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CMSC 471

Artificial Intelligence

Summer 2021

Quiz 2

Due: As long as it is 27-JUL-2021 anywhere on Earth (AOE)

https://time.is/Anywhere_on_Earth

20 points

6 questions

4 pages

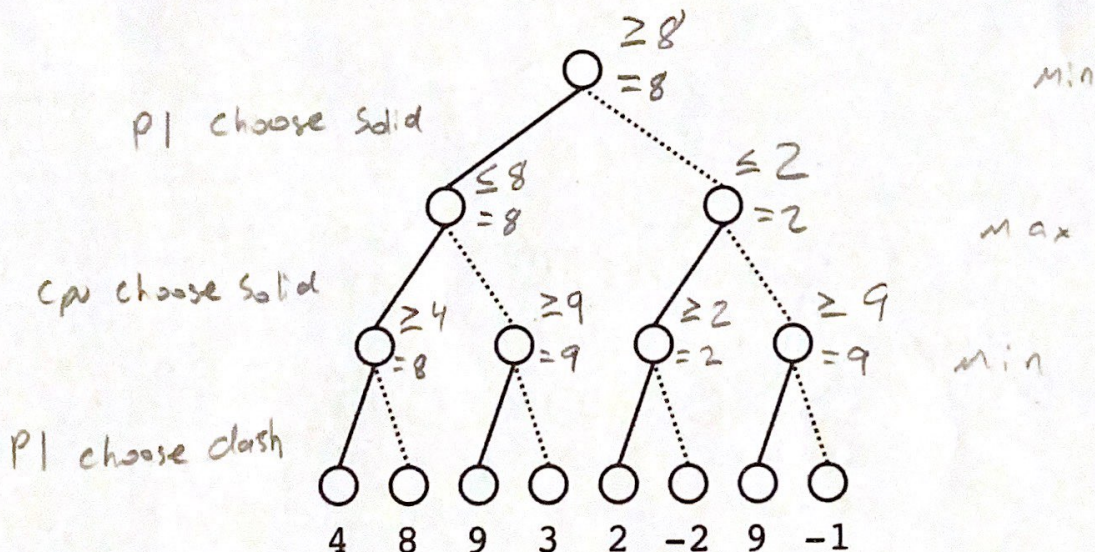
1. MINIMAX- $\alpha\beta$ selects a move that yields a higher evaluation than MINIMAX. [T or ☒ F] 0.5

2. In a tree with branching factor b and depth d , if moves are ordered the right way, the number of nodes examined by MINIMAX- $\alpha\beta$ is (circle one): 0.5

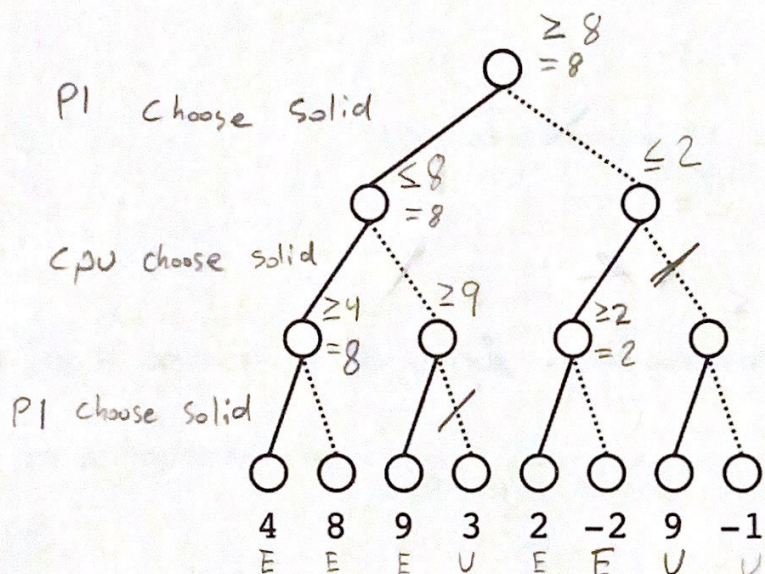
- a. $O(b)$
- b. $O(b^d)$
- ☒ c. $O(b^{d/2})$

3. For all parts of this question, start from the left-most leaf node and show all your work for full credit, including the $=$, \leq , and \geq symbols when propagating node values.

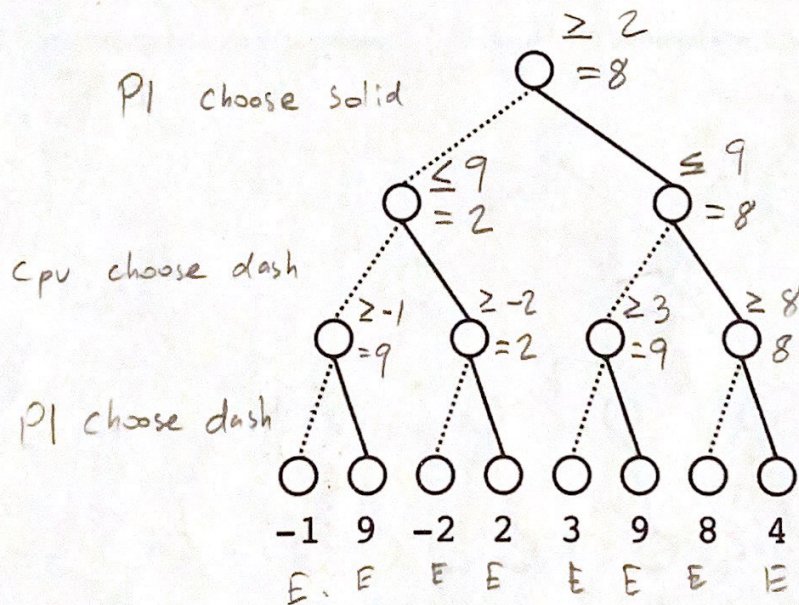
a) Use MINIMAX to indicate whether P1 (maximizer) chooses action DASH or SOLID. 2



- b) Use MINIMAX- $\alpha\beta$ to indicate whether P1 (maximizer) chooses action DASH or SOLID. Cross out the static evaluations that are not used. 3

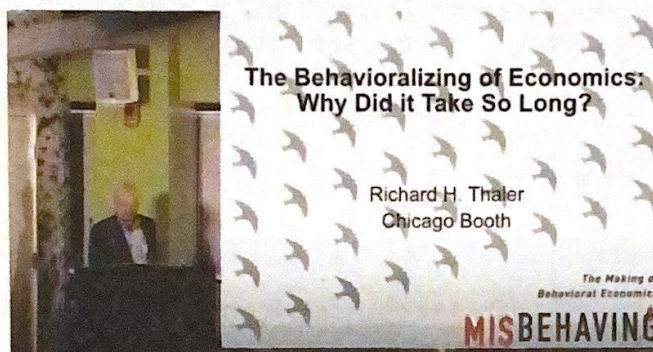


- c) Use MINIMAX- $\alpha\beta$ to indicate whether P1 (maximizer) chooses action DASH or SOLID. Cross out the static evaluations that are not used. 3



All nodes
evaluated?

5. Watch this video on *Behavioral Economics* and answer the following questions:



<https://www.youtube.com/watch?v=D9Uk-YsjQsl>

- a) Richard Thaler refers to optimizing agents as logical, as opposed to humans. 0.5
Econs?
- b) Caring about your raw score on an exam (as opposed to the percentage) is an example of a Supposedly Irrelevant factor, which classical economics tends to ignore. 1
- c) Humans *optimize*, but only when stakes are high (buying a house vs milk). [T or **F**] 0.5

6. This question requires you to investigate pruning techniques beyond MINIMAX- $\alpha\beta$. You may use the book or other resources, but don't forget to cite your sources.

- a) ProbCut is a pruning method. Briefly describe it in your own words. 2

ProbCut enhances minimax- $\alpha\beta$ by calculating probabilities of sub-trees having the chance of a max-win selection. This allows for a faster calculation, at the expense of a 100% correct choice. Allows substituting correctness for speed.

- b) What is the main difference between MINIMAX- $\alpha\beta$ and ProbCut? 2

Minimax- $\alpha\beta$ always makes the correct choice in $O(b^{d/2})$. ProbCut can run faster, but has a probability of correctness proportional to run time.

- c) ProbCut is a type of *forward pruning*. Describe another *forward pruning* approach. 1

Null move pruning: no selection is made for alpha, if subtree is still large enough for a beta cutoff then cutoff performed END without needing to check subtree further.

4. The top node at a certain stage of a tic-tac-toe game is shown below. What move will an AI agent running MINIMAX make next? Start from the left-most leaf node and show all your work for full credit, including the $=$, \leq , and \geq symbols when propagating node values. 4

AI: X
Human: O

• Hint: AI is P1 (maximizer).

$1 = \text{win move}$
 $0 = \text{lose move}$

$$\geq 1$$

O		X
X		X
	O	O

$$\leq 1$$

O		X
X	X	X
	O	O

$$1 \leq 0 = 0$$

O	X	X
X		X
X	O	O

$$\leq 0, = 0$$

O		X
X		X
X	O	O

$$= 0$$

O	X	X
X	O	X
X	O	O

$$= 0$$

O	X	X
X		X
O	O	O

$$1 = 0$$

O		X
X	O	X
X	O	O

$$= 1$$

O	O	X
X		X
X	O	O

$$1 = 0$$

O	X	X
X	O	X
X	O	O

$$1 = 0$$

O	X	X
X	O	X
X	O	O

$$1 = 1$$

O	O	X
X	X	X
X	O	O

