

CS161 - Quiz 3

Started: Feb 22 at 5:38pm

Quiz Instructions

Question 1

1 pts

A min-max search for a large game requires an evaluation function. Which kind of nodes are evaluated using this function?

- ☐ Leaves
- ☐ All nodes
- ☐ All but root node
- ☐ Root node

Question 2

1 pts

General algorithm applied on game tree for making decision of win/lose is

- ☐ DFS/BFS Algorithms
- ☐ Min/Max Algorithms
- ☐ Greedy Search Algorithms
- ☐ All Above

Question 3

1 pts

Which of the following problems can be modeled as CSP?

- ☐ Map coloring problem
- ☐ 8-Queen problem
- ☐ 8-Puzzle problem
- ☐ All of the mentioned

Question 4**1 pts**

Which term is used for a depth-first search that chooses values for one variable at a time and returns when a variable has no legal values left to assign?

- ☐ Reverse-Down-Hill search
- ☐ Hill algorithm
- ☐ Forward search
- ☐ Backtrack search

Not saved

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