* **Adversarial search (games)**
  + Minmax
  + Evaluation functions
  + Alpha-beta pruning
  + Move ordering
  + Opening book and end games
  + Learning with evaluation functions
  + Probablistic games
  + Chance nodes
  + Evaluation functions for probablistic games
* **Constraint satisfaction problems**
  + Depth first search
  + Forward checking
  + Heuristics: Degree heuristic, most constrained variable (fewest remaining values), least constraining value
  + Local search, min-conflicts
* **Logical agents**
  + Propositional logic; syntax, semantics
  + English to propositional logic and vice versa
  + Model checking
  + Equivilencies
  + Horn clauses
  + Conjunctive normal form
* **No first order logic or Prolog on this exam**