CS 188 Spring 2019 — Introduction to Artificial Intelligence — Written HW 1

Due: Monday 2/4/2019 at 11:59pm (submit via Gradescope).

Leave self assessment boxes blank for this due date.

Self assessment due: Monday 2/11/2018 at 11:59pm (submit via Gradescope)

For the self assessment, **fill in the self assessment boxes in your original submission** (you can download a PDF copy of your submission from Gradescope). For each subpart where your original answer was correct, write "correct." Otherwise, write and explain the correct answer.

Policy: Can be solved in groups (acknowledge collaborators) but must be written up individually

Submission: Your submission should be a PDF that matches this template. Each page of the PDF should align with the corresponding page of the template (page 1 has name/collaborators, question 1 begins on page 2, etc.). **Do not reorder, split, combine, or add extra pages.** The intention is that you print out the template, write on the page in pen/pencil, and then scan or take pictures of the pages to make your submission. You may also fill out this template digitally (e.g. using a tablet.)

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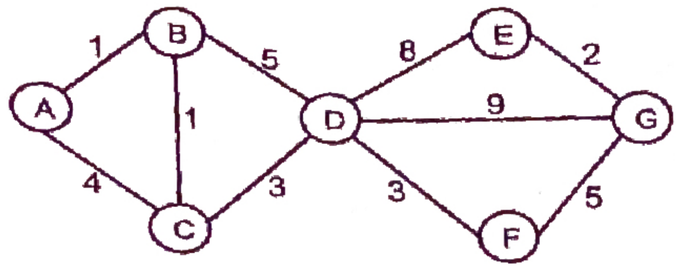
SID	3031967186
Collaborators	No one

f = 1+4+x (B') (D) f = 14 12 < h(B) < 13 1+x < 14 x < 13

Q1. Search



Node	h_1	h_2
A	9.5	10
B	9	12
C	8	10
D	7	8
E	1.5	1
F	4	4.5
G	0	0

Consider the state space graph shown above. A is the start state and G is the goal state. The costs for each edge are shown on the graph. Each edge can be traversed in both directions. Note that the heuristic h_1 is consistent but the heuristic h_2 is not consistent.

(a) Possible paths returned

For each of the following graph search strategies (*do not answer for tree search*), mark which, if any, of the listed paths it could return. Note that for some search strategies the specific path returned might depend on tie-breaking behavior. In any such cases, make sure to mark *all* paths that could be returned under some tie-breaking scheme.

Search Algorithm	A-B-D-G	A-C-D-G	A-B-C-D-F-G
Depth first search	X	X	X
Breadth first search	X	X	X
Uniform cost search			X
A* search with heuristic h_1	X		X
A* search with heuristic h_2			X

DFS can return any path

BFS: returns shallowest

ABCDFG is optimal, so UCS & A* will return it

(b) Heuristic function properties

Suppose you are completing the new heuristic function h_3 shown below. All the values are fixed except $h_3(B)$.

Node	A	B	C	D	E	F	G
h_3	10	?	9	7	1.5	4.5	0

For each of the following conditions, write the set of values that are possible for $h_3(B)$. For example, to denote all non-negative numbers, write $[0, \infty]$, to denote the empty set, write $\varnothing$, and so on.

(i) **What values of $h_3(B)$ make h_3 admissible?**

don't include A

Don't include A

real cost = A → B → D → G = 15

$h(n) \leq 15$

B → D → G = 13

A → C

$h(n) \in [0, 15)$ $0 \leq h(n) \leq 12$

(ii) **What values of $h_3(B)$ make h_3 consistent?**

$h(A) \leq c(A,B) + h(B)$

$h(C) \leq c(C,B) + h(B)$

$h(D) \leq c(D,B) + h(B)$

$c(n, n') + h(n') \leq h(n)$ ← all nodes (A, D, C)

$1 + h(n') \leq 10 \rightarrow h(n') \leq 9 \Rightarrow h(n) \in [0, 9]$

$9 \leq h_3(B) \leq 10$

7+7

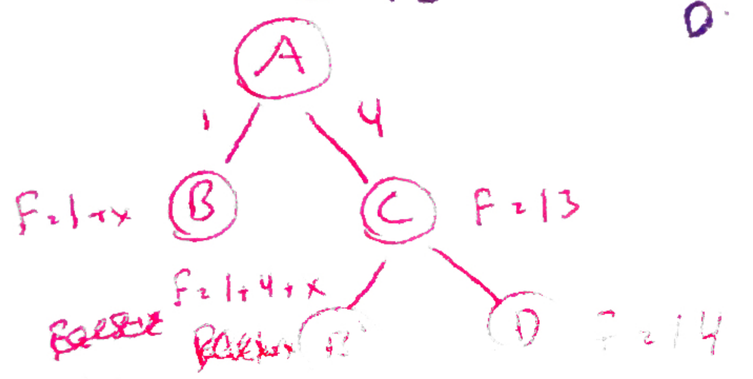
(iii) **What values of $h_3(B)$ will cause A* graph search to expand node A, then node C, then node B, then node D in order?**

A: Fringe: B · 1+h(n), C · 13 → Fringe: B · 1+h(n), D · 14

$h(n) = 13$ (assuming ties are broken by alphabetical order)

$12 < h_3(B)_2 < 13$

$12 < h(B) < 13$



1+x > 13

x > 12

1+x < 14

5+x < 14

x < 9

Q2. n-pacmen search

Consider the problem of controlling n pacmen simultaneously. Several pacmen can be in the same square at the same time, and at each time step, each pacman moves by at most one unit vertically or horizontally (in other words, a pacman can stop, and also several pacmen can move simultaneously). The goal of the game is to have all the pacmen be at the same square in the minimum number of time steps. In this question, use the following notation: let M denote the number of squares in the maze that are not walls (i.e. the number of squares where pacmen can go); n the number of pacmen; and $p_i = (x_i, y_i) : i = 1 \ldots n$, the position of pacman i. Assume that the maze is connected.

(a) What is the state space of this problem?

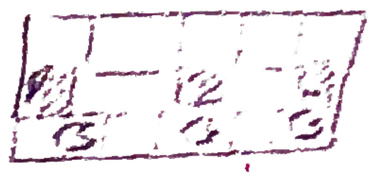
The position of each pacman p_i:

n-Tuples ✓

M = # squares in maze not walls

n = # pacmen

$p_i = (x_i, y_i)$



(b) What is the size of the state space (not a bound, the exact size)?

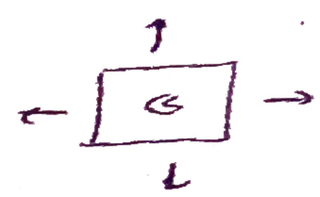
M^n ✓ correct

(c) Give the tightest upper bound on the branching factor of this problem.

each pacman has 5 possible moves at each time.

n pacmen on the board

$\Rightarrow O(5^n)$ ✓ correct



(d) Bound the number of nodes expanded by uniform cost *tree* search on this problem, as a function of n and M. Justify your answer.

b^p, b = branching factor, p = max depth

$5^{\frac{nM}{2}}$

$O(M^n)$ since UC tree search could theoretically expand all possibilities

$\frac{nM}{2}$ b/c n pacman all may be far away $\Rightarrow$ O(size of state space) $\Rightarrow O(M^n)$

(e) Which of the following heuristics are admissible? Which one(s), if any, are consistent? Circle the corresponding Roman numerals and briefly justify all your answers.

1. The number of (ordered) pairs (i, j) of pacmen with different coordinates:

$h_1(p_1, \ldots, p_n) = \sum_{i=1}^{n} \sum_{j=i+1}^{n} \mathbf{1}[p_i \neq p_j]$ where $\mathbf{1}[p_i \neq p_j] = \begin{cases} 1 & \text{if } p_i \neq p_j \\ 0 & \text{otherwise} \end{cases}$

~~(i)~~ Consistent? ~~(ii)~~ Admissible?

optimal soln in 1 timestep

p_1 : right

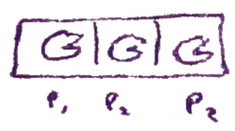
p_2 : stay put

p_3 : left

✓ correct

heuristic would give but timestep = 1

$h(n) >$ actual $\Rightarrow$ inadmissible $\Rightarrow$ inconsistent

consider 

2. $h_2((x_1, y_1), \ldots, (x_n, y_n)) = \frac{1}{2} \max \{\max_{i,j} |x_i - x_j|, \max_{i,j} |y_i - y_j|\}$

(i) Consistent? (ii) Admissible?

✓ consistent/admissible

the furthest pacmen will have to move towards each other, in an optimal and the optimal way to do this would be to have the 2 furthest move towards other and the rest move to meet them in the middle. $h(n)$ denotes the furthest 2 pacmen moving towards each other in at least $\frac{1}{2}[(x_i - x_j) - (y_i -$ steps $\Rightarrow$ consistent / admissible