

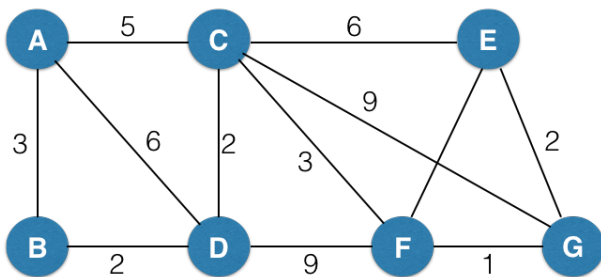
**Game AI Midterm Exam**  
**October 26, 2022, 14:00 – 15:00 (60 minutes)**

Name: \_\_\_\_\_

Student-id: \_\_\_\_\_

Department: \_\_\_\_\_

1. [5 points; Dijkstra's Algorithm] Find the shortest path from **node A** to all the other nodes in the graph below. Show the procedure of updating **the data in the priority queue** and **set S (Closed List)**. If key values are the same in the priority queue, choose a node with a preceding alphabet letter (e.g., choose X between X and Y).

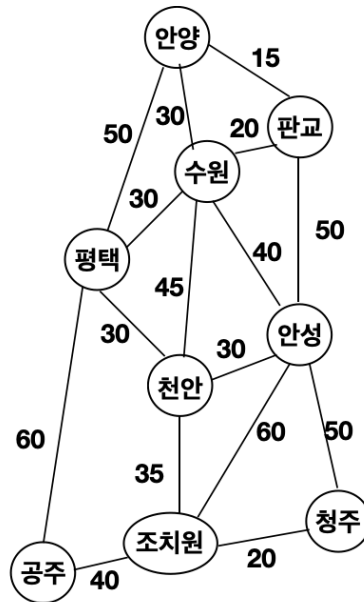


Priority Q:

	A	B	C	D	E	F	G
<b>Initial</b>	<b>0</b>	$\infty$	$\infty$	$\infty$	$\infty$	$\infty$	$\infty$
<b>1</b>		<b>3</b>	5	6	$\infty$	$\infty$	$\infty$
<b>2</b>							
<b>3</b>							
<b>4</b>							
<b>5</b>							
<b>6</b>							
<b>7</b>							
<b>8</b>							

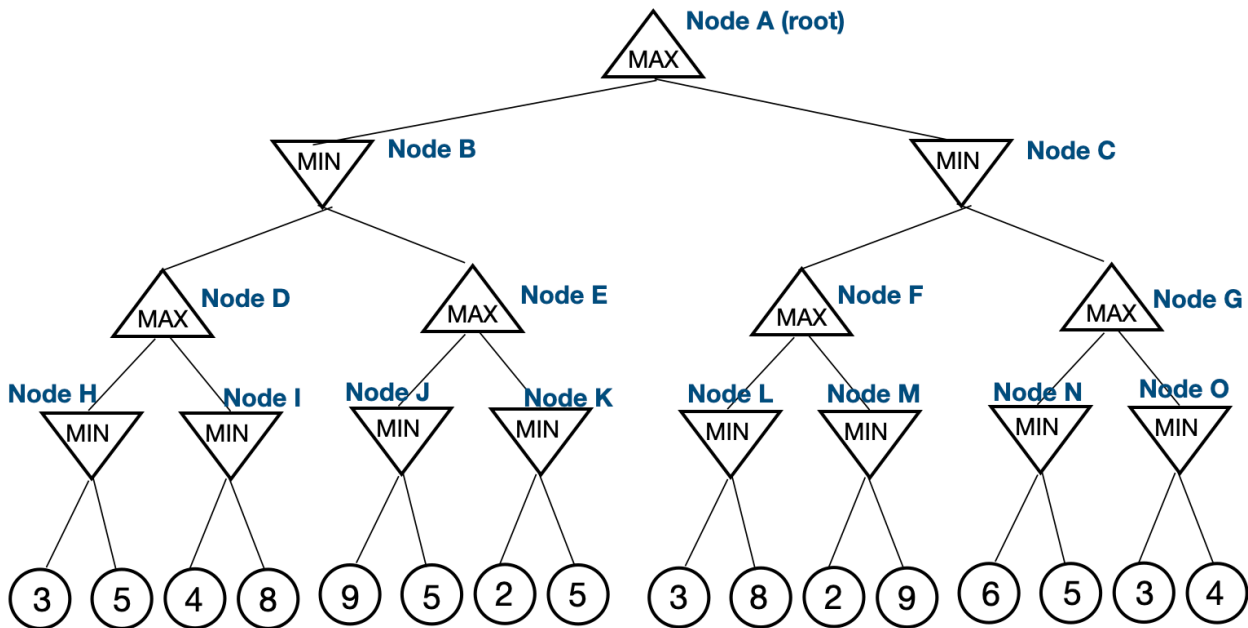
S = {A, \_\_\_\_\_ }

2. [10 Points; A\* Algorithm] Find **the shortest route from 판교 to 조치원** using A\* algorithm. You should show the contents of **the open list** and **the closed list**, and **f, g, h values** until finding the optimal solution (Note. 우선 순위 큐 내에서 동일한 키 값을 갖는 경우, 가나다 순서로 도시가 선택된다고 가정 - 예: 천안과 조치원이 동일한 키 값일 경우 조치원이 선택)



Straight line distance From each city to 조치원 (Unit: km)	
공주:	25
수원:	80
안성:	45
안양:	95
조치원:	0
천안:	30
청주:	15
판교:	90
평택:	60

3. [10 Points; Alpha-Beta Pruning] Apply the alpha-beta pruning algorithm in the following game tree.



(1) Mark all the nodes that do not need to search. If there is an *internal node* whose leaf nodes are not necessarily to search, mark it as well. Show the procedure of updating **the minimax value (v) at each node**, and **alpha** and **beta** values when necessary (7 pt).

(2) What are the **beta** and the **minimax(v)** values of **node C** when alpha-beta pruning algorithm is over? (3 pt)

4. [10 Points; 2 points each] Answer each question.

(1) “Any algorithm that follows the problem-solving heuristic of making the locally optimal choice at each stage” is called ( )

(2) A scalar value used to train a model via gradient descent. During each iteration, the gradient descent algorithm multiplies it by the gradient, which is also a key hyperparameter. What is it?

(3) What is a node that can have only a single child in behavior trees?

(4) In A\* search, heuristics should be “admissible” to find *optimal* solutions. What does it mean by “admissible”? Describe it briefly.

(5) Explain briefly how unsupervised learning is different from supervised learning.