

Detailed Solution Scheme - Artificial Intelligence Mid Semester Exam

1. Answer all the questions. [1 Mark x 5]

- a) Components in Node: state, parent, action, path cost, depth.
- b) Bidirectional Search: Two simultaneous searches from start and goal, meeting in the middle.
Time complexity reduced from $O(b^d)$ to $O(b^{d/2})$.
- c) DFS is incomplete as it may get stuck in infinite depth paths in infinite or cyclic spaces.
- d) A* Search is preferred for shortest path due to its optimality and completeness when using admissible heuristics.
- e) Greedy Best-First Search uses only heuristic ($h(n)$), not optimal or complete always. Fast but can be misleading.

2. Prove or counter:

- a) True. Breadth-First is Uniform Cost Search with equal step cost.
- b) False. UCS does not use heuristic; A* does. Hence UCS is not a special case of A*.

3. A* Algorithm:

Data Structures: Open list (priority queue), Closed list (visited nodes).

Steps:

- 1. Initialize open with start node.
- 2. Loop until open is empty:
 - a. Remove node with lowest $f(n) = g(n) + h(n)$
 - b. If goal, return path.
 - c. For each successor, compute $f(n)$, add/update in open.

Switching paths: A* always chooses path with lower $f(n)$; switches if better path is found.

Example: Grid from (0,0) to (2,2) with obstacle at (1,1). Heuristic: Manhattan distance.

4. Water Jug Problem:

Jugs: 12, 8, 3 gallons.

Goal: 1 gallon.

State: (12_g, 8_g, 3_g)

Initial: (0, 0, 0)

Goal: any state where one jug has 1 gallon.

Partial Path from image:

(0,0,0) -> Fill 3 -> (0,0,3) -> Pour 3 to 8 -> (0,3,0) -> Fill 3 -> (0,3,3) -> Pour 3 to 8 -> (0,6,0) -> Fill 3
-> (0,6,3) -> Pour 3 to 8 -> (0,8,1) -> Goal.

5. N-Queen using GA:

a) 4-Queen:

- Chromosome: [row of queen in each column], e.g. [2, 4, 1, 3]
- Fitness: Number of non-attacking pairs
- Iteration 1: Initialize population, evaluate fitness
- Iteration 2: Crossover, Mutation, Select best

b) GA vs Others:

GA uses evolutionary strategy (selection, crossover, mutation).

Traditional: backtracking (systematic), local search (hill climbing).

GA explores larger space, avoids local optima.