

Please use L<sup>A</sup>T<sub>E</sub>X to produce your writeups. See the Homework Assignments page on the class website for details.

## 1 CSPs

You are in charge of scheduling arrivals for Pohonk Internation Airport. The airport has two runways (R and L), and four landing time slots (T1, T2, T3, T4). Today, there will be 4 arrivals, each of which you must assign a runway and a time slot. Here are the requirements for the schedule:

1. Air Force One (AF1) must land on runway R due to motorcade and secret service logistics.
2. The airport closes (no landings) for one timeslot before, one during, and one after the arrival of AF1.
3. The Blue Angels (BA) will land in formation, which requires both runways at the same time.
4. The Blue Angels are exempt from AF1 related airport closures.
5. The new Boeing 777 Dreamliner (B777) must land before the Blue Angels.
6. The B777 must land on runway L.
7. The Cessna (C) must not land beside or one timestep after the B777, due to turbulence considerations.
8. No two planes may land on the same runway at the same time.

	T1	T2	T3	T4
R				
L				

1. Represent the problem with 4 variables: AF1, B777, C, and BA. The domain of BA is a time between 1 and 4 that the Blue Angels will arrive; the domain of the other three variables is a time between 1 and 4 plus 'R' or 'L' to specify the runway being landed on. Enumerate separately the unary and binary constraints in this problem. For the binary constraints, you may use pseudocode for implicit functions, like *beside*(?,?).

### Unary Constraints:

? ?  
 ? ?  
 ? ?

### Binary Constraints:

? ?  
 ? ?  
 ? ?

2. Write constraint 5 in explicit form.
3. Enforce all *unary* constraints by deleting values in the table below.

<b>AF1</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>B777</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>C</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>BA</b>	R1&L1	R2&L2	R3&L3	R4&L4				

4. Transfer your answer from part 3 to the table below. Then run arc-consistency. Show your sequence of steps; i.e., the arc you picked and the resulting domain change.

- (a) Arc  $X - > Y$ : X loses value ?? due to constraint ??.
- (b) Etc.

<b>AF1</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>B777</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>C</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>BA</b>	R1&L1	R2&L2	R3&L3	R4&L4				

5. Assuming you have not yet found a unique solution, perform backtracking search, and maintain arc-consistency after each variable assignment. Use the Minimum Remaining Values (MRV) heuristic to choose which variable to assign first, breaking ties in the order AF1, B777, C, BA. After each variable assignment, reassign the domains in the grid.

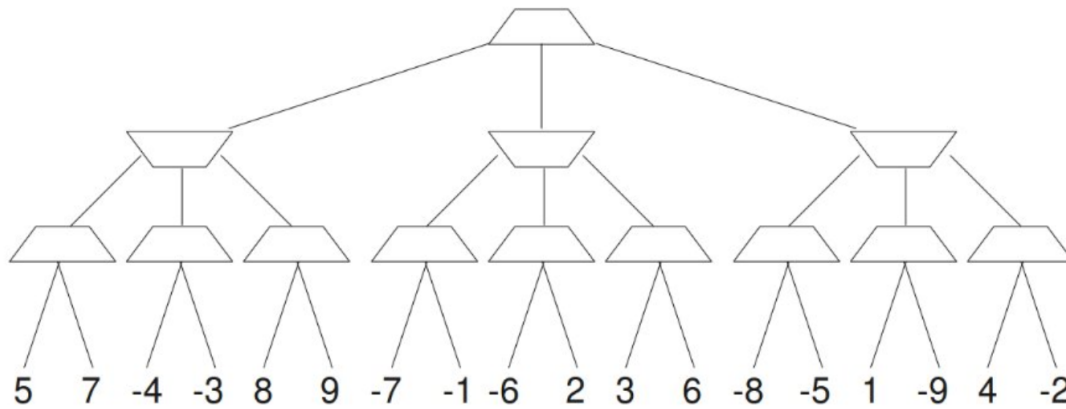
- (a) Variable assignment: ??

<b>AF1</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>B777</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>C</b>	R1	R2	R3	R4	L1	L2	L3	L4
<b>BA</b>	R1&L1	R2&L2	R3&L3	R4&L4				

- (b) Next variable assignment, etc.

## 2 Minimax

Consider the two-player minimax game tree below. Suppose the top node is labeled  $A$ , the nodes at the next level  $A_1, A_2, A_3$  from left to right, the nodes at the next level under  $A_1$  as  $A_{11}, A_{12}, A_{13}$  from left to right, the nodes under  $A_2$  as  $A_{21}, A_{22}, A_{23}$ , etc. The terminal nodes have 3 indexes  $A_{ijk}$ .



1. Carry out minimax search. Give the values for each node.
2. Now use  $\alpha - \beta$  pruning. Let  $ab_i$  be the  $\alpha - \beta$  values passed down an edge to node  $i$ , etc., for all the nodes with appropriate change of index or indices. Similarly,  $v_i$  is the value passed up edge  $i$ , etc.. Show the sequence of steps, by giving the  $ab$  values on the way down, and the  $v$  values on the way up.