

**Course: CS 432 "Artificial Intelligence"**  
**Second Semester 1445 (452)**

**Midterm Exam**  
**Duration: 1 hour 15 minutes**  
**Monday 25 / 3 / 2024**

Marks 20 / 20

Student Name:

Student ID:

Question	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>Total</b>
Allocated mark	4	3	4	3	6	<b>20</b>
Earned mark						

**Question 1: MCQs / Fill in the Blanks**

**[4 marks]**

- i.** Mark all choices for costs  $d_{ij}$  that make running Uniform Cost Search (UCS) algorithm with these costs  $d_{ij}$  equivalent to running Breadth-First Search (BFS).
- a.**  $d_{ij} = 0$  **d.**  $d_{ij} = -1$   
**b.**  $d_{ij} = \alpha, \alpha > 0$  **e.**  $d_{ij} = 1$   
**c.**  $d_{ij} = \alpha, \alpha < 0$  **f.** None of the above
- ii.** In the context of search algorithms, the set of all leaf nodes available for expansion at any given point is called \_\_\_\_\_
- iii.** A non-observable problem is a \_\_\_\_\_ problem.
- a.** Contingency **b.** Conformant
- iv.** Let  $h_1(n)$  be an admissible heuristic, and let  $h_2(n)$  be an inadmissible heuristic. Then  $(h_1 + h_2)/2$  is necessarily admissible.
- a.** True **b.** False

### Question 2

**[3 marks]**

Given  $b$  as the branching factor,  $m$  as the maximum depth of the tree, and  $d$  as the depth of the shallowest goal node, fill the following table?

Algorithm	Time complexity	Space complexity
BFS		
DFS		
DLS		
UCS		
IDS		

### Question 3: Intelligent Agents

[2+2 Marks]

- i. Fill the following table by mentioning the performance measure, environment, actuators, and sensors (PEAS).

Type of Agent	Performance Measure	Environment	Actuators how the action perform	Sensors
Medical supply delivery drone				

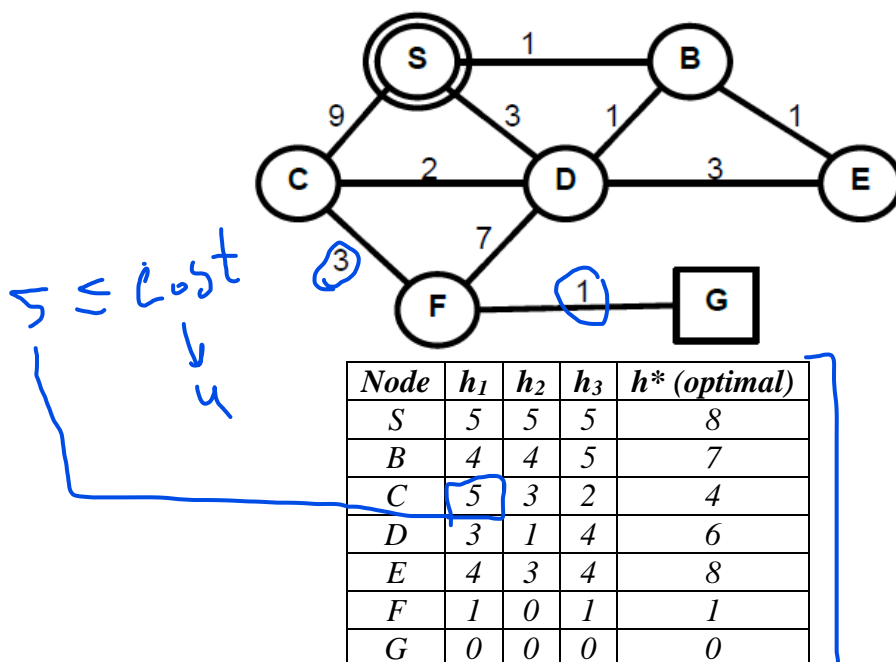
- ii. Categorize the environment into various types, e.g. single vs multi-agent

Environment types: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_,

### Question 4: Heuristics

[1.5 + 1.5 marks]

Here, you are asked to compare different heuristics and to determine which, if any, dominate each other. You are executing Tree Search through this graph (i.e., you do not remember previously visited nodes). The start node is *S*, and the goal node is *G*. The actual step costs are shown next to each link. Heuristics are given in the following table. As is usual in your book,  $h^*$  is the true (= optimal) heuristic; here,  $h_i$  are various other heuristics.



- i. Which heuristic functions are admissible among  $h_1$ ,  $h_2$  and  $h_3$ ?

- ii. Which of the following statements are true?

a.  $h_1$  dominates  $h_2$ : \_\_\_\_\_

b.  $h_1$  dominates  $h_3$ : \_\_\_\_\_

c.  $h_2$  dominates  $h_1$ : \_\_\_\_\_

d.  $h_2$  dominates  $h_3$ : \_\_\_\_\_

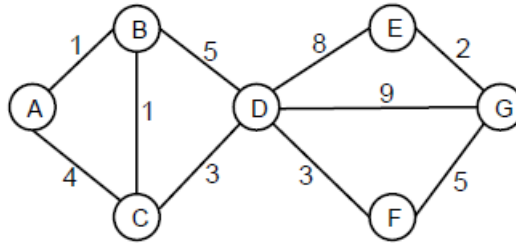
e.  $h_3$  dominates  $h_1$ : \_\_\_\_\_

f.  $h_3$  dominates  $h_2$ : \_\_\_\_\_

**Question 5: Graph Search****[1+1+1+1.5+1.5 marks]**

Consider the search graph provided next, where *A* is the start node and *G* represents the goal. The arcs are labeled with the cost of traversing them. List the sequence of node visits and the final path for the following algorithms.

When everything is the same, nodes should be visited in alphabetical order.



Node	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>
$h(n)$	9.5	9	8	7	1.5	4	0

i. BFS: Order of visiting \_\_\_\_\_ Path \_\_\_\_\_

ii. DFS: Order of visiting \_\_\_\_\_ Path \_\_\_\_\_

iii. UCS: Order of visiting \_\_\_\_\_ Path \_\_\_\_\_

iv. Greedy Search:  
Order of visiting \_\_\_\_\_ Path \_\_\_\_\_

v. A\* Search:  
Order of visiting \_\_\_\_\_ Path \_\_\_\_\_