## FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE Lab Exercise – 5

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## **ASSIGNMENT**

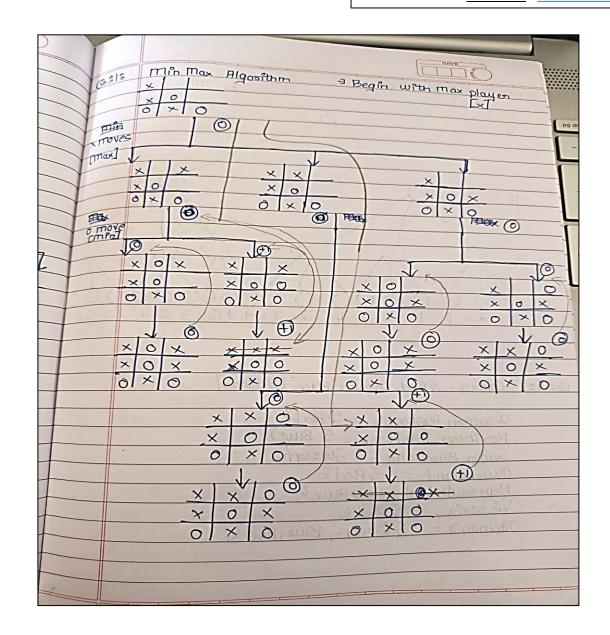
Q1. Explore the search space diagram for the tic-tac toe game .Solve using minmax algorithm to find the optimal path where the max would win.

Assumption: Selection of appropriate value of utility numbers and begin with the max player



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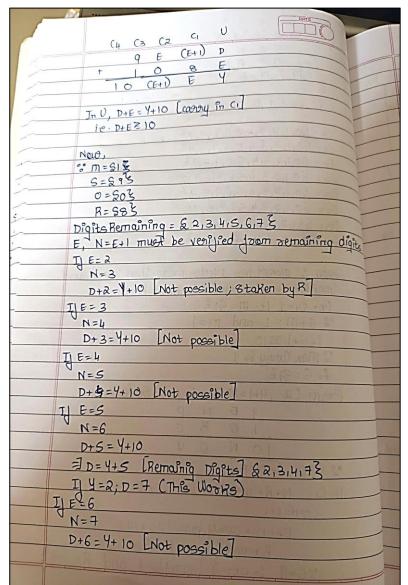
Q2. Each letter is one digit integer 0,1,2 to 9, each having a different value. What are the values of each of the letters? Solve to make your agent rationally think in terms of domains and variables as well.

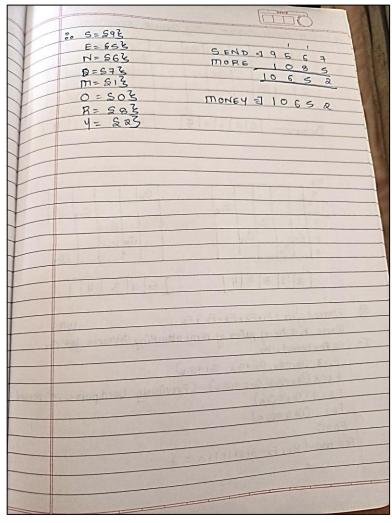
SEND

+MORE

MONEY

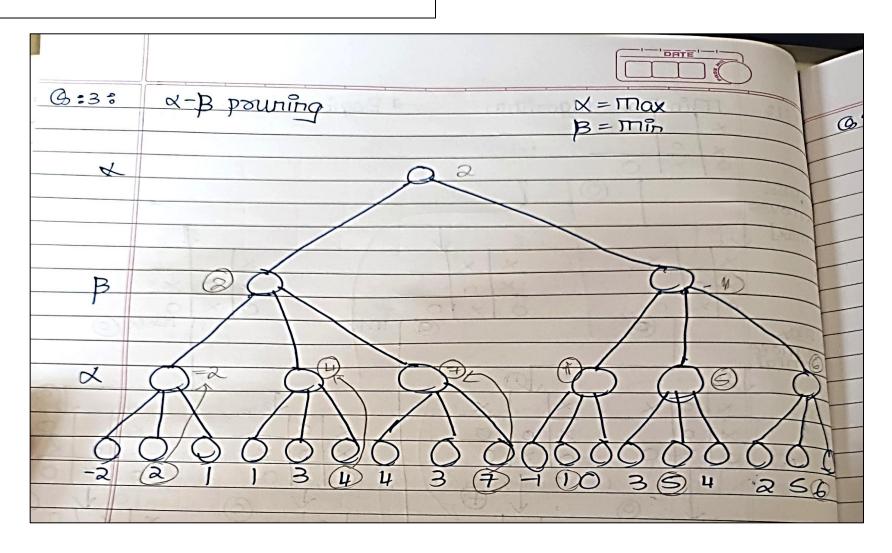
CH G CR CH U
SEND + MORE MONEY
GSZ: SEND
MONEY
V= &S,E,N,D, M,O,R, Y3
Ds = \$0,1,2,3,4,5,6,7,8,93 DE = \$0,1,2,3,4,5,6,7,8,93
DN = \$0,1,2,3,4,5,6,7,8,93
Do = 60,112,13, 415,6,7,8,93
Dm = 50,1,2,3, 4,5,6,7,8,9}
Do = 80,1,2,3,4,5,6,7,8,93
DR= SO.11213, 415.617.8198
DY= 80,1,2,3,4,5,6,7,8,93
3417,119,118,45
2600 °° MONEY has 1 lotter
'more', the Cassy from (3 must be 1
i.e. C4=1 ie. m= &13
08 S+m=1 and m=1
3. 6+1 Z10
" Max Coory is 1
3. G=913
From C2,9+1=10+0 i.e. 0=503
q E N P
IORE
I O R E
00 0 =0 0 N=E+1
In C1, N+R+ casey from U = E+10
*ON=E+1
E+1+R+ carry Joon U=E+10
R + coordy from U = 9 $R + coordy from U = 9$
R+carry Joon U=1 and R= SSZ
03-1 00 000



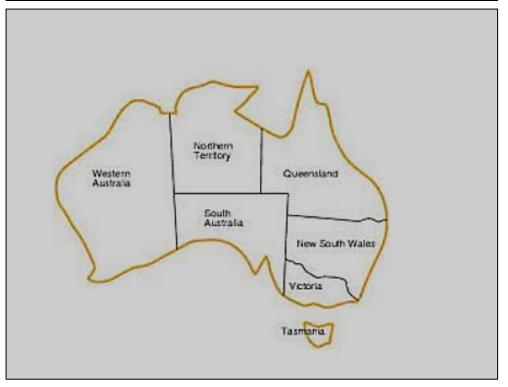


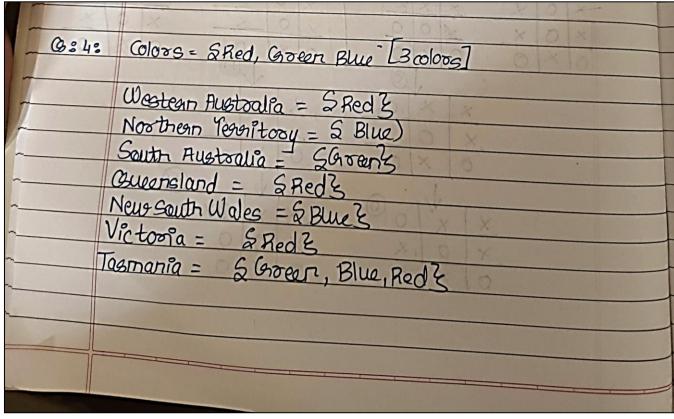
Q3 . Solve the game tree using alpha-beta pruning algorithm. Evaluate the respective utility number at the root of the game tree.





Q4. Given an undirected graph and a number m, determine if the graph can be coloured with at most 3 colours such that no two adjacent vertices of the graph are colored with the same color. Here coloring of a graph means the assignment of colors to all vertices. (use backtrack)





Q5. Solve the N-Queens problem using Genetic Algorithm.

