

Name: _____

Student ID: _____

Indian Institute of Technology Jammu
Mid-Term Examination
UG + PG
February 26, 2024

Course Title: Artificial and Computational Intelligence
Course Code: CSL020U4E

Maximum Time: 90 Mins
Maximum Marks: 30

Instructions:

- Conditions of Examination: Closed book; No dictionary; Non-programmable calculator is allowed.
- This question paper contains total of 2 Questions.

1. [8 + 10]

You are given an Algorithm 1 to perform search in an infinite depth graph.

Algorithm 1 Graph Search Algorithm (GS) with Branching Factor b and Infinite Depth

```
1: procedure GS(initial_state, goal_test, get_neighbors,  $b$ )  
2:    $L \leftarrow \text{List}(\text{initial\_state})$  ▷ (state, depth)  
3:   while  $L$  is not empty do  
4:      $\text{current\_state} \leftarrow$  Extract a node randomly from  $L$  and remove it from  $L$   
5:     if  $\text{goal\_test}(\text{current\_state})$  then  
6:       return  $\text{current\_state}$  ▷ Goal found  
7:     end if  
8:      $L \leftarrow L \cup \text{get\_neighbors}(\text{current\_state})$   
9:   end while  
10:  return None ▷ Goal not reached within the given depth limit  
11: end procedure
```

In Algorithm 1, $\text{goal_test}()$ and $\text{get_neighbors}()$ functions returns the boolean true if current_state is the goal node and generates list of immediate neighbors of the current_state respectively.

- (a) Compute the time and space complexity of Algorithm 1. Also, comment on the optimality and feasibility of the solution if goal state exist at depth d .
- (b) Execute the Algorithm 1 on a finite Graph given in figure 1. Compute the path length from start node to the goal node obtained by Algorithm 1

2. [8 + 2 + 2]

- (a) You have to design an approach for computer to play the maze puzzle (Figure 2) in minimum number of steps. Represent the problem as a graph search problem by defining the notion of vertices, edges and constraints if any. Also, comment on the size of state space.
- (b) Also, comment on the size of state space in the above maze puzzle.
- (c) Also, suggest the improvements in Algorithm 1 to solve this maze puzzle if any.

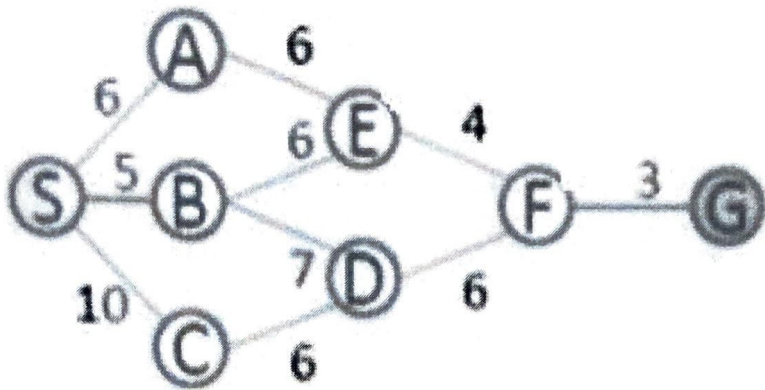


Figure 1: Graph for Search Algorithms

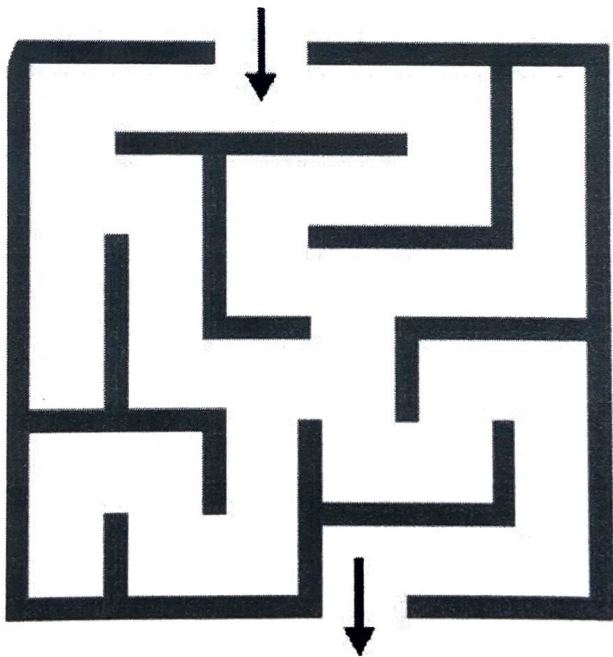


Figure 2: Maze Puzzle