AI Unit3 Q. Bank

1. What is adversarial search?

2. Explain Features of AI game.

3. Explain Types of games in AI.

4. What is Game Tree? Draw game tree of tic-tac-toe problem.

5. Explain minimax algorithm with an example.

6. Define α-β pruning.

7. Explain α-β pruning algorithm with an example.

8. Give α-β pruning algorithm with an example and its properties; also explain why it is called α-β pruning.

9. What is CSP? Explain with the example(Graph Coloring).

10. How to improve efficiency of backtracking in CSP? Explain different methods.

11. How CSPs can be classified? Give example.

12. How to solve crypto arithmetic problem? Explain with example.

13. What are the limitations of Game search algorithms?

+ (Problems solved in lecture on minmax and α-β pruning)