Artificial Intelligence

Project 1: Search

Deadline: October 27, 2024 at 23:59

General Remarks

- You are free to consult with other students. The assignment is, however, individual, meaning that each submitted assignment has to be sufficiently unique.
- Always motivate your answers. Detail the steps needed to come to your conclusions.
- You are free to provide answers in either English or Dutch.
- Solutions should work with Python version 3.8.

(1) (Un)Informed Search (14 points)

The code and background information can be found here. Solve the following questions in their respective order:

Question 1 (2 points): Finding a Fixed Food Dot using Depth First Search

Question 5 (4 points): Finding All the Corners

Question 6 (3 points): Corners Problem: Heuristic

Question 7 (5 points): Eating All The Dots

Report (3 points): Discuss Heuristics

• Describe your heuristics for questions 6 and 7 and discuss their *consistency* and *admissibility* (see report.md). You do not need to give a formal proof, but rather try to use intuitive arguments.

Grading of questions 6 and 7 depend on the strength of your heuristic. Remark that the number of expanded nodes for questions 6 and 7 is counted whenever you call the problem.getSuccessors() function. If you bypass this function this constitutes cheating.

Your heuristic must be a non-trivial, non-negative, consistent heuristic to receive any points. Note that, even if the autograder does not detect a situation where your heuristic is inconsistent, this does not prove consistency.

(2) Adversarial Search (5 points)

The code and background information can be found here. Please download the entire code again, and do not use files from the previous section. Solve the following questions:

Question 3 (3 points): Alpha-Beta Pruning

Question 4 (2 points): Expectimax

(3) Constraint Satisfaction Problems (15 points)

The code and background information can be found here. Please download the entire code again, and do not use files from the previous section. Solve the following questions:

Question 3 (4 points): Forward Checking (part 2)

Question 4 (3 points): Sudoku

Report (1 points): Forward Checking

• Report on the average amount of calls required for n=50 with and without CSP::selectVariable and CSP::orderDomain (you can use the flags --no-mrv and --no-lcv). Can you explain why these two functions make the algorithm faster/slower (see 'report.md')?

(4) Report

You are provided with a template document, report.md, in markdown format for submitting the additional questions. Replace the square brackets with your answers, and ensure that your responses are concise and to the point.

Submission

Upload a **zip** file containing **only** the files:

- (1) (Un)Informed Search:
 - search.py
 - searchAgents.py
- (2) Adversarial Search:
 - multiAgents.py
- (3) CSP:
 - CSP.py
 - Sudoku.py
- (4) report.md

These files should contain your solution to all the questions. Do not change the names of these files.

Good Luck!