positive examples in D ,

Since $h \geq gS$, h must be satisfied by all positive examples in D ,

By definition of G , g cannot be satisfied by any negative examples in D ,

Since $g \geq gh$, h cannot be satisfied by any negative examples in D .

$\therefore h$ is consistent with D .

$\therefore h \in VS_{HD}$.

ii) We will show that $\{h \in H : (\exists g_0 \in S) (\exists g \in G) (g \geq gh \geq gS)\} \supseteq VS_{HD}$.

Let $h \in VS_{HD}$ and assume that $h \notin \{h' \in H : (\exists s \in S) (\exists g \in G) (g \geq gh' \geq gS)\}$

Then it means $\forall s \in S, \forall g \in G, \neg (g \geq gh \geq gS)$.

$\Leftrightarrow \forall s \in S, \forall g \in G$, either $\neg (g \geq gh)$ or $\neg (h \geq gS)$.

$\Leftrightarrow \forall s \in S, \forall g \in G$, either $\exists x \in X, g(x)=0$ but $h(x)=1$,
or $\exists x' \in X, s(x')=1$ but $h(x')=0$.

Since for all negative examples $x \in X$ and for all $s \in S, s(x')=1$,

We can calculate that $\forall s \in S, \forall g \in G$

h misclassifies a negative example or a positive example.

$\Rightarrow h \notin VS_{HD}$

This is a contradiction.

From (i), (ii), The version space representation theorem is proved.

4. <proof>

In CE algorithm, the version space $V_{S_{HD}}$ is determined by the version space representation τ_{HD} .

But, if there are errors in training examples, then we find a wrong version space $\tilde{V}_{S_{HD}}$ for the wrong training examples \tilde{D} .

And if $c \notin H$, the target concept cannot be described in the hypothesis representation.

Thus, if (1) there are no errors in training examples and (2) the concept $c \in H$.

are satisfied, then CE algorithm can always find the version space $V_{S_{HD}}$ given the training examples D .

5. (a) - The inductive bias is the minimal set of assumptions which are assumed in the inference for new instances from the training data set.

- So we always need the inductive bias to infer $C(x)$ for new instances x 's and if there is no inductive bias, we cannot get any inference for new instances.

(b) (1) Find-S algorithm

① The target concept can be represented in its hypothesis space

② All instances are negative instances unless the opposite is entailed by its other knowledge.

(2) CE algorithm

The target concept can be represented in its hypothesis space

(3) ID3 algorithm

① Shorter trees are preferred over large trees.

② Trees that place high information gain attributes close to the root are preferred over those that do not.