CSCI-GA.2560-001, Artificial Intelligence

February 11, 2022

Solutions to Problem 1 of Homework 3 (3 Points)

Name: Anav Prasad (ap7152) Due: 5PM on Monday, February 14

Collaborators:

Assuming the root player is max, using variables as shown in class, write out the minimax solution for this tree; e.g. x1=max(2, -19, 8); b=min(b1, b2, b3); etc

Solution:

The minimax solution for the given tree (assuming the root player is max) would go as follows:

```
root = max(b, c, d) = max(8, 13, 15) = 15

b = min(b1, b2, b3) = min(8, 15, 14) = 8

b1 = max(b1a, b1b, b1c) = max(2, -19, 8) = 8
    b2 = max(b2a, b2b, b2c) = max(11, 15, -8) = 15
    b3 = max(b3a, b3b, b3c) = max(13, 3, 14) = 14

c = min(c1, c2, c3) = min(13, 15, 27) = 13

c1 = max(c1a, c1b, c1c) = max(8, 13, -2) = 13
    c2 = max(c2a, c2b, c2c) = max(-7, 15, -28) = 15
    c3 = max(c3a, c3b, c3c) = max(-10, 27, 10) = 27

d = min(d1, d2, d3) = min(15, 23, 26) = 15

d1 = max(d1a, d1b, d1c) = max(-19, -5, 15) = 15
    d2 = max(d2a, d2b, d2c) = max(-20, 22, 23) = 23
    d3 = max(d3a, d3b, d3c) = max(-12, 26, -2) = 26
```

Thus, the minimax solution for the given tree is 15 for the root max player.

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Solutions to Problem 2 of Homework 3 (2 Points)

Name: Anav Prasad (ap7152)

Due: 5PM on Monday, February 14

Collaborators:

Which branch should the max player take from root?

Solution:

The max player should take the d branch from the root because the score for the max player is maximized in that branch (i.e. 15). \Box

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Solutions to Problem 3 of Homework 3 (2 Points)

Name: Anav Prasad (ap7152) Due: 5PM on Monday, February 14

Collaborators:

Which branch should the min player take from root?

Solution:

To figure out the min player's branch from root, let's consider the minimax solution for the given tree first assuming that the root player is now min.

```
root = min(b, c, d) = min(3, -2, -12) = -12

b = max(b1, b2, b3) = max(-19, -8, 3) = 3

b1 = min(b1a, b1b, b1c) = min(2, -19, 8) = -19
    b2 = min(b2a, b2b, b2c) = min(11, 15, -8) = -8
    b3 = min(b3a, b3b, b3c) = min(13, 3, 14) = 3

c = max(c1, c2, c3) = max(-2, -28, -10) = -2

c1 = min(c1a, c1b, c1c) = min(8, 13, -2) = -2
    c2 = min(c2a, c2b, c2c) = min(-7, 15, -28) = -28
    c3 = min(c3a, c3b, c3c) = min(-10, 27, 10) = -10

d = max(d1, d2, d3) = max(-19, -20, -12) = -12

d1 = min(d1a, d1b, d1c) = min(-19, -5, 15) = -19
    d2 = min(d2a, d2b, d2c) = min(-20, 22, 23) = -20
    d3 = min(d3a, d3b, d3c) = min(-12, 26, -2) = -12
```

So, on the basis of the values obtained before, the min player at root should take the d branch since that has the least score (-12).

Solutions to Problem 4 of Homework 3 (3 Points)

Name: Anav Prasad (ap7152) Due: 5PM on Monday, February 14

Collaborators:

Assuming the root player is max, using alpha-beta pruning which nodes will be pruned. This includes nodes partially visited but then pruned. Just a list, order does not matter.

Solution: To figure out the list of nodes that will be pruned by the Alpha-beta pruning algorithm, let's first consider the solution obtained from the said algorithm below.

```
root = max(b, c, d) = max(8, 13, 15) = 15
   alpha = Not defined yet
   beta = Not defined yet
   b = min(b1, b2, b3) = min(8, _, _) = 8
        alpha = Not defined yet
        beta = Not defined yet
       b1 = max(b1a, b1b, b1c) = max(2, -19, 8) = 8
        alpha = Not defined yet
       beta = 8
       b2 = max(b2a, b2b, b2c) = max(11, _, _) = prune (becaues 11 > beta)
        alpha = Not defined yet
        beta = 8
       b3 = max(b3a, b3b, b3c) = max(13, _, _) = prune (because 13 > beta)
   alpha = 8
   beta = Not defined yet
    c = min(c1, c2, c3) = min(13, _, _) = 13
        alpha = 8
       beta = Not defined yet
        c1 = max(c1a, c1b, c1c) = max(8, 13, -2) = 13
        alpha = 8
```

```
beta = 13
        c2 = max(c2a, c2b, c2c) = max(-7, 15, _) = prune (because 15 > beta)
        alpha = 8
        beta = 13
        c3 = max(c3a, c3b, c3c) = max(-10, 27, _) = prune (because 27 > beta)
    alpha = 13
    beta = Not defined yet
    d = min(d1, d2, d3) = min(15, _, _) = 15
        alpha = 13
        beta = Not defined yet
        d1 = max(d1a, d1b, d1c) = max(-19, -5, 15) = 15
        alpha = 13
        beta = 15
        d2 = max(d2a, d2b, d2c) = max(-20, 22, _) = prune (because 22 > beta)
        alpha = 13
        beta = 15
        d3 = max(d3a, d3b, d3c) = max(-12, 26, _) = prune (because 26 > beta)
So, the nodes that were pruned, as seen above, were the following:
-> b2
    -> b2b
    -> b2c
-> b3
    -> b3b
    -> b3c
-> c2
    -> c2c
-> c3
    -> c3c
-> d2
    -> d2c
-> d3
    -> d3c
```