

1- General AI knowledge

- 1- F 2- T 3- F 4- T 5- F 6- F 7- F 8- T 9- T 10- T
11- T 12- F 13- T 14- F 15- F

2- Search Algorithms Concepts

a)

- States: The set of pairs of positions for Pacman and Ms. Pacman:

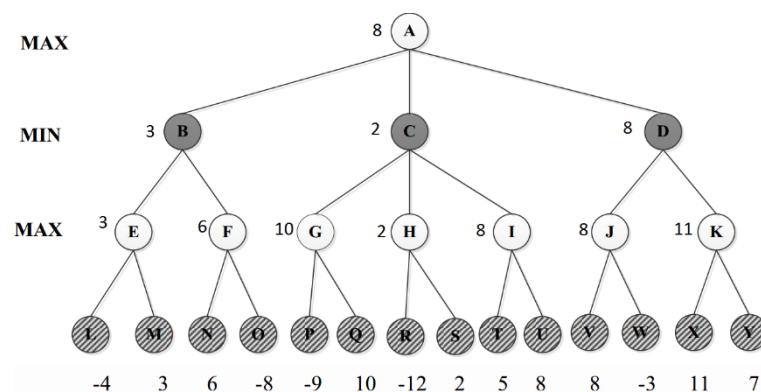
$$\{((x1, y1), (x2, y2)) \mid x1, x2, y1, y2 \in \{1, 2, \dots, N\}\}$$

- Maximum size of state space: N^2 for both pacmen, hence N^4 total
 - Maximum Branching factor: Each pacman has a choice of 5 actions, hence $5^2 = 25$ total
 - GoalTest: $\text{isGoal}((x1, y1), (x2, y2)) := (x1 = x2) \wedge (y1 = y2)$
- b) Manhattan distance between Pacman and Ms. Pacman DIVIDED BY 2 (since both take a step simultaneously)
- c) BFS, UCS, A* (with a consistent and admissible heuristic), A* (with heuristic that returns zero for each state)
- d) Answer: $\max(h1, h2), \min(h1, h2), (\alpha)h1 + (1 - \alpha)h2$, for $\alpha \in [0, 1]$

3- Comparing Search Strategies

- a) S, B, F, G1 Goal: G1
- b) S, B, E, D, C, F, A, G2 Goal : G2
- c) S, S, B, C, S, B, E, F, C, G1 Goal: G1
- d) S, B, E, D, F, G2 Goal: G2

4- Game Playing



b) O , I , T , U , Y

c) Yes, the best order will be D , B , C .

Pruned nodes will be : Y , F , N , O , I , T , U

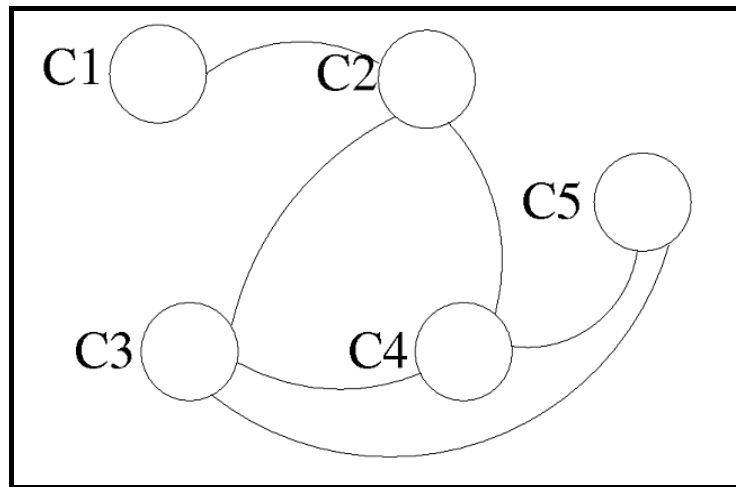
5- Constraint Satisfaction

Variable	Domain
C1	C
C2	BC
C3	ABC
C4	ABC
C5	BC

Constraints:

$C1 \neq C2$, $C2 \neq C3$, $C3 \neq C4$, $C4 \neq C5$, $C2 \neq C4$, $C3 \neq C5$.

a)



b)

Variable	Domain
C1	C
C2	B
C3	AC
C4	AC
C5	BC

c)

C1 = C, C2 = B, C3 = C, C4 = A, C5 = B.

d)

6- Local Search

a) $9 * \binom{9}{2} = \frac{9*9*8}{2}$

b) $(9!)^9$

c) Neighbors: $\binom{3}{2} + 2 * \binom{4}{2} + 4 * \binom{6}{2} + 2 * \binom{8}{2}$

Total space : $3! + 2*4! + 4*6! + 2*8!$

d) Multiple solutions exist.

For each row, consider $v(\text{row}) = \text{"number of missing integers from that row"}$ So for the example $v(\text{row1}) = 4$ because 2,3,4,9 are missing. The h function is the sum of these values for each row. For goal states, every row should have all the 9 integers so the v for every row is 0 thus the h function is 0 too.

e) For the example state given, h is $4 + 3 + 3 + 4 + 3 + 4 + 3 + 3 + 3 = 30$

In first column, we can swap 1 and 3 . The h function for the new state will be 28