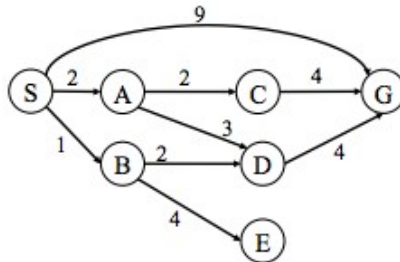


# Searching Questions

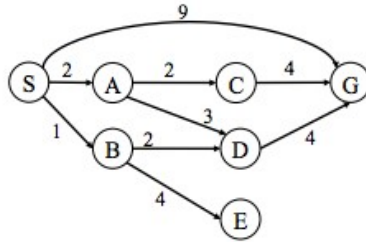
- Consider the following search problem, represented as a graph. The start state is S and the only goal state is G. Note that the following problems variously reference both tree search and graph search. For questions which require a heuristic, use the one given below.



Heuristic						
S	A	B	C	D	E	G
6	0	6	4	1	10	0

- Q. What path will BFS tree search return?
- Q. What path will UCS tree search return?
- Q. What path will Greedy tree search return?
- Q. What path will A\* tree search return?

# Searching Questions

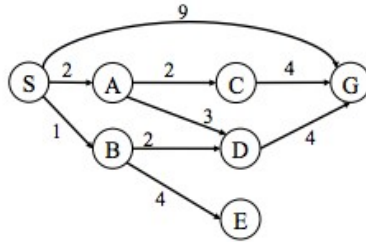


Heuristic						
S	A	B	C	D	E	G
6	0	6	4	1	10	0

**Q. What path will BFS search return?**

- **S-G (BFS finds the path to the goal with the fewest edges.)**

# Searching Questions

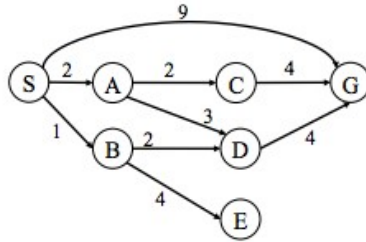


Heuristic						
S	A	B	C	D	E	G
6	0	6	4	1	10	0

**Q. What path will UCS search return?**

- ☐ **S-B-D-G (UCS tree search always finds the optimal path.)**

# Searching Questions



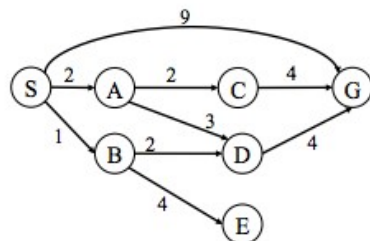
Heuristic						
S	A	B	C	D	E	G
6	0	6	4	1	10	0

Q. What path will Greedy search return?

- **S-G**

Path expanded	Fringe (ordered by heuristic alone)
S	S-A(0) S-G(0) S-B(6)
S-A	S-G(0) S-A-D(1) S-A-C(4) S-B(6)
S-G	S-A-D(1) S-A-C(4) S-B(6)

# Searching Questions



Heuristic						
S	A	B	C	D	E	G
6	0	6	4	1	10	0

**Q. What path will A\* search return?**

- **S-B-D-G**

Path expanded	Fringe (ordered by path + heuristic cost)
S	S-A(2+0) S-B(1+6) S-G(9+0)
S-A	S-A-D(5+1) S-B(1+6) S-A-C(4+4) S-G(9+0)
S-A-D	S-B(1+6) S-A-C(4+4) S-G(9+0) S-A-D-G(9+0)
S-B	S-B-D(3+1) S-A-C(4+4) S-G(9+0) S-A-D-G(9+0) S-B-E(5+10)
S-B-D	S-B-D-G(7+0) S-A-C(4+4) S-G(9+0) S-A-D-G(9+0) S-B-E(5+10)
S-B-D-G	S-A-C(4+4) S-G(9+0) S-A-D-G(9+0) S-B-E(5+10)

# Heuristic Questions

Consider the 8-puzzle in which there is a 3 x 3 board with eight tiles numbered 1 through 8. The goal is to move the tiles from a start configuration to a goal configuration, where a move consists of a horizontal or vertical move of a tile into an adjacent position where there is no tile. Each move has cost 1.

Q. Is the heuristic function defined by  $h = \sum_{i=1}^8 \alpha_i d_i$  admissible, where  $d_i$  is the number of vertical plus the number of horizontal moves of tile  $i$  from its current position to its goal position assuming there are no other tiles on the board, and  $0 \leq \alpha_i \leq 1$  is a constant weight associated with tile  $i$ ?

**Yes**, it is admissible because each  $d_i$  is a lower bound on the number of moves to get each tile to its goal position and the weights decrease those values.

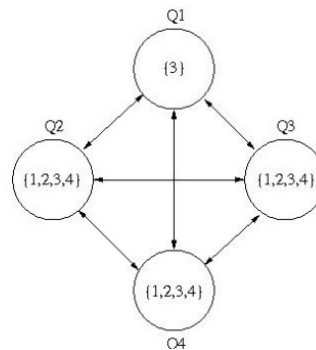
Q. Is the heuristic defined by  $h(n) = 8 - \text{cost}(n)$  admissible, where  $\text{cost}(n)$  is the cost from start to node  $n$ ?

**No**, it is not admissible because, for example, if a start node configuration is only one move away from the goal configuration, then  $h(\text{start}) = 8 - 0 = 8$  but  $h^*(\text{start}) = 1$ . Also, there are situations where  $h(n)$  could be negative for some nodes, which is not allowed.

# CSP (Constraint Satisfaction Problem) Questions

## 4 Queens Problem.

Formulation of this problem.  $Q_i$  is put somewhere in  $i$ -th column. Then the possible values in the domain for each variable are the row numbers in which it could be placed. For example,  $Q_1 = \{3\}$  means that  $Q_1$  only can be put (1, 3). Initial constraint graph is given as below



Q. Apply **forward checking** and give the remaining candidate values for the variables  $Q_2, Q_3$  and  $Q_4$ .

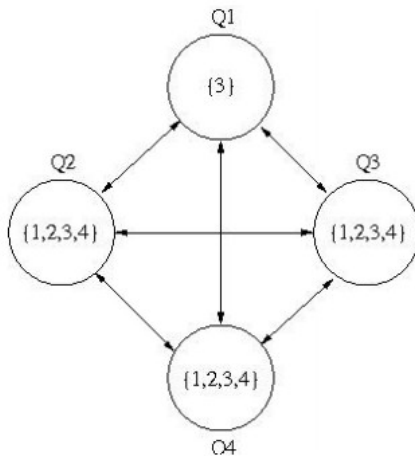
$Q_2$ :  $\{1\}$

$Q_3$ :  $\{2, 4\}$

$Q_4$ :  $\{1, 2, 4\}$

# CSP (Constraint Satisfaction Problem) Questions

**Q. Fill in the table below with the candidate values of each queen after each of the following steps of applying the arc consistency algorithm to the figure. An arc " $x \rightarrow y$ " is consistent if for each value of  $x$  there is some value of  $y$  that is consistent with it.**



	Q1	Q2	Q3	Q4
Initial domain	3	1, 2, 3, 4	1, 2, 3, 4	1, 2, 3, 4
After $Q2 \rightarrow Q1$	3	1	1, 2, 3, 4	1, 2, 3, 4
After $Q3 \rightarrow Q1$	3	1	2, 4	1, 2, 3, 4
After $Q2 \rightarrow Q3$	3	1	2, 4	1, 2, 3, 4
After $Q3 \rightarrow Q2$	3	1	4	1, 2, 3, 4



# Propositional Logic Problems

**Q. Is the Propositional Logic (PL) sentence  $(A \Leftrightarrow B) \wedge (\neg A \vee B)$  valid, unsatisfiable, or satisfiable?**

A	B	$A \Leftrightarrow B$	$\neg A \vee B$	$(A \Leftrightarrow B) \wedge (\neg A \vee B)$
T	T	T	T	T
T	F	F	F	F
F	T	F	T	F
F	F	T	T	T

**A. Not Valid and Satisfiable**

**Since the last column contains both T and F, the sentence is satisfiable.**

# Propositional Logic Problems

**Q. Prove  $(A \wedge B) \models (A \Leftrightarrow B)$  using a truth table.**

A	B	$A \wedge B$	$A \Leftrightarrow B$
T	T	T	T
T	F	F	F
F	T	F	F
F	F	F	T

**A. Since for each row where the next to last column is T, the last column is also T (this only occurs here for the first row), entailment is proved.**