CSC 384 Winter 2023 Test 1 Version B

January 30 and 31, 2023

Last Name:	
First Name:	
Email:	

Q1 Definitions of AI (3 marks)

Q1.1 (1 mark)

What is/are the difference(s) between **Laws of Thought** and **Rational Agent** as two definitions of Al? Circle all the correct answers.

- A. They differ in how we measure the performance of the system.
- B. They differ in whether we care about modelling thoughts or behaviour.

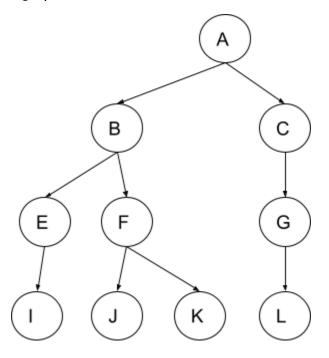
Q1.2 (2 marks)

Which argument(s) support choosing **Rational Agent** over **Laws of Thought** as the definition of Al? Circle all the correct answers.

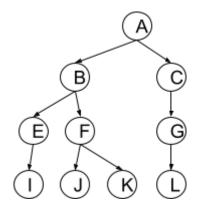
- A. Human is one of the few examples of intelligence.
- B. Modelling behaviour is more general than modelling thoughts.
- C. Rationality can be well-defined mathematically.
- D. Humans often behave irrationally.

Q2 Uninformed Search (10 marks)

Consider the search graph below. A is the initial state. There is no goal state.



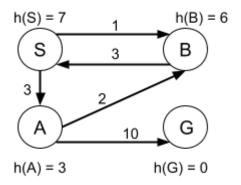
Execute the **Iterative-Deepening Search** on this search graph. **Add** states to the frontier in **reverse alphabetical** order. Start with depth limit = 0. Fill in the steps in the table until you have completed the execution for depth limit = 2. Do not perform multiple-path pruning or cycle checking. We have filled in the first few steps for you as an example. If no states appear in a cell, write **None**. Use as many rows in the table as necessary.



Step	Depth limit	Node to remove	Node to add	Resulting frontier
1	0	None	А	А
2	0	А	None	None
3	1	None	А	А
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

Q3 Properties of Search Algorithms (4 marks)

Consider the search graph below. S is the initial state, and G is the goal state.



Q3.1 (2 marks)

Suppose our goal is to find a solution to this problem.

Which of **Depth-First Search** and **Breadth-First Search** is a better algorithm for solving this search problem?

Circle the best answer: Depth-First Search OR Breadth-First Search Justify your answer in one sentence:

Q3.2 (2 marks)

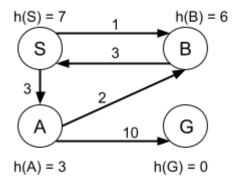
Suppose our goal is to find the optimal solution by visiting the smallest number of states.

Which of **Uniform-Cost Search** and **A* Search** is a better search algorithm for solving this search problem?

Circle the best answer: Uniform-Cost Search OR A* Search Justify your answer in one sentence:

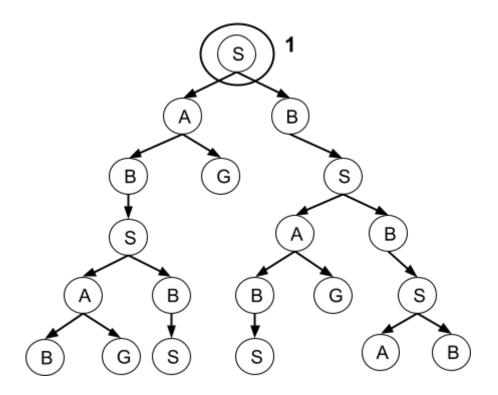
Q4 Heuristic Search (8 marks)

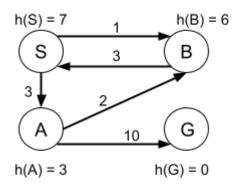
Consider the search graph from Q3 again (copied on the right). S is the initial state, and G is the goal state.



Q4.1 (6 marks)

Execute A* Search on the search graph above. In the search tree below, circle the first seven nodes removed from the frontier and label them in order of removal. If multiple states have the same f value, break ties by removing the oldest state (the one added first). Do not perform multiple-path pruning or cycle checking. We have circled and labelled the first node as an example.





This graph is the same as the one in Q3 and Q4.1. We have reproduced the same graph here for your convenience.

Q4.2 (1 mark)

Is the heuristic function admissible?

Circle the best answer: YES OR NO

If your answer is NO, explain in one sentence:

Q4.3 (1 mark)

Is the heuristic function **consistent**?

Circle the best answer: YES OR NO

If your answer is NO, explain in one sentence:

Q5 Constructing Heuristics (3 marks)

Consider a problem X. Suppose h_1 and h_2 are both **admissible** heuristic functions and h_3 is an **inadmissible** heuristic function for problem X. Which of the following statements is true? Circle all the correct answers.

- A. $h_1(s) + h_3(s)$ is guaranteed to be admissible for problem X.
- B. $max(h_1(s), h_2(s))$ is guaranteed to be admissible for problem X.
- C. $max(h_1(s), h_3(s))$ is guaranteed to be admissible for problem X.