

# **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**