## ZJU-ADS-HQM2020-WK5

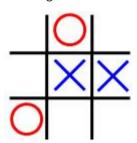
A. 单选题 2

</> <u>編程题</u> 1

2-1 In the Tic-tac-toe game, a "goodness" function of a position is defined as  $f(P)=W_{computer}-W_{human}$  where W is the number of potential wins at position P. In the following figure,  $\odot$  represents the computer and  $\mathbf{x}$  the human. What is the goodness of the position of the figure? (2%)



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- B. 0
- O. 4
- D. 5

2-1 答案正确

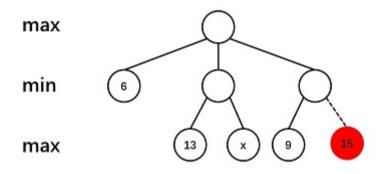
(2分)

♀ 创建提问

2-2 Given the following game tree, the red node will be pruned with  $\alpha$ - $\beta$  pruning algorithm if and only if \_\_. (3%)

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- $\bigcirc$  A.  $6 \leq x \leq 13$
- $\bigcirc$  B.  $x \geq 13$
- $\bigcirc$  C.  $6 \leq x \leq 9$
- lacksquare D.  $x\geq 9$

2-2 答案正确

(3分)

♀ 创建提问