## General Instruction

- I recommend you can write your answer using LATEX.
- Submit uncompressed file(s) in the Dropbox folder via BeachBoard (Not email).
- 1. True or False? You don't need to explain your answers.
  - (a) (2 points) h(n) = 0 is an admissible heuristic for the 8-queens problem.
  - (b) (2 points) Assume that a rook can move on a chessboard one square at a time in vertically or horizontally, but cannot jump over other pieces. Manhattan distance is an admissible heuristic for the problem of moving the rook from square A to square B in the smallest number of moves.
- 2. (6 points) The heuristic path algorithm is a best-first search in which the evaluation function is f(n) = (2 w)g(n) + wh(n). What kind of search does this perform for w = 0, w = 1, and w = 2?
- 3. Give the name of the algorithm that results from each of the following cases:
  - (a) (2 points) Local beam search with k = 1.
  - (b) (2 points) Simulated annealing with  $T = \infty$  at all times.
- 4. Imagine that, one of the friends wants to avoid the other. The problem then becomes a two-player pursuit—evasion game. We assume now that the players take turns moving. The game ends only when the players are on the same node; the terminal payoff to the pursuer is minus the total move taken. An example is shown in Figure 1.
  - (a) (2 points) What is the terminal payoff at the node (1)?
  - (b) (2 points) What are the positions of the two players at the node (2) and (2)'s children?
  - (c) (3 points) Can we assume the terminal payoff at the node (2) is less than < -4? Answer yes or no, then explain your answers.
  - (d) (3 points) Assume the terminal payoff at the node (4) is less than -4. Do we need expand the node (5) and (6)? Answer yes or no, then explain your answers.

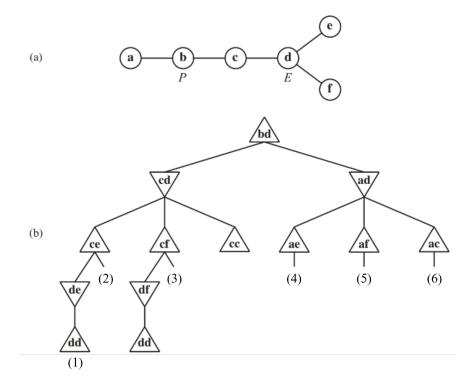


Figure 1: (a) A map where the cost of every edge is 1. Initially the pursuer P is at node b and the evader E is at node d. (b) A partial game tree for this map. Each node is labeled with the P, E positions. P moves first.

- 5. True or False? You don't need to explain your answers.
  - (a) (2 points)  $(A \land B) \models (A \Leftrightarrow B)$
  - (b) (2 points)  $(C \lor (\neg A \land \neg B)) \equiv ((A \Rightarrow C) \land (B \Rightarrow C))$
  - (c) (2 points)  $(A \lor B) \land (\neg C \lor \neg D \lor E) \models (A \lor B)$
  - (d) (2 points)  $(A \lor B) \land \neg (A \Rightarrow B)$  is satisfiable.
- 6. (4 points) Prove using **Venn diagram**, or find a counterexample to the following assertion:

$$\alpha \models (\beta \land \gamma)$$
 then  $\alpha \models \beta$  and  $\alpha \models \gamma$