

## **1 Adversarial Search and Games**

**0.1 1.1 Minimax Search**

**0.2 1.2 Games of Chance**

**0.3 1.3 Correctness of  $\alpha - \beta$ -pruning**

## **2 Propositional Logic**

**0.1 2.1 Who is lying?**

**0.2 2.2 Knowledge Bases**

**0.3 2.3 Models**