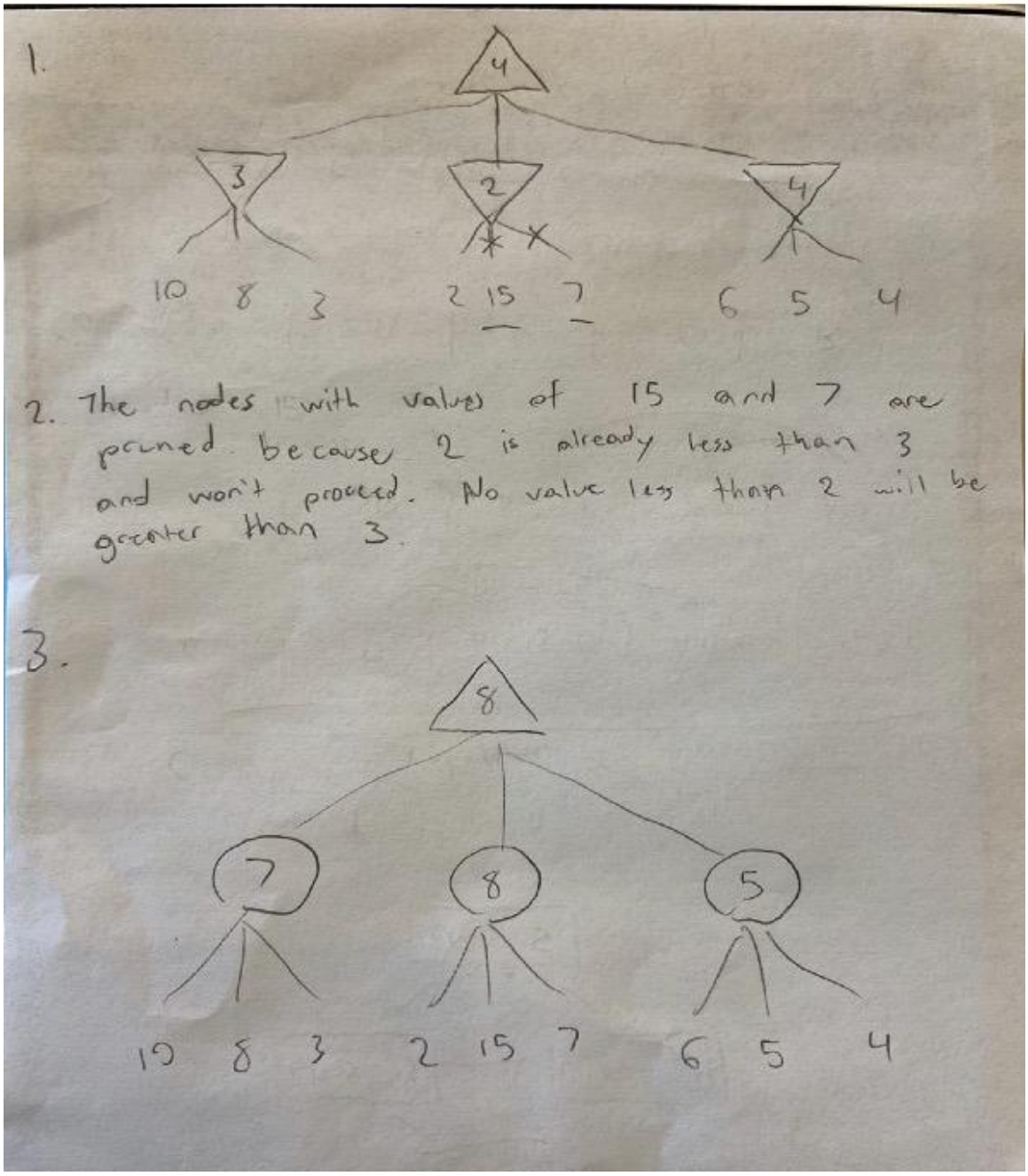
PART 2.

1. Games:



4. No nodes are pruned. Chance nodes take information from all the children nodes to calculate an average, so it is necessary to search all of them.

2. CSPs: Trapped Pacman

1)

Unary:

$X2 \neq P$

$X3 \neq P$

$X4 \neq P$

Binary:

$X3 \neq X2, X3 \neq X4 \mid (X2,X3) \neq (E,E)$ and $(X3,X4) \neq (E,E)$

$(X2, X4) = (E,E)$ or $X3 = E$

$X1 = P \mid X2 \neq P$

$X5 = P \mid X4 \neq P$

2)

X1	P	~~G~~	~~E~~
X2	~~P~~	G	E
X3	~~P~~	G	E
X4	~~P~~	G	E
X5	P	~~G~~	~~E~~
X6	P	G	E

3) The solver can assign 1 and 5 first. They have the most constraints and only have one possible domain which should be satisfied first.

4)

Solution 1 : {X1 = P, X2 = G, X3 = E, X4 = G, X5 = P, X6 = G}	Solution 2 : {X1 = P, X2 = E, X3 = G, X4 = E, X5 = P, X6 = G}