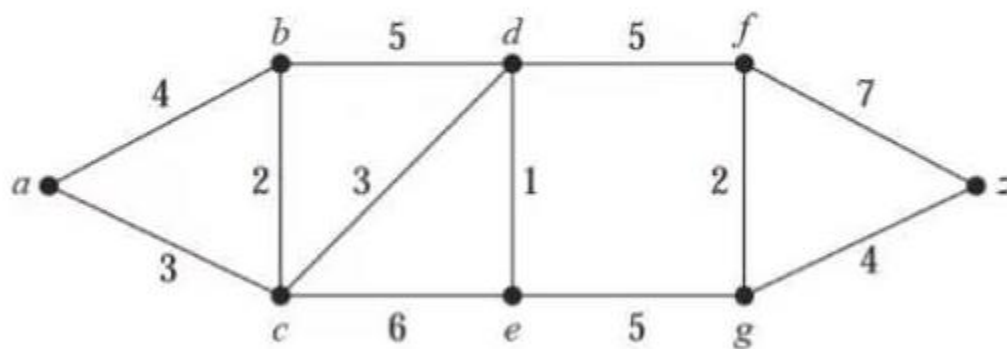


第二次理论作业题解

1 搜索

1. 在下面的带权无向图中找到 a 到 z 的最短路径。请使用带环检测的一致代价搜索算法求解，并画出搜索树。（*注意：请在搜索树的节点旁边标明扩展顺序）



■ 附加题：试分析Dijkstra算法和带环检测的一致代价搜索算法之间的关系。

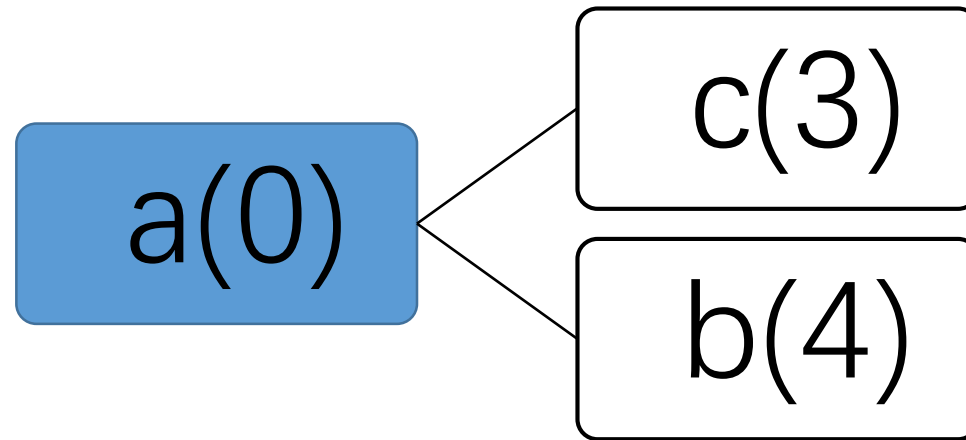
以下为搜索过程。作业画出最后的树即可

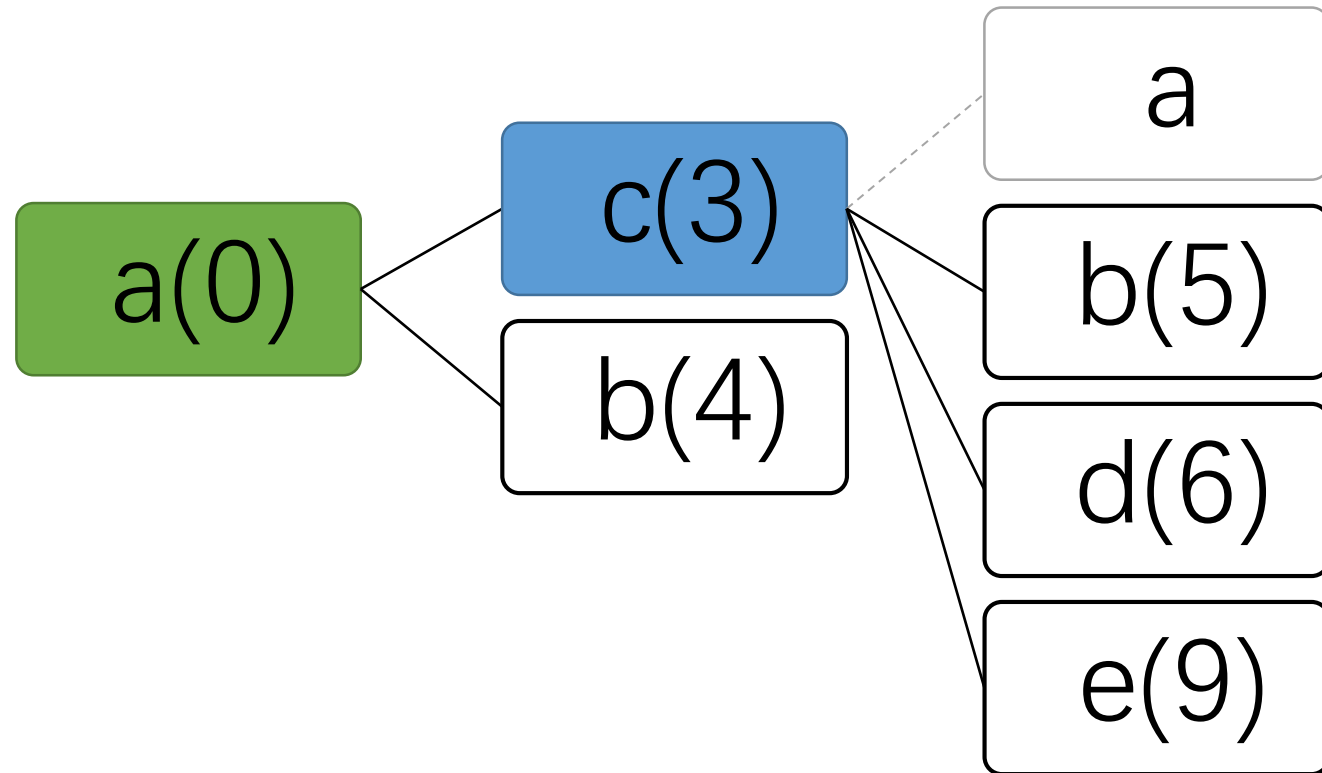
绿：已扩展

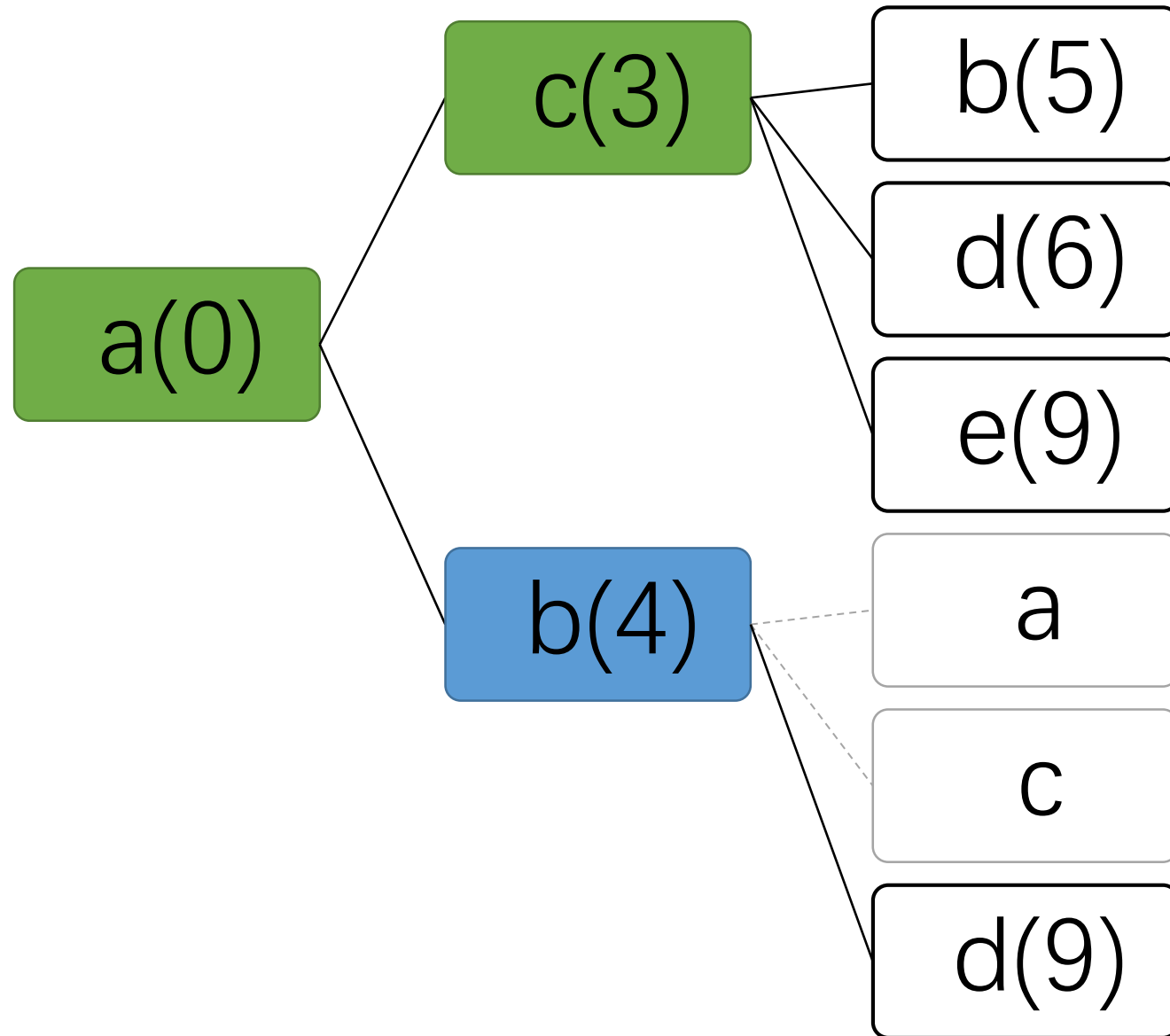
蓝：正扩展

深灰：入队但可不扩展

虚线节点：环节点



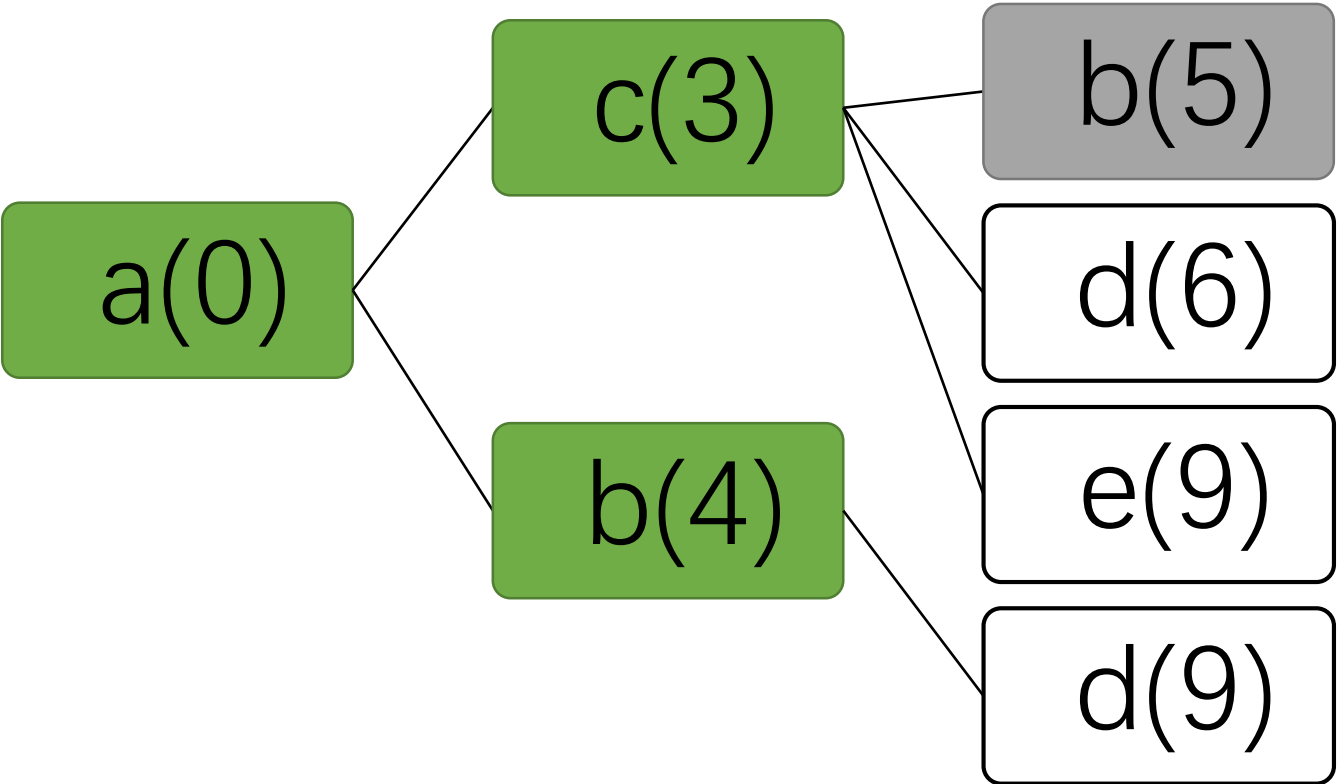


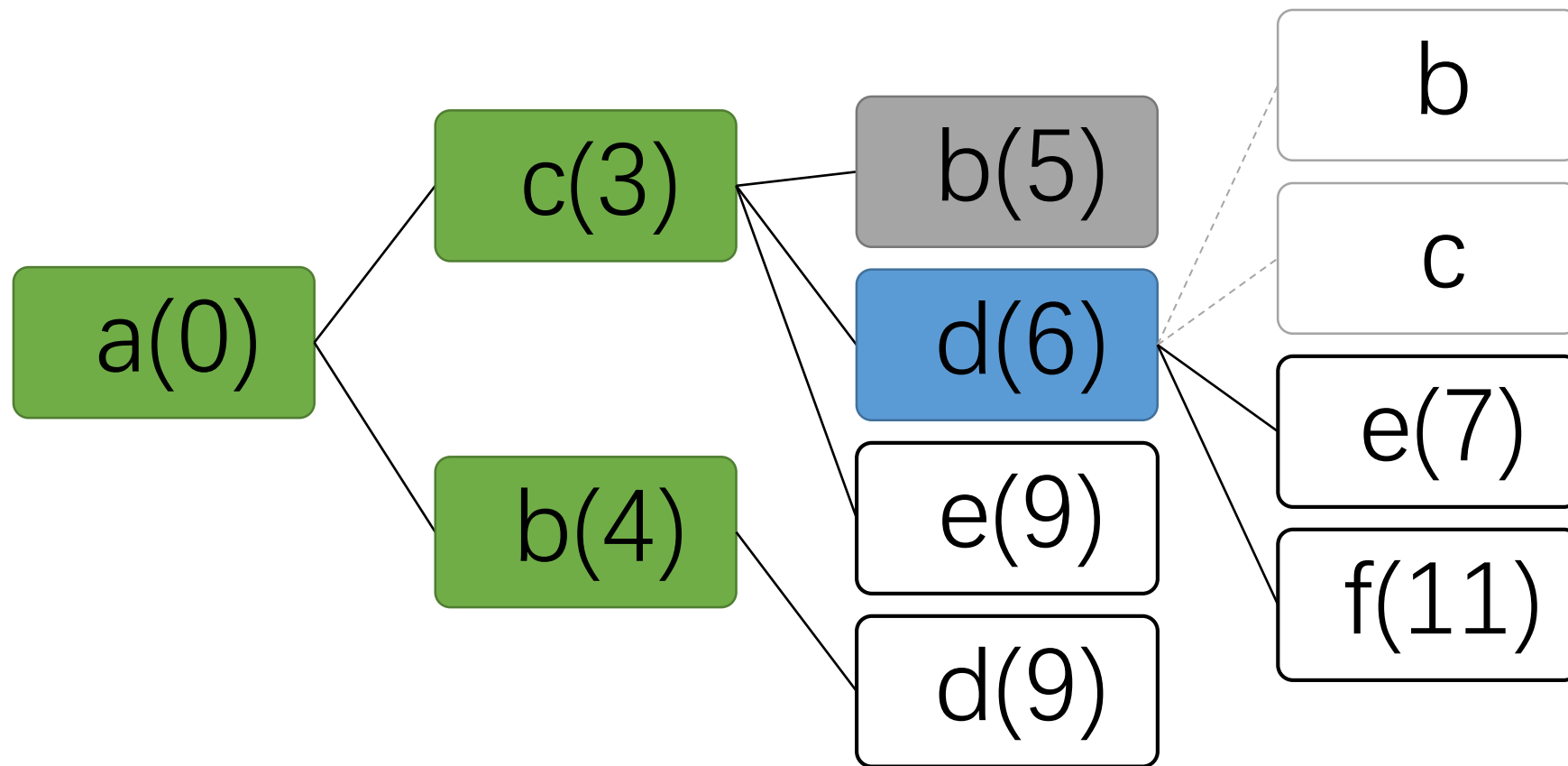


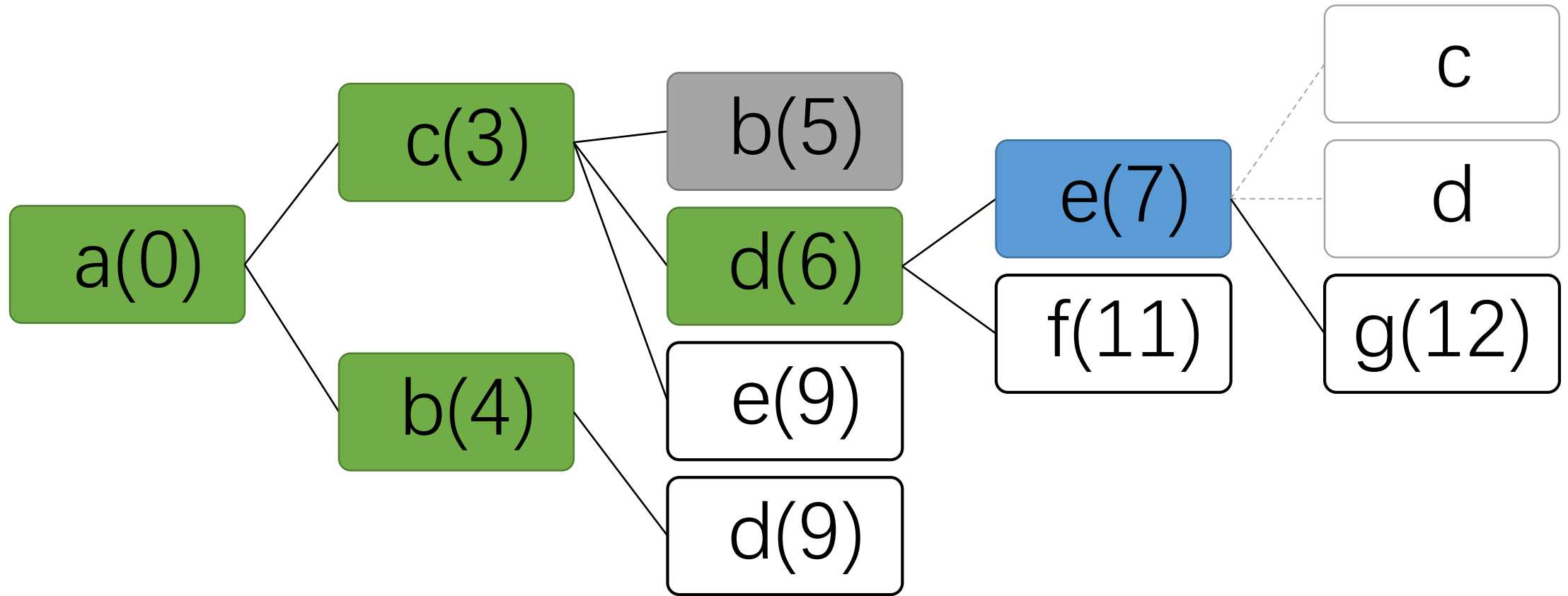
此时无需扩展b(5)。

另一种理解是：把环检测只理解成“后继已被扩展过，则不将该后继入队”，也就是说在扩展节点时不再判断它是否被扩展过（换种说法就是节点只要入队就可以被扩展）。这种理解下也可以扩展b(5)。

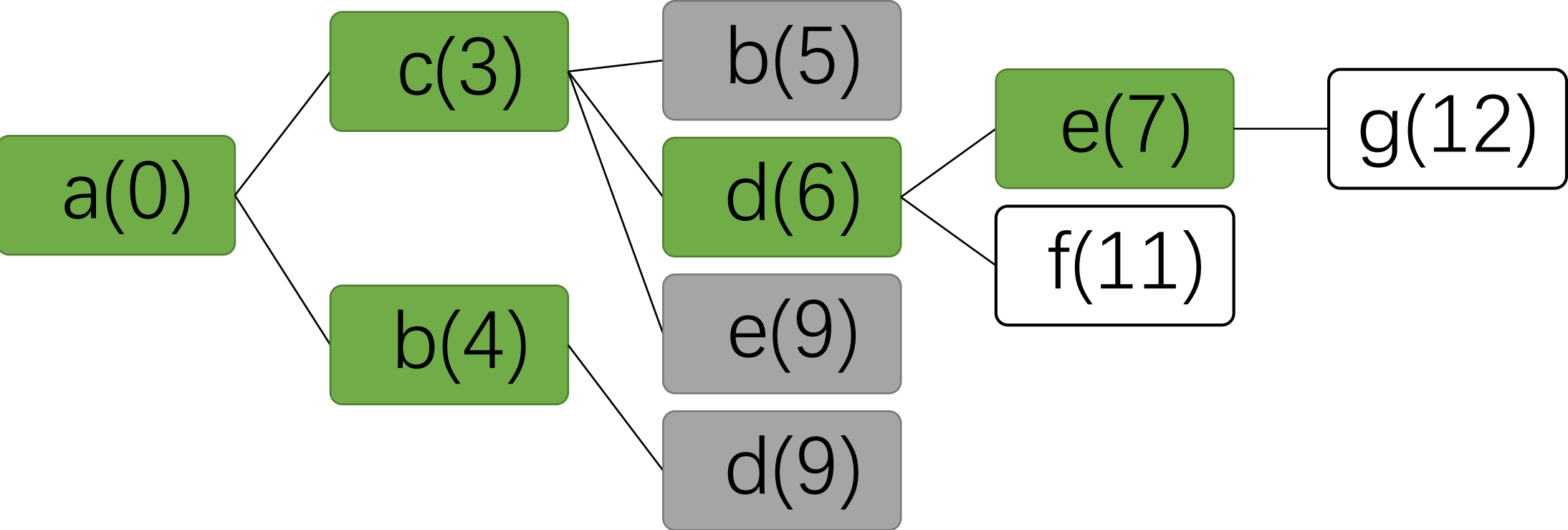
事实上扩展过的节点就不用再扩展了，因为第一次扩展的时候已经找到了到该节点的最小路径。

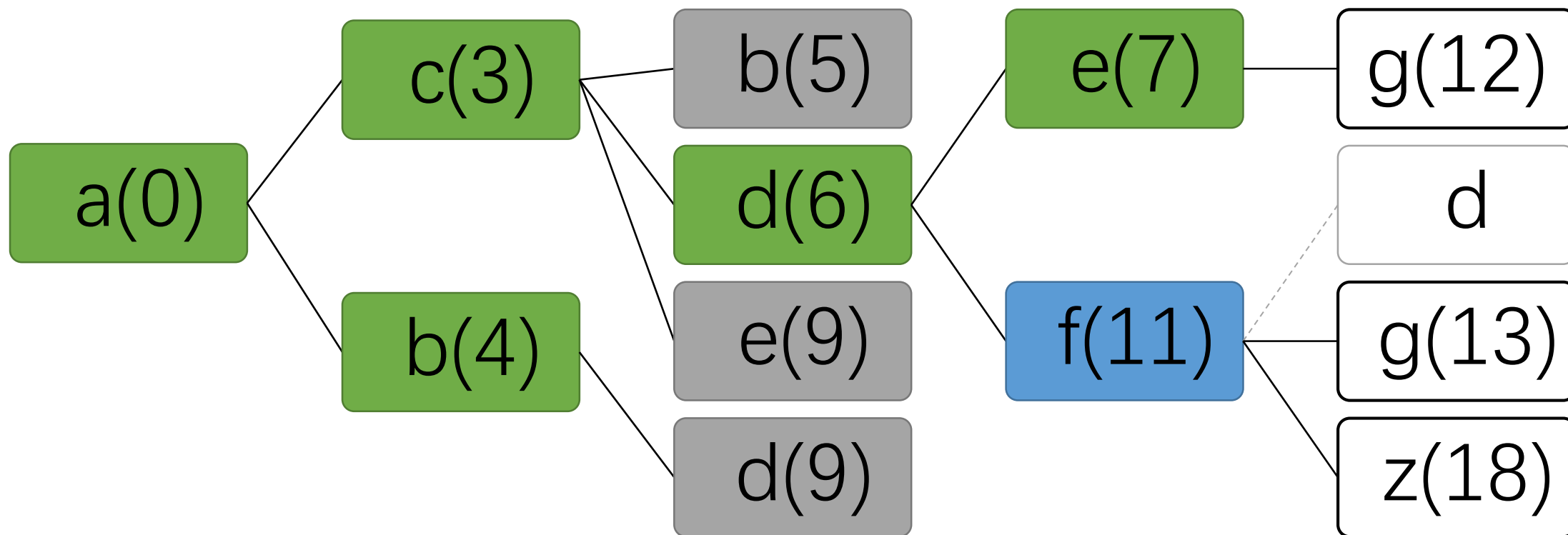


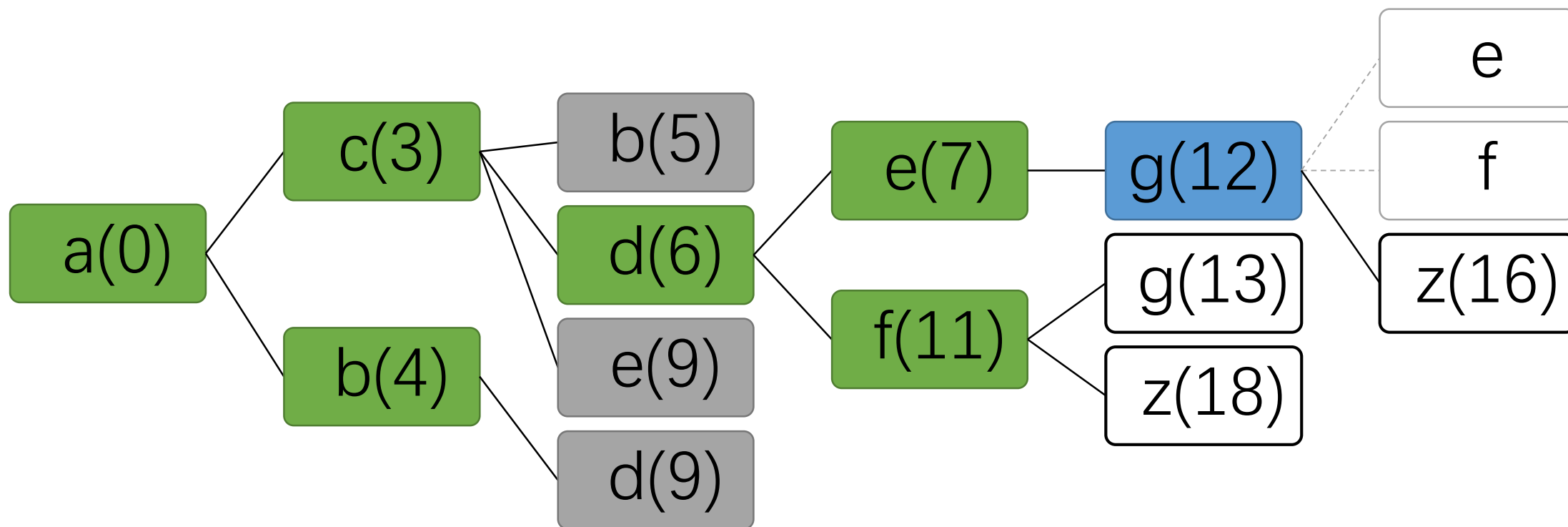


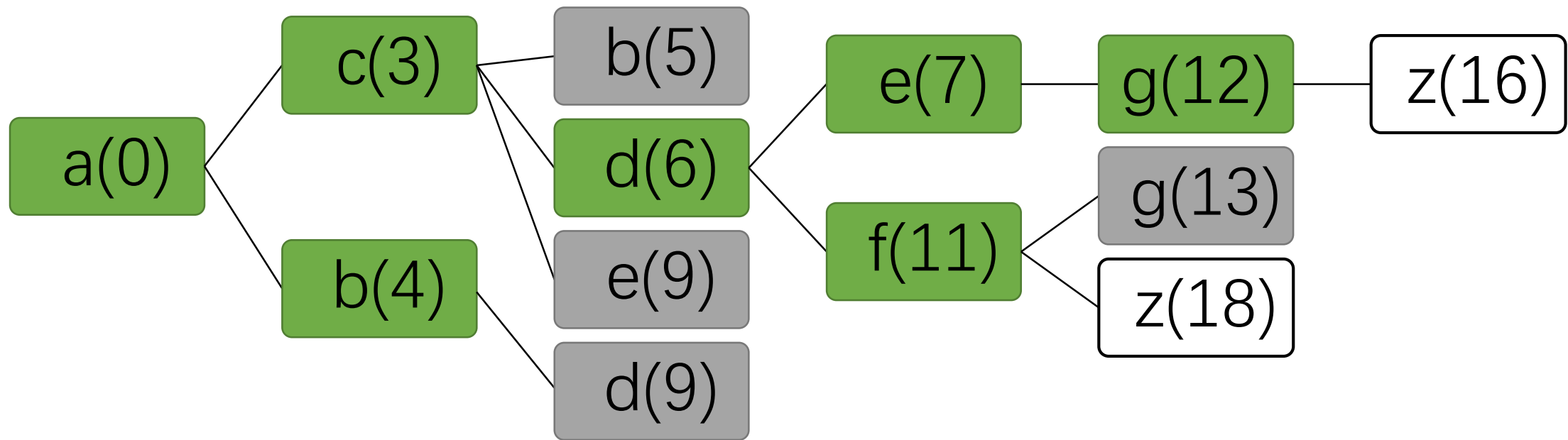


类似b(5)，无需扩展

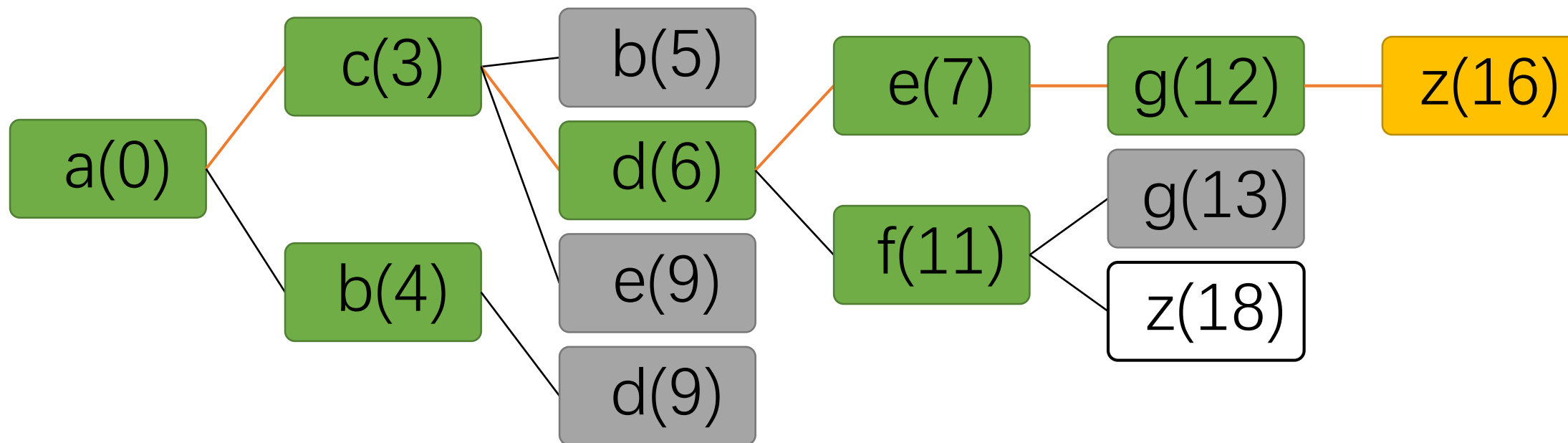




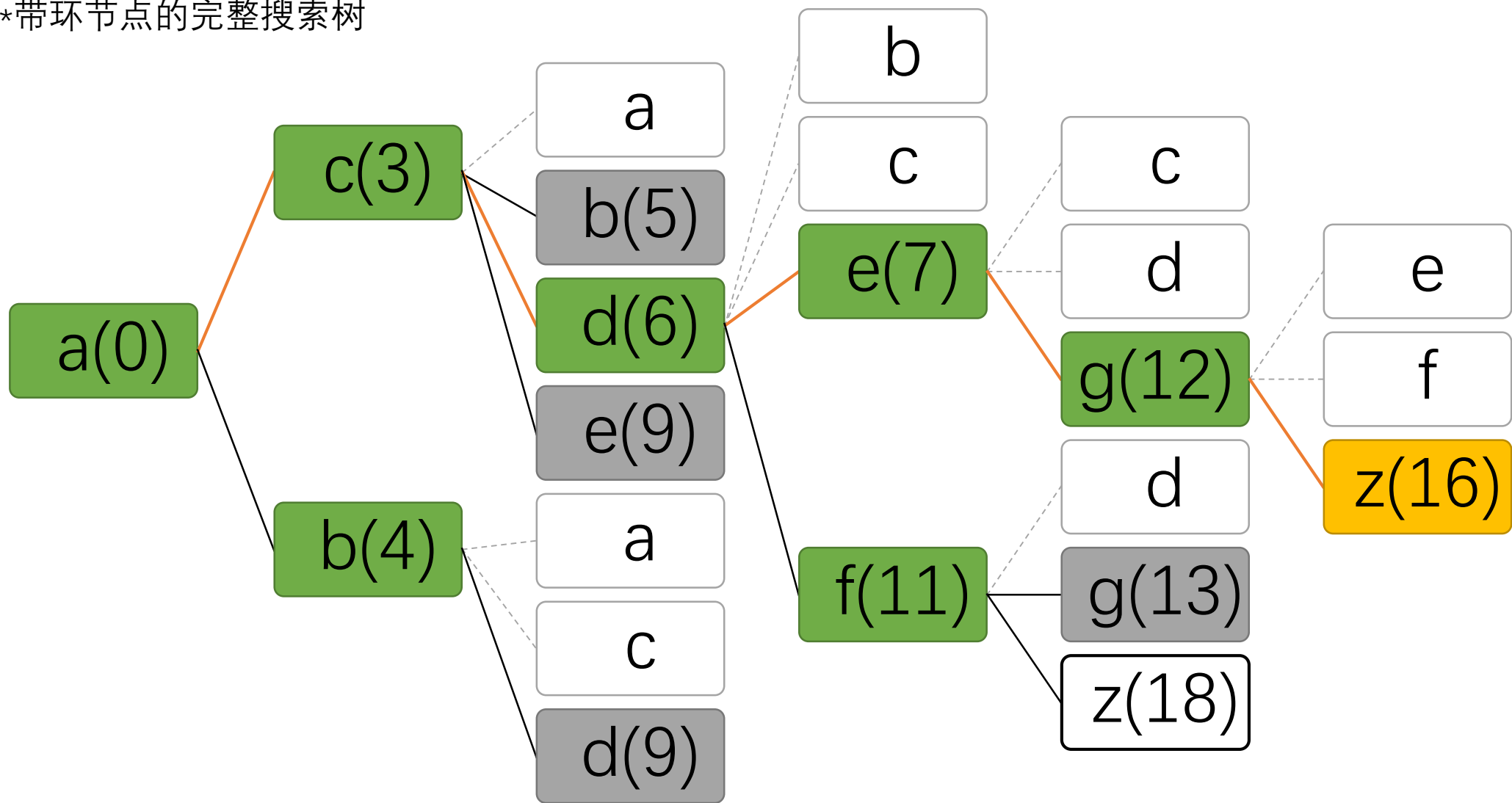




*画出本图即可



*带环节点的完整搜索树



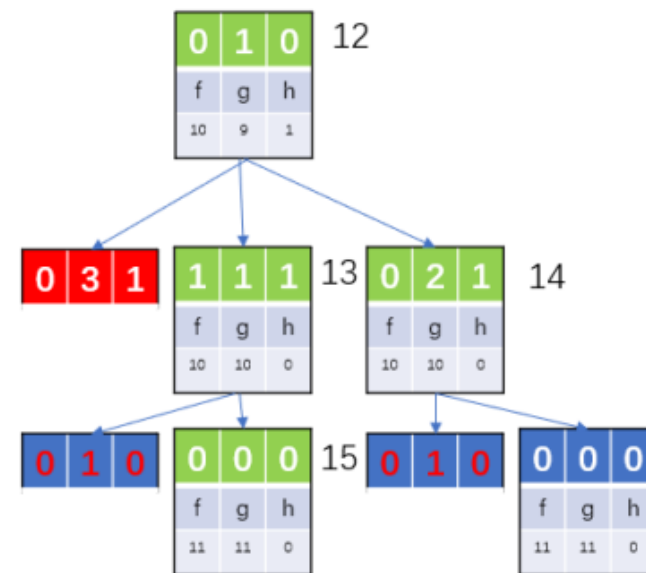
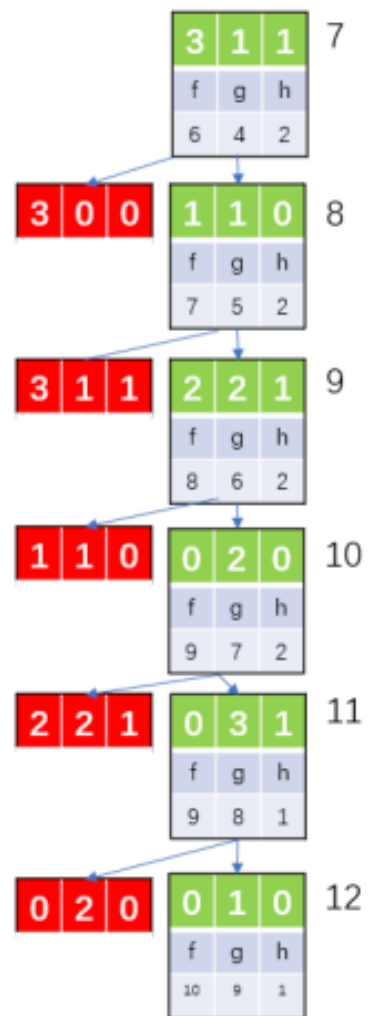
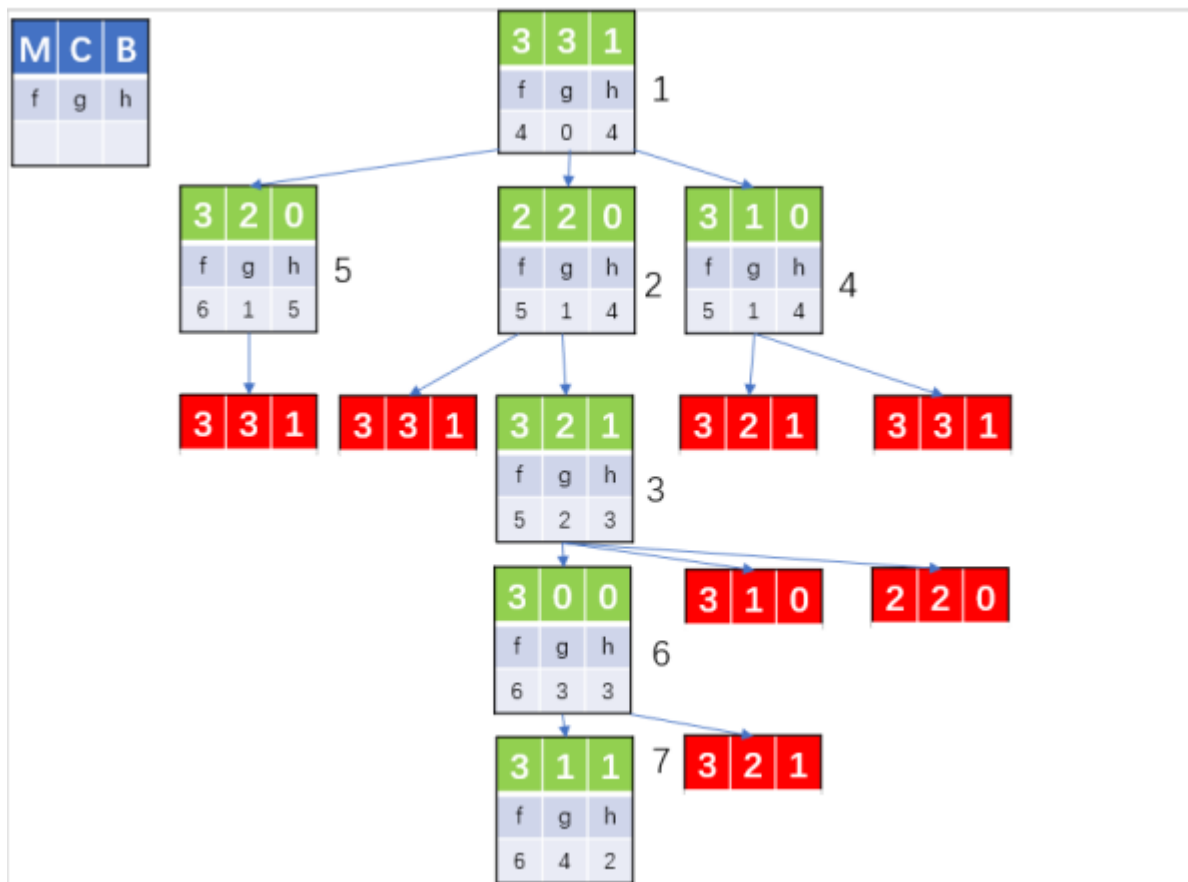
2 过河问题

2. 传教士和食人族过河问题（详见课件）：开始时左岸有 $M = 3$ 个传教士和 $C = 3$ 个食人族。船的容量为 $K = 2$ 。请将 $h(n) = M + C - 2B$ 作为启发式函数，用带环检测的A*搜索来求解。请画出搜索树，并标出每个节点的 h 值和 g 值。（*注意：请在搜索树的节点旁边标明扩展顺序）

提醒：1、传教士和食人族都可以划船，但空船不能来回河两岸；2、请时刻关注状态是否合法。

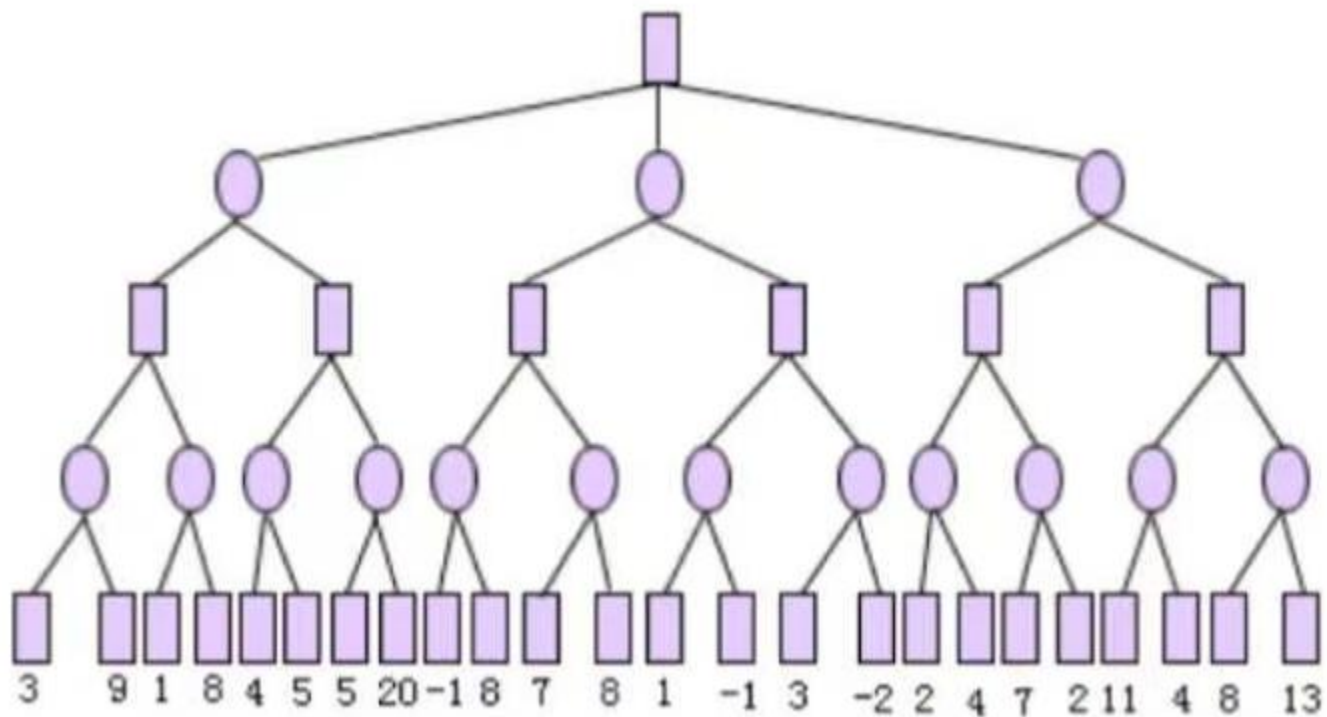
- 明确在 $M \geq C$ 或 $C=0$ 的约束下的可行状态：两岸都要满足“ $M \geq C$ 或 $C=0$ ”。
- 可行状态： $\langle 3,3,B \rangle$, $\langle 3,2,B \rangle$, $\langle 3,1,B \rangle$, $\langle 3,0,B \rangle$, $\langle 2,2,B \rangle$, $\langle 2,0,B \rangle$, $\langle 1,3,B \rangle$, $\langle 1,1,B \rangle$, $\langle 0,3,B \rangle$, $\langle 0,2,B \rangle$, $\langle 0,1,B \rangle$, $\langle 0,0,B \rangle$
- 禁止状态： $\langle 2,3,B \rangle$, $\langle 2,1,B \rangle$, $\langle 1,2,B \rangle$, $\langle 1,0,B \rangle$
- 船： $K=2$ ，任意组合均可。

- 感谢泽辉同学的答案



3 alpha-beta剪枝

3. 对下面的博弈树使用 $\alpha - \beta$ 剪枝算法，并标出节点值的变化过程。

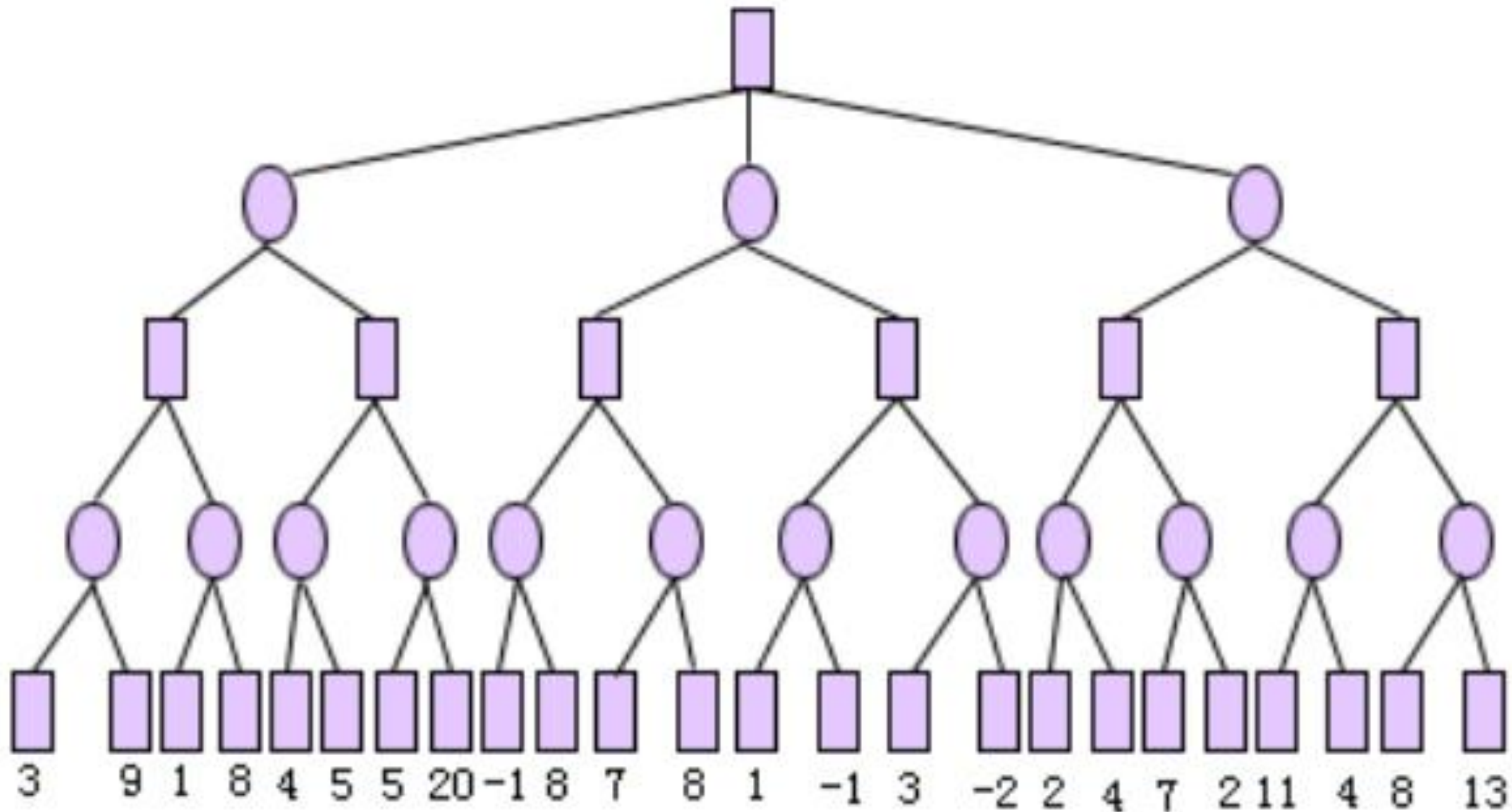


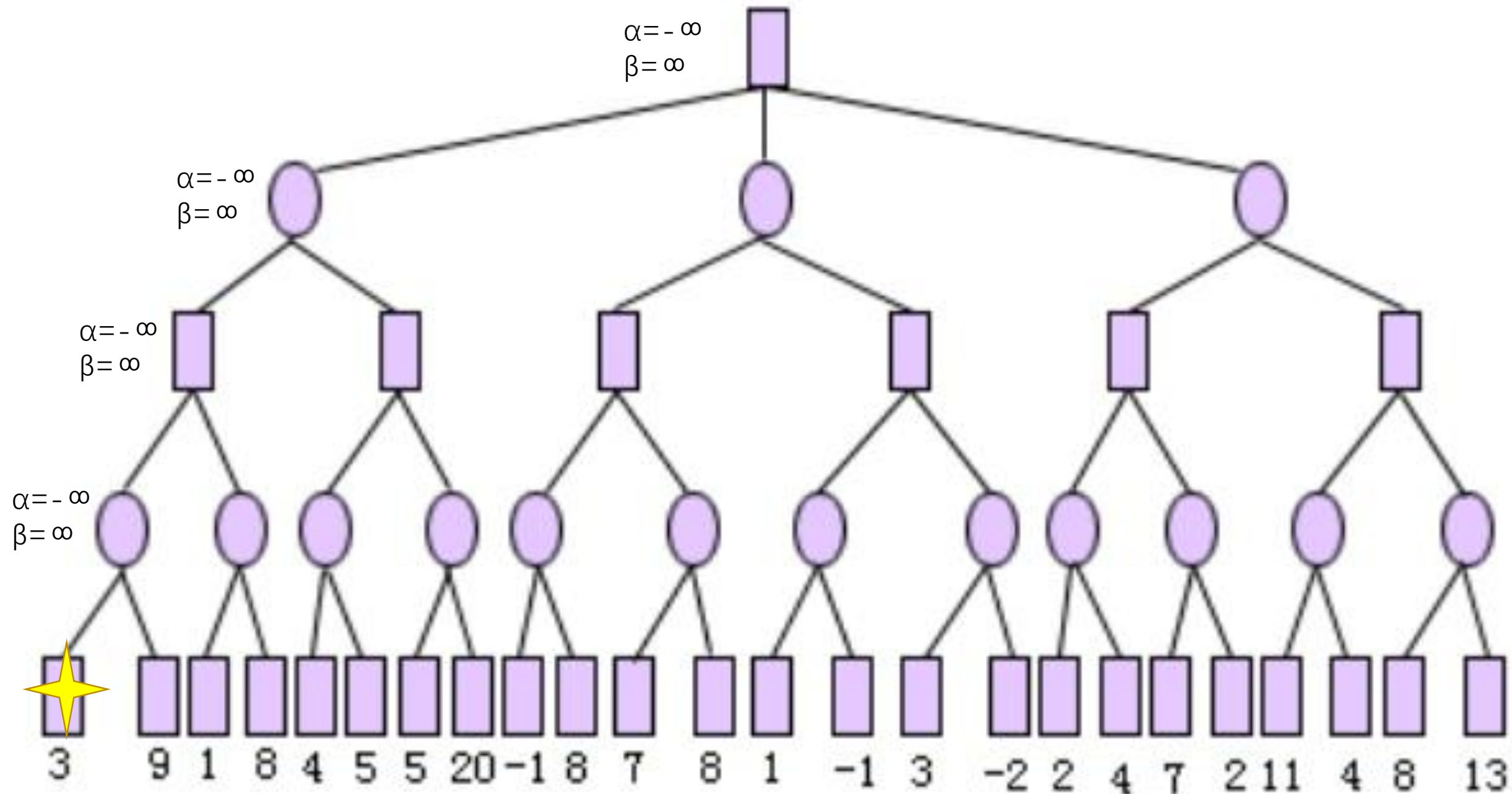
Implementing Alpha-Beta Pruning

```
AlphaBeta(n, Player, alpha, beta) //return Utility of state
If n is TERMINAL
    return V(n) //Return terminal states utility
ChildList = n.Successors(Player)
If Player == MAX
    for c in ChildList
        alpha = max(alpha, AlphaBeta(c, MIN, alpha, beta))
        If beta <= alpha
            break
    return alpha
Else //Player == MIN
    for c in ChildList
        beta = min(beta, AlphaBeta(c, MAX, alpha, beta))
        If beta <= alpha
            break
    return beta
```

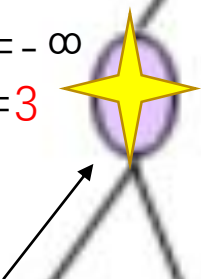
When AlphaBeta(n, Player, alpha, beta) is called, alpha is the maximum alpha value of n's ancestor Max nodes, and beta is the minimum beta value of n's ancestor Min nodes

Initial call: AlphaBeta(START-NODE, Player, -infinity, +infinity)





无需剪枝



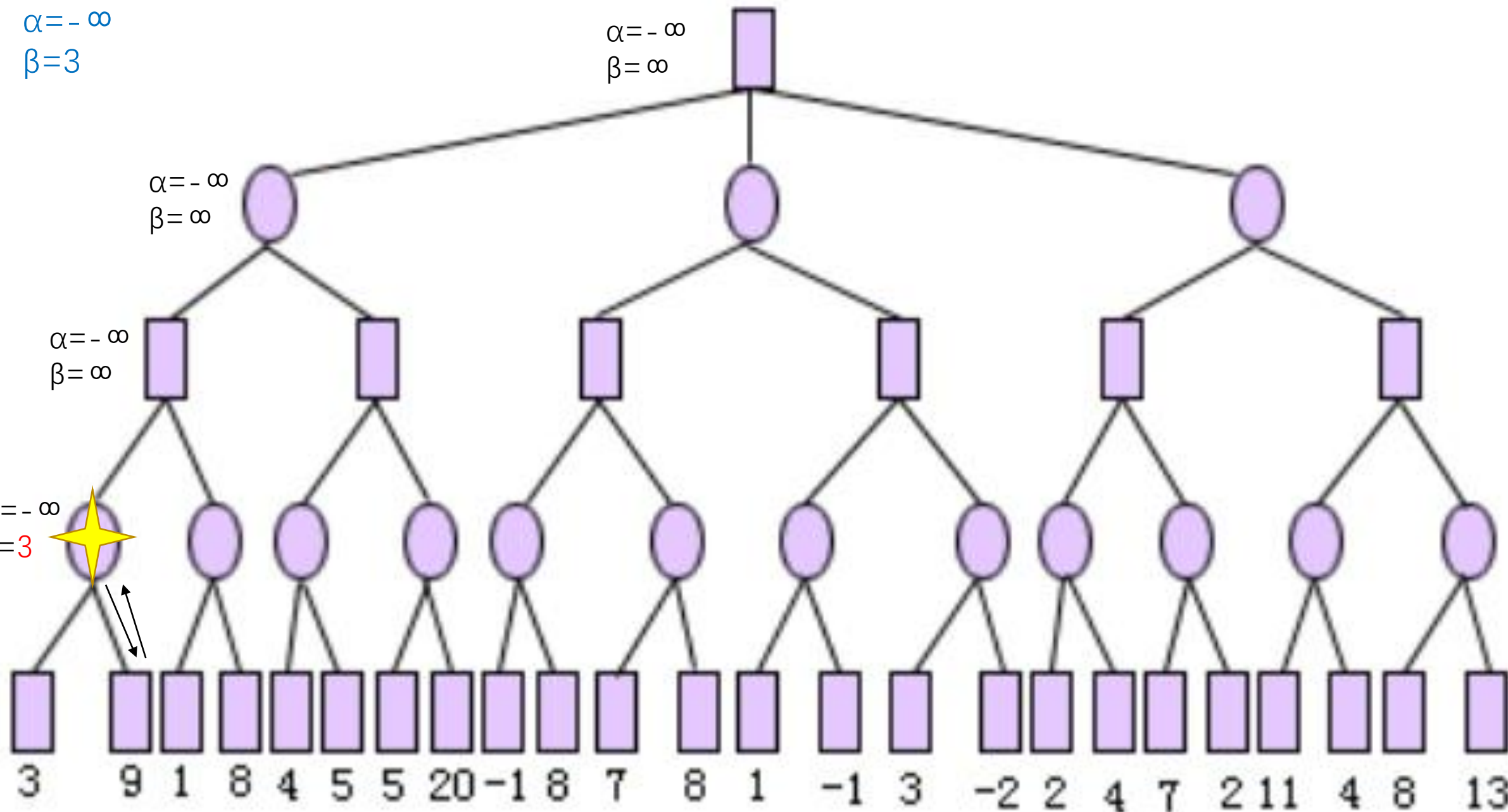
$\alpha = -\infty$
 $\beta = 3$

$\alpha = -\infty$
 $\beta = \infty$

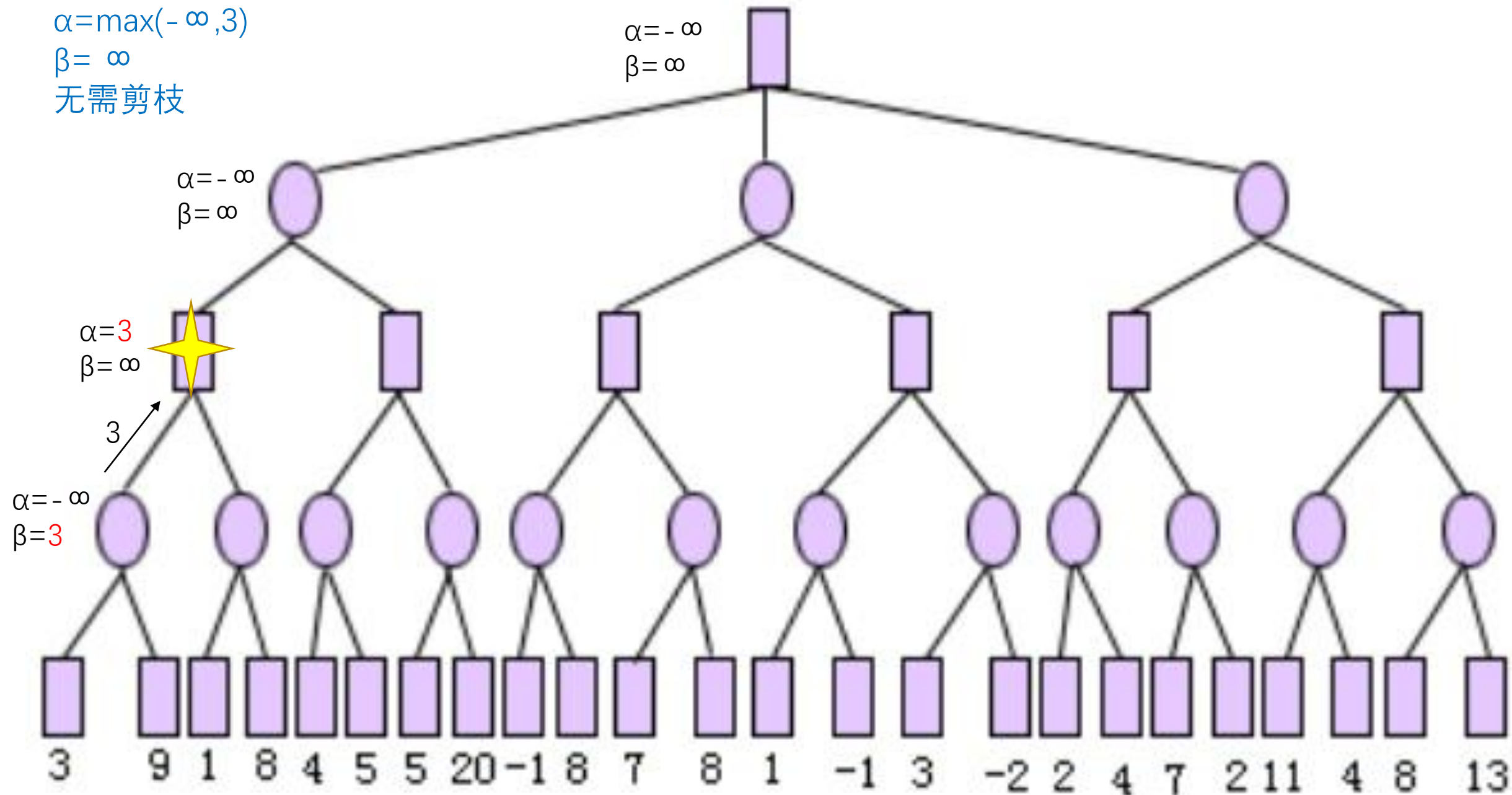
$\alpha = -\infty$
 $\beta = \infty$

$\alpha = -\infty$
 $\beta = \infty$

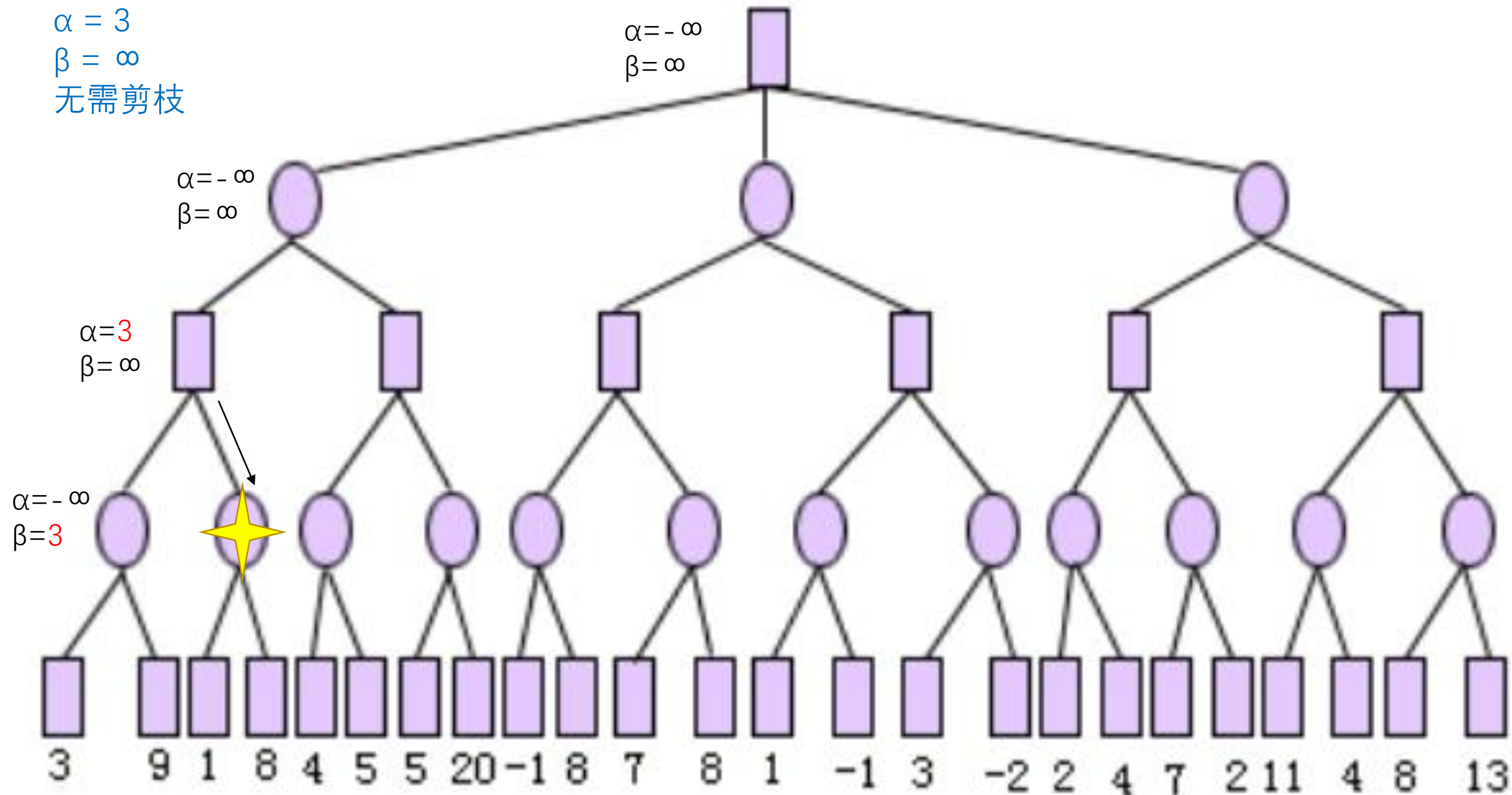
$\alpha = -\infty$
 $\beta = 3$



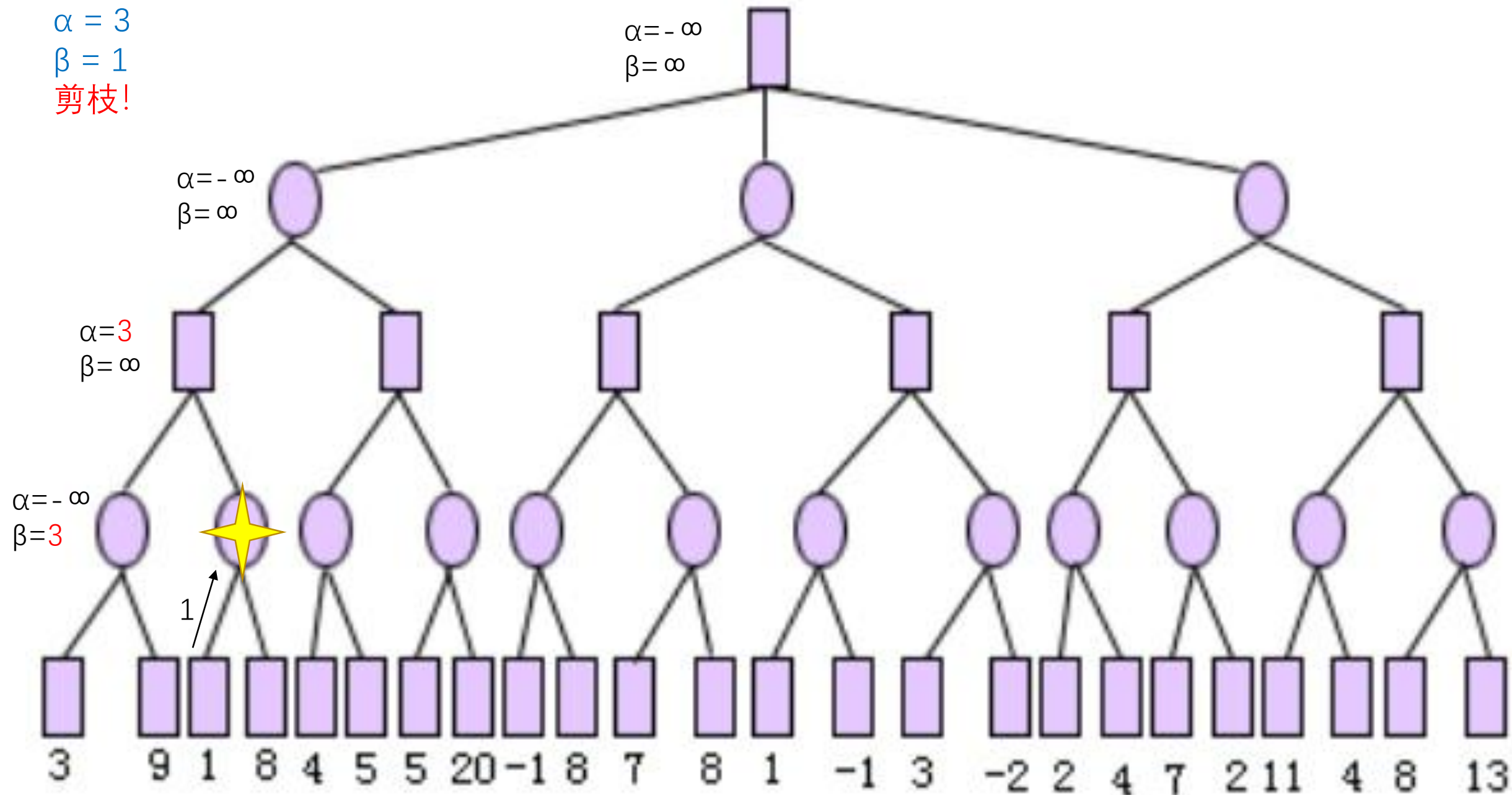
$\alpha = \max(-\infty, 3)$
 $\beta = \infty$
 无需剪枝



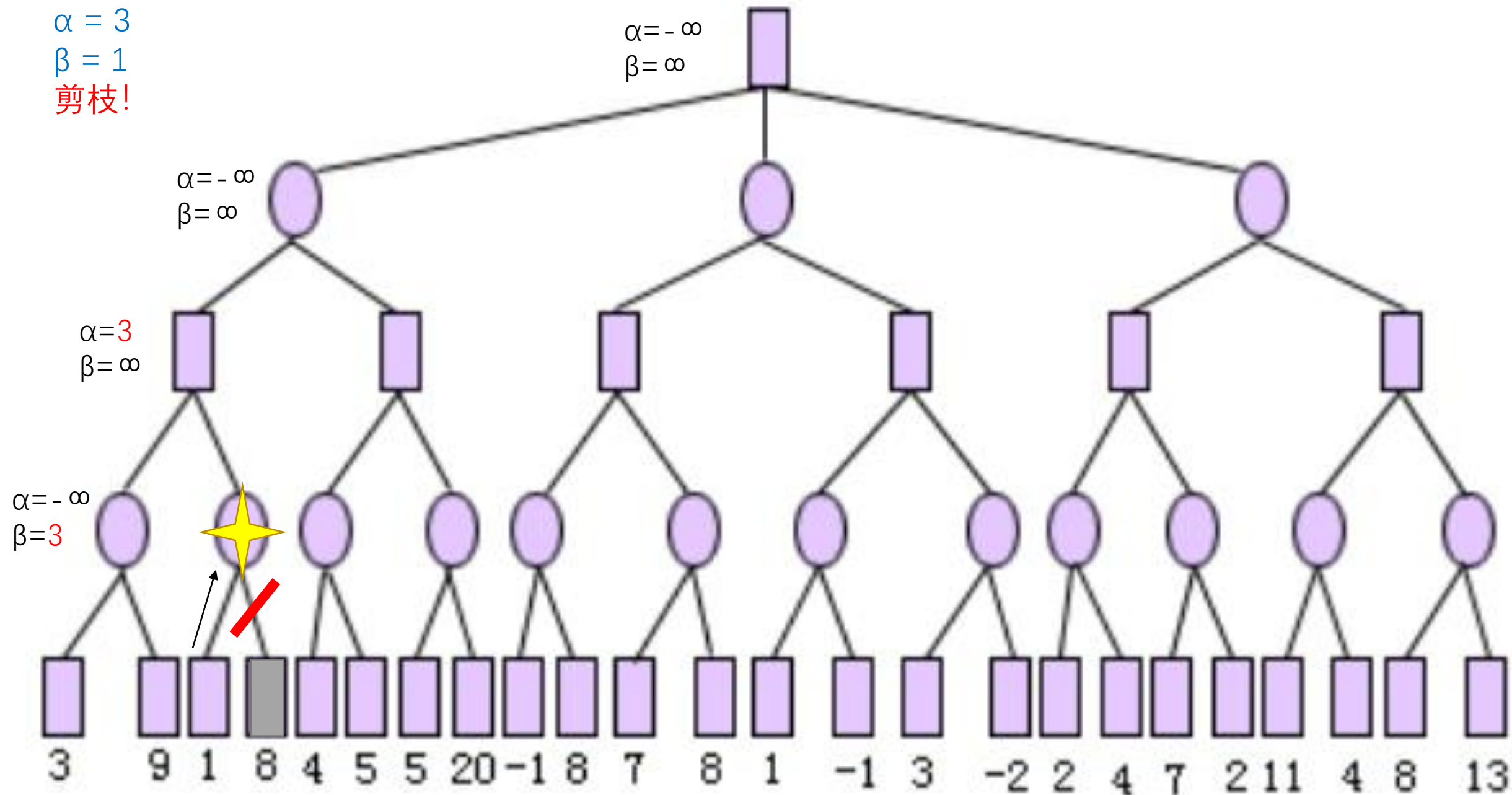
$\alpha = 3$
 $\beta = \infty$
无需剪枝



$\alpha = 3$
 $\beta = 1$
剪枝!

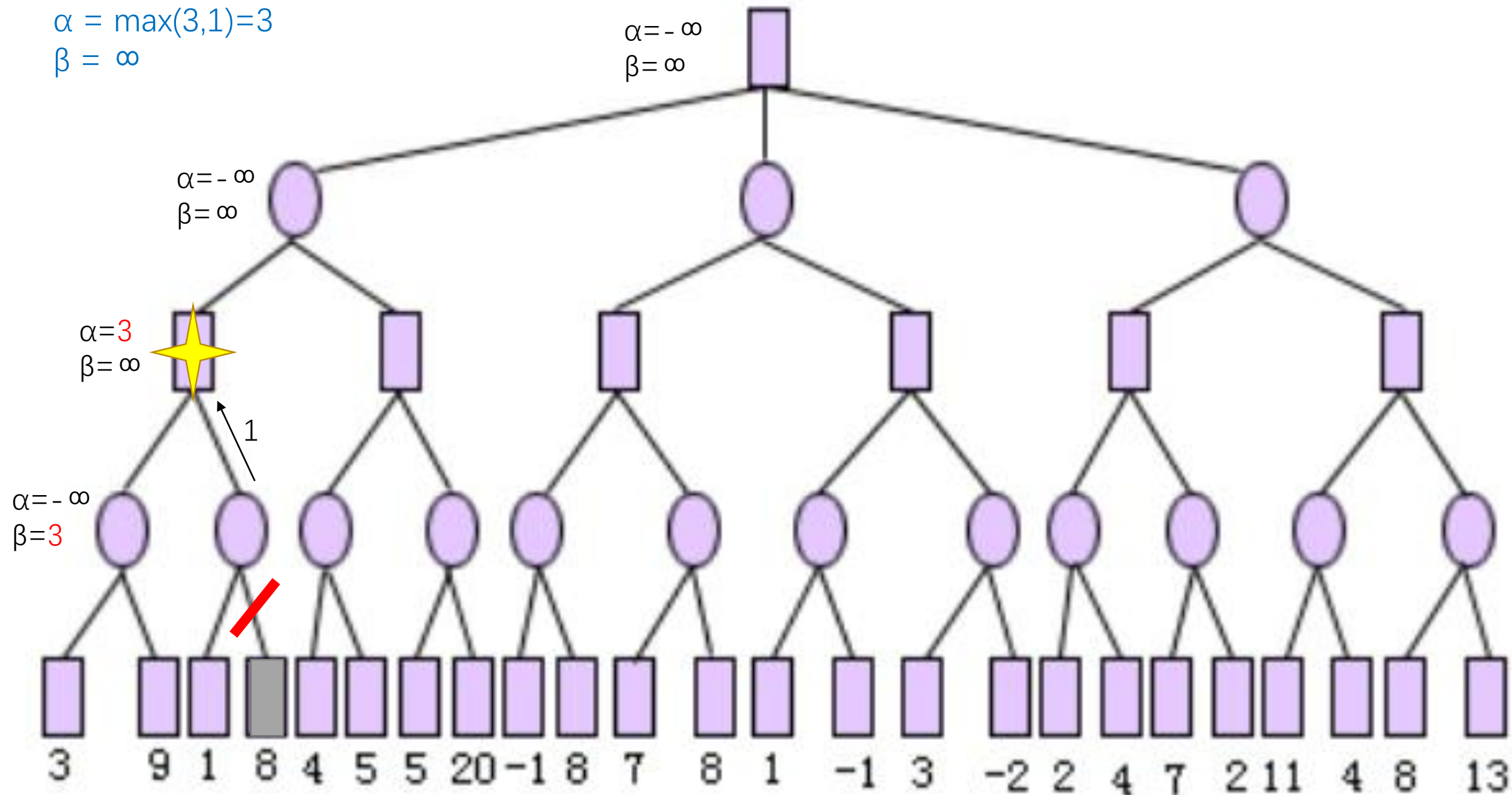


$\alpha = 3$
 $\beta = 1$
剪枝!

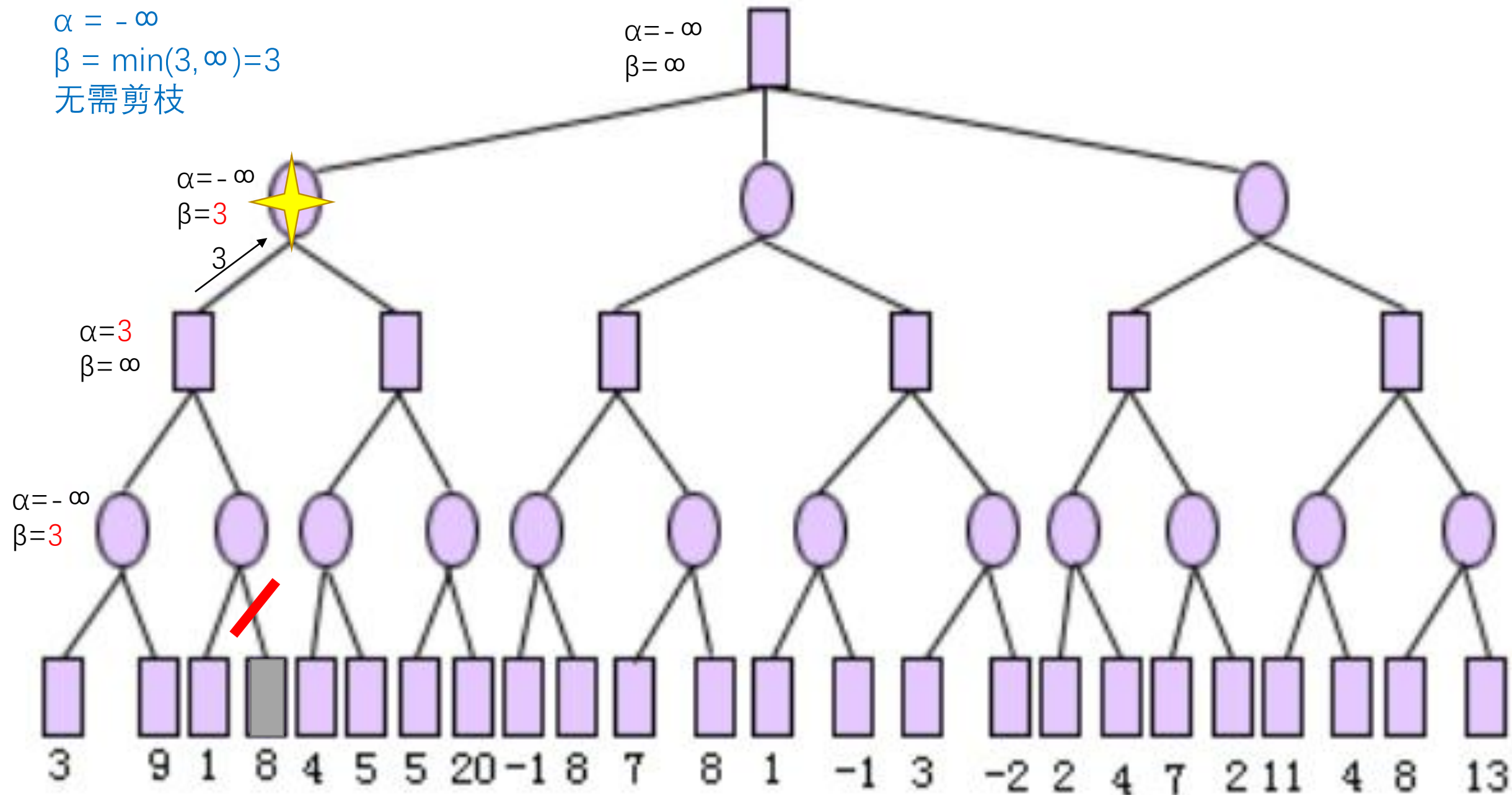


$$\alpha = \max(3, 1) = 3$$

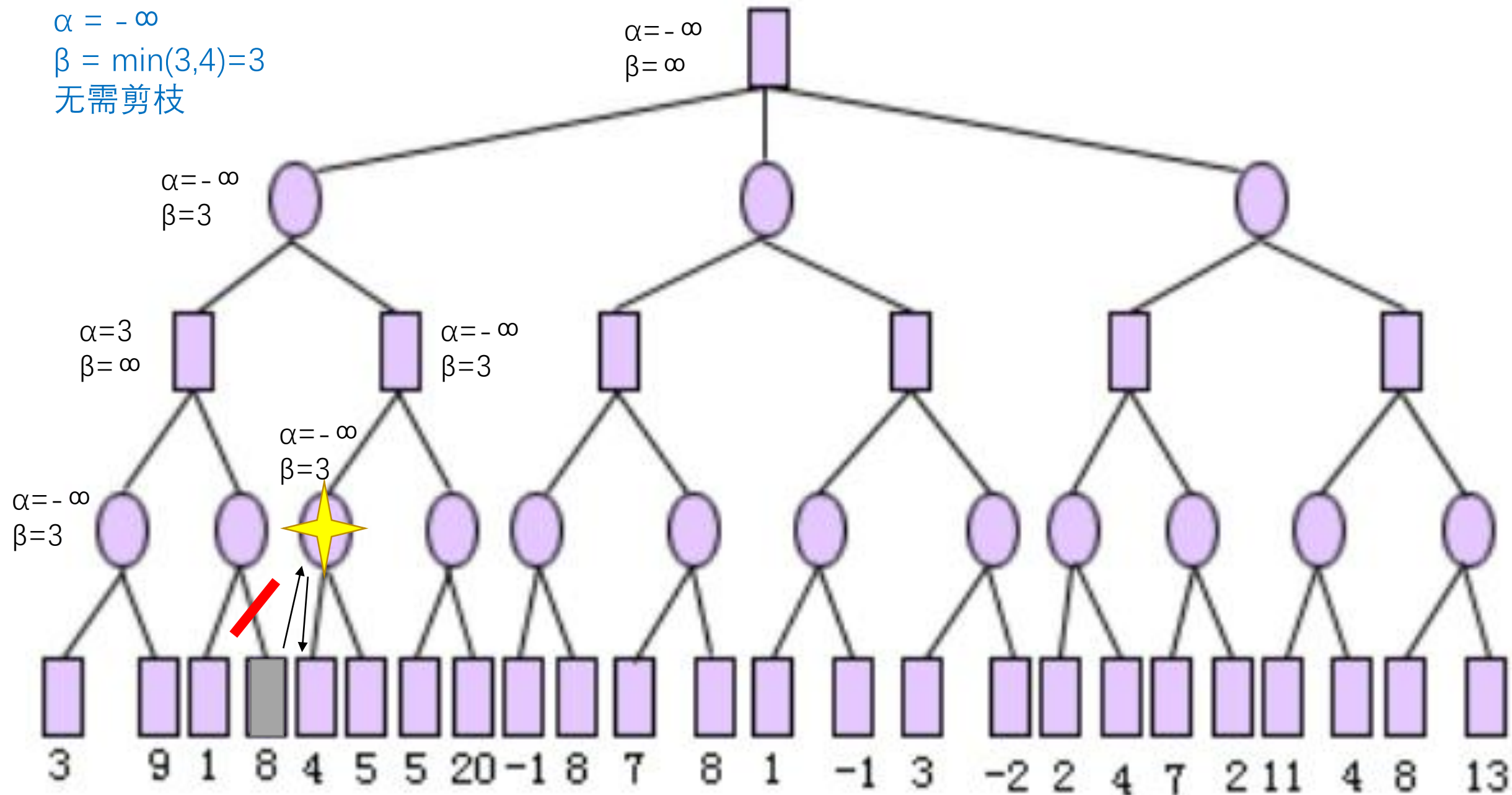
$$\beta = \infty$$



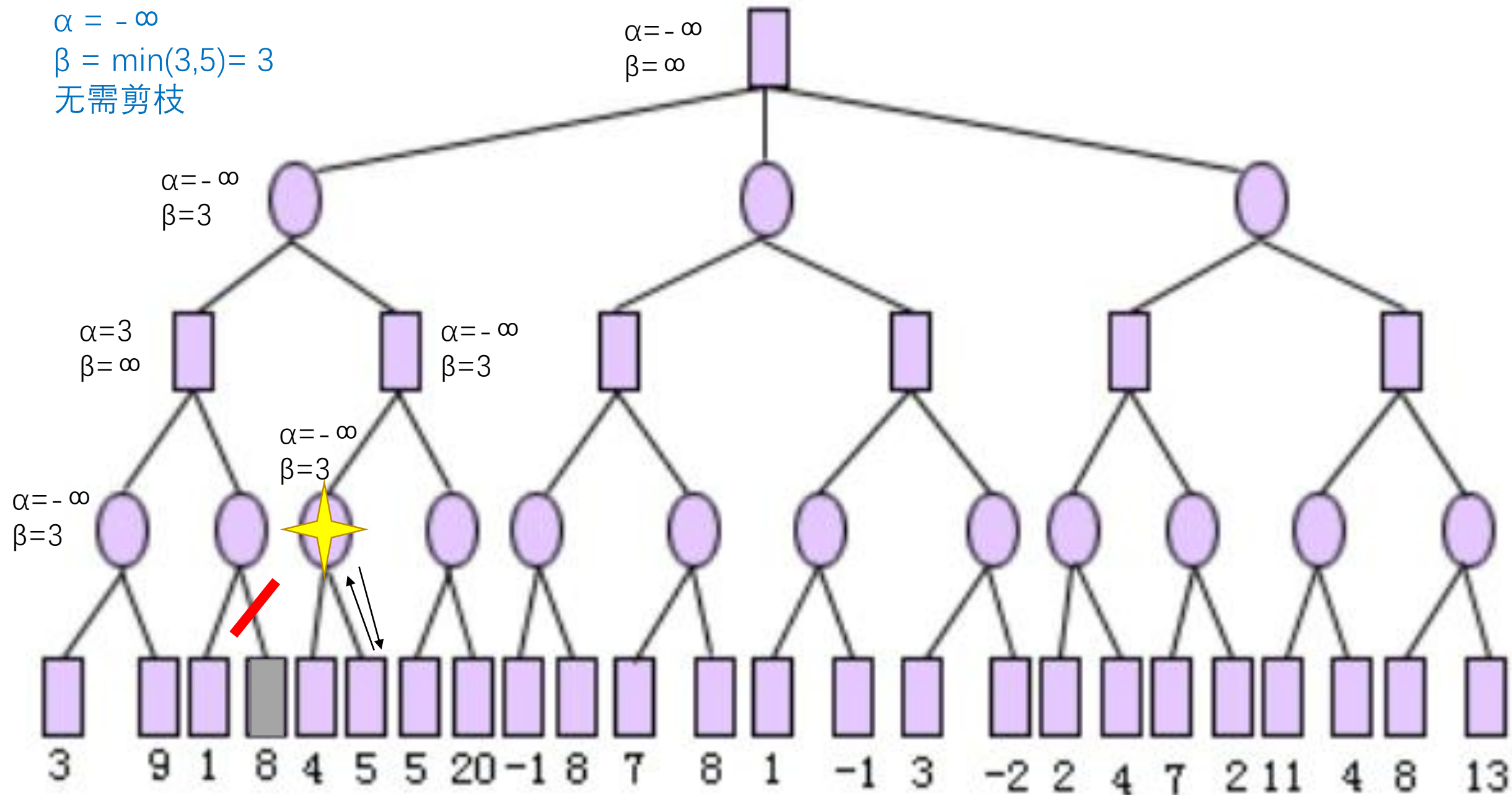
$\alpha = -\infty$
 $\beta = \min(3, \infty) = 3$
 无需剪枝



无需剪枝



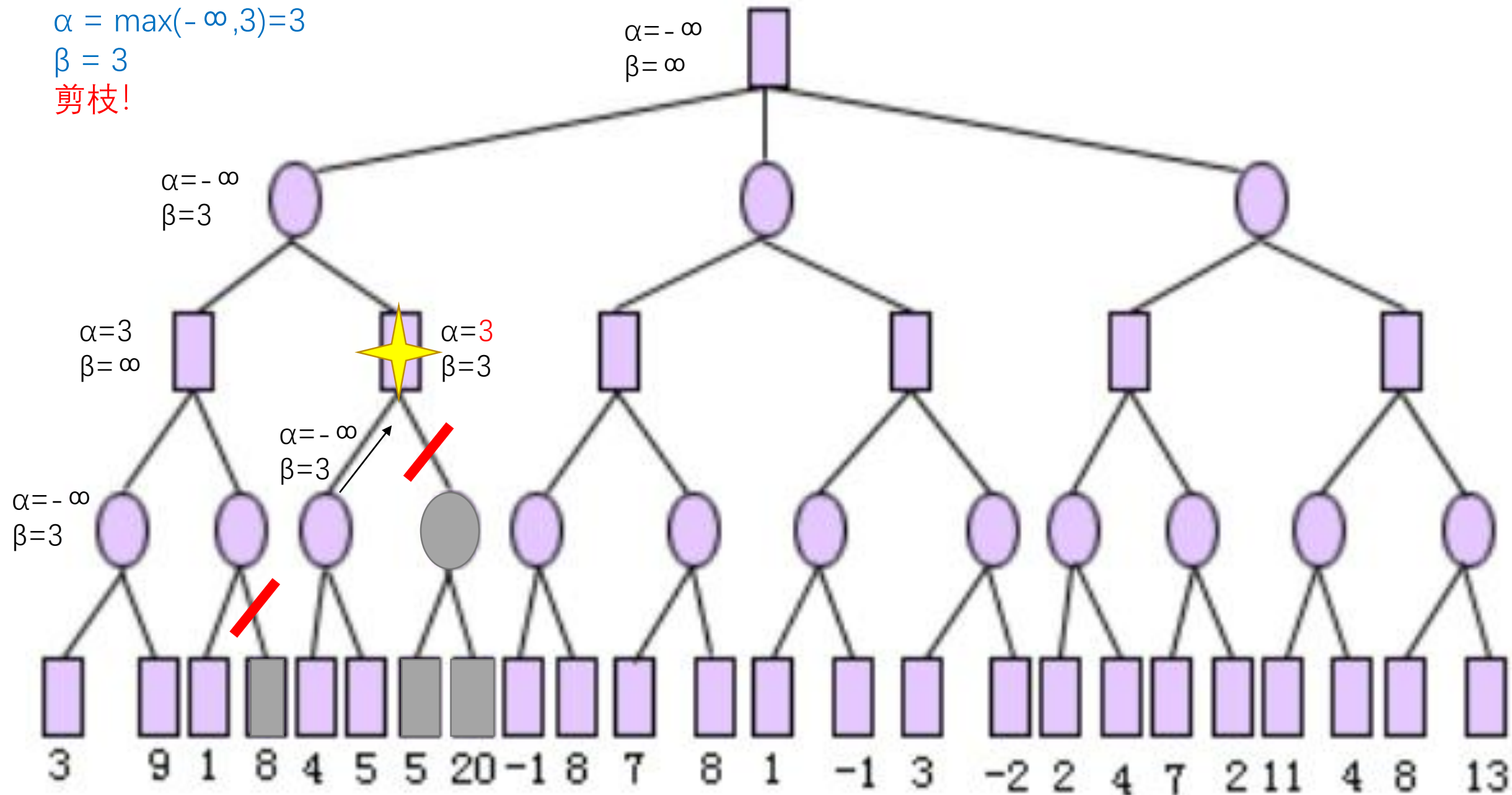
$\alpha = -\infty$
 $\beta = \min(3, 5) = 3$
无需剪枝



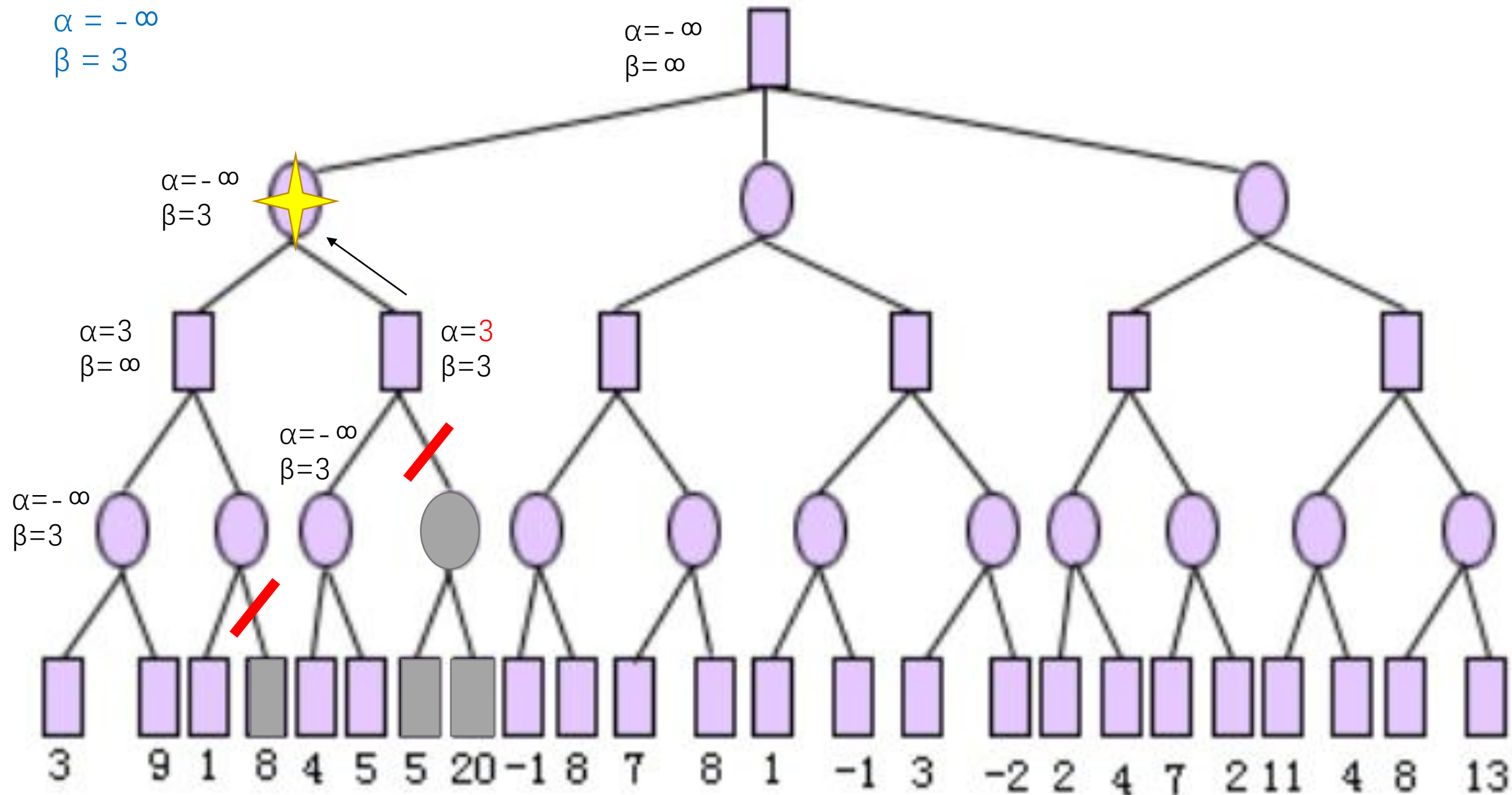
$$\alpha = \max(-\infty, 3) = 3$$

$$\beta = 3$$

剪枝!



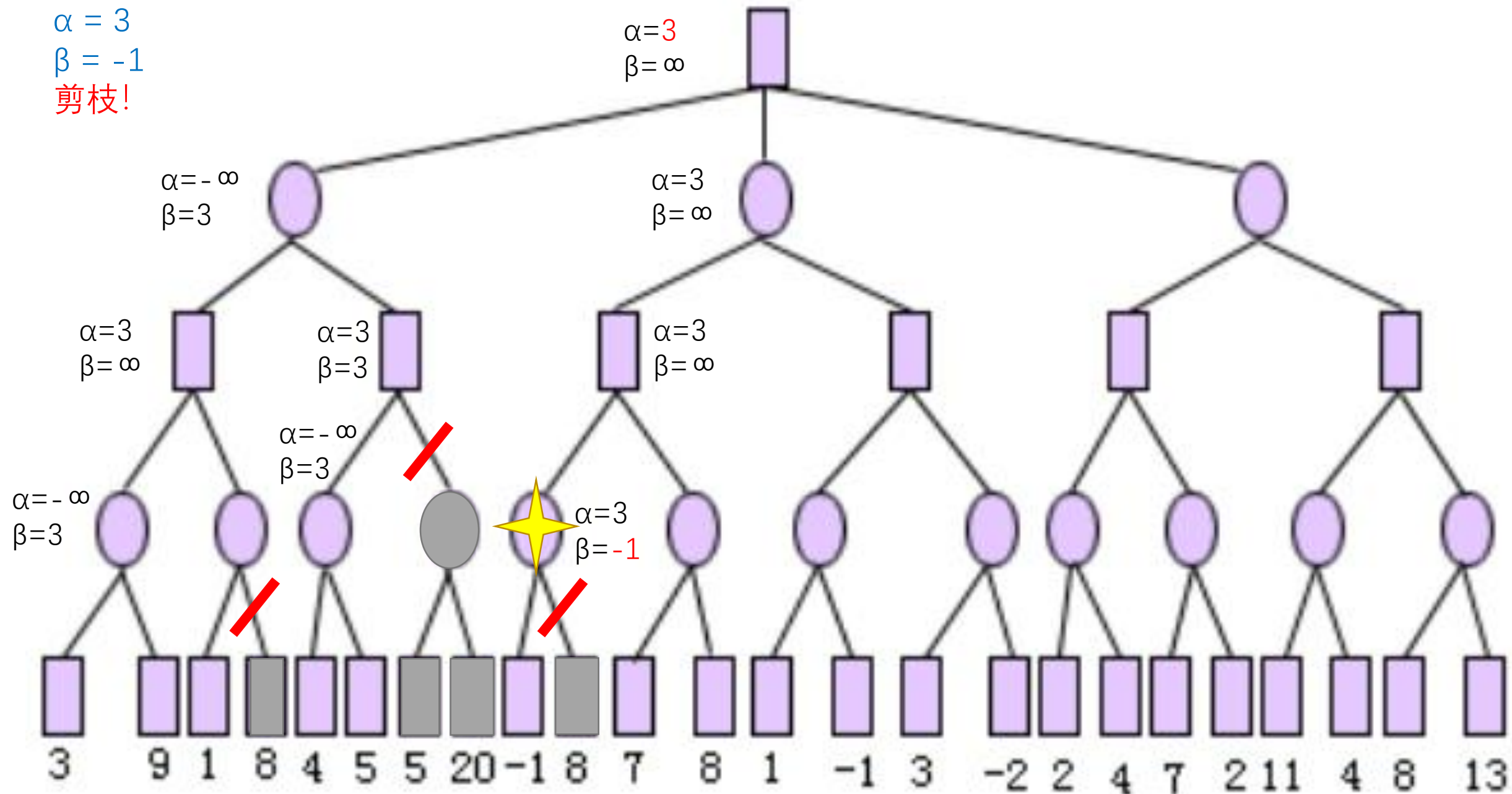
$\alpha = -\infty$
 $\beta = 3$



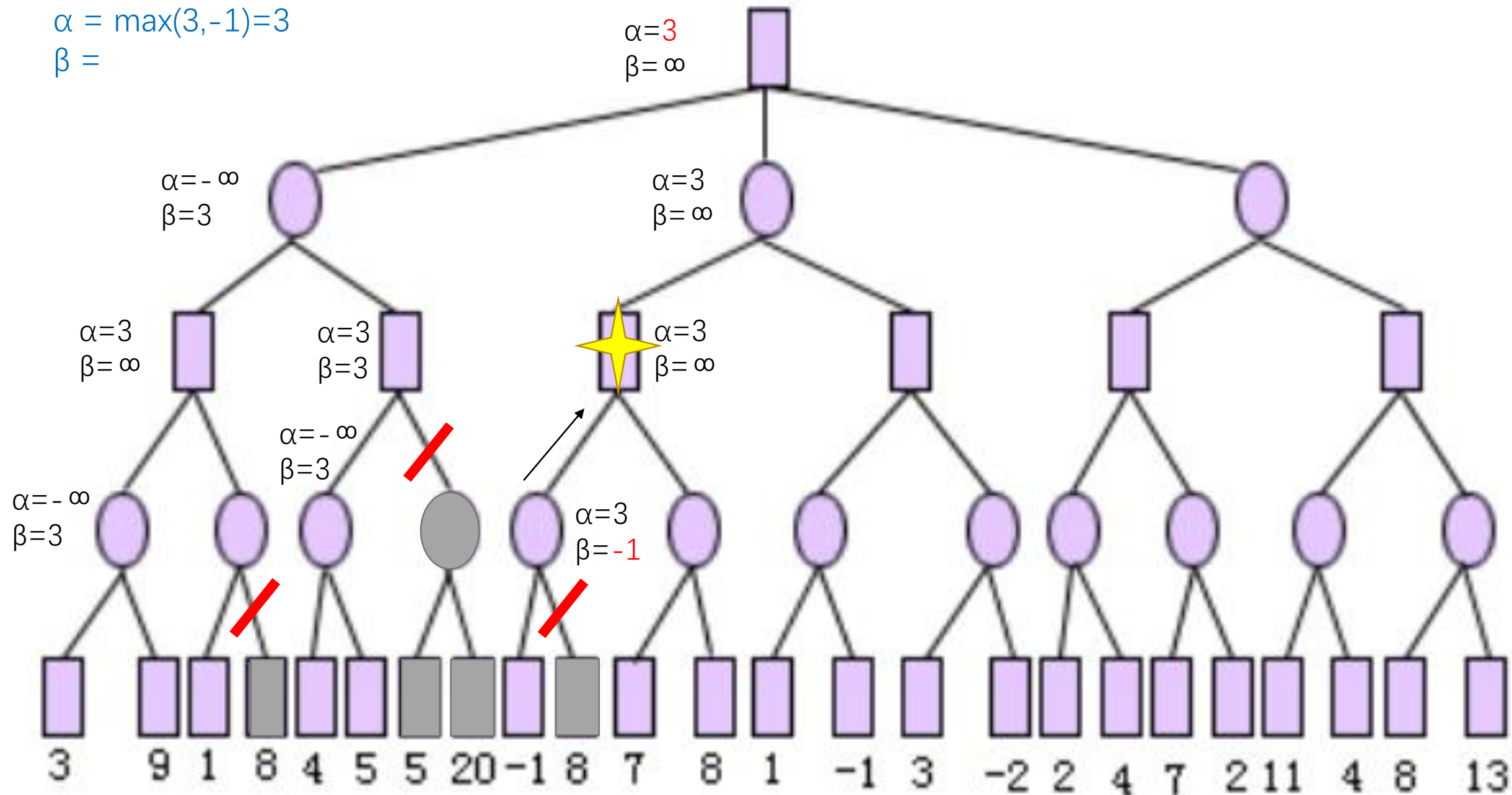
$$\alpha = 3$$
$$\beta = \infty$$


$$\alpha = 3$$
$$\beta = \infty$$


$\alpha = 3$
 $\beta = -1$
 剪枝!

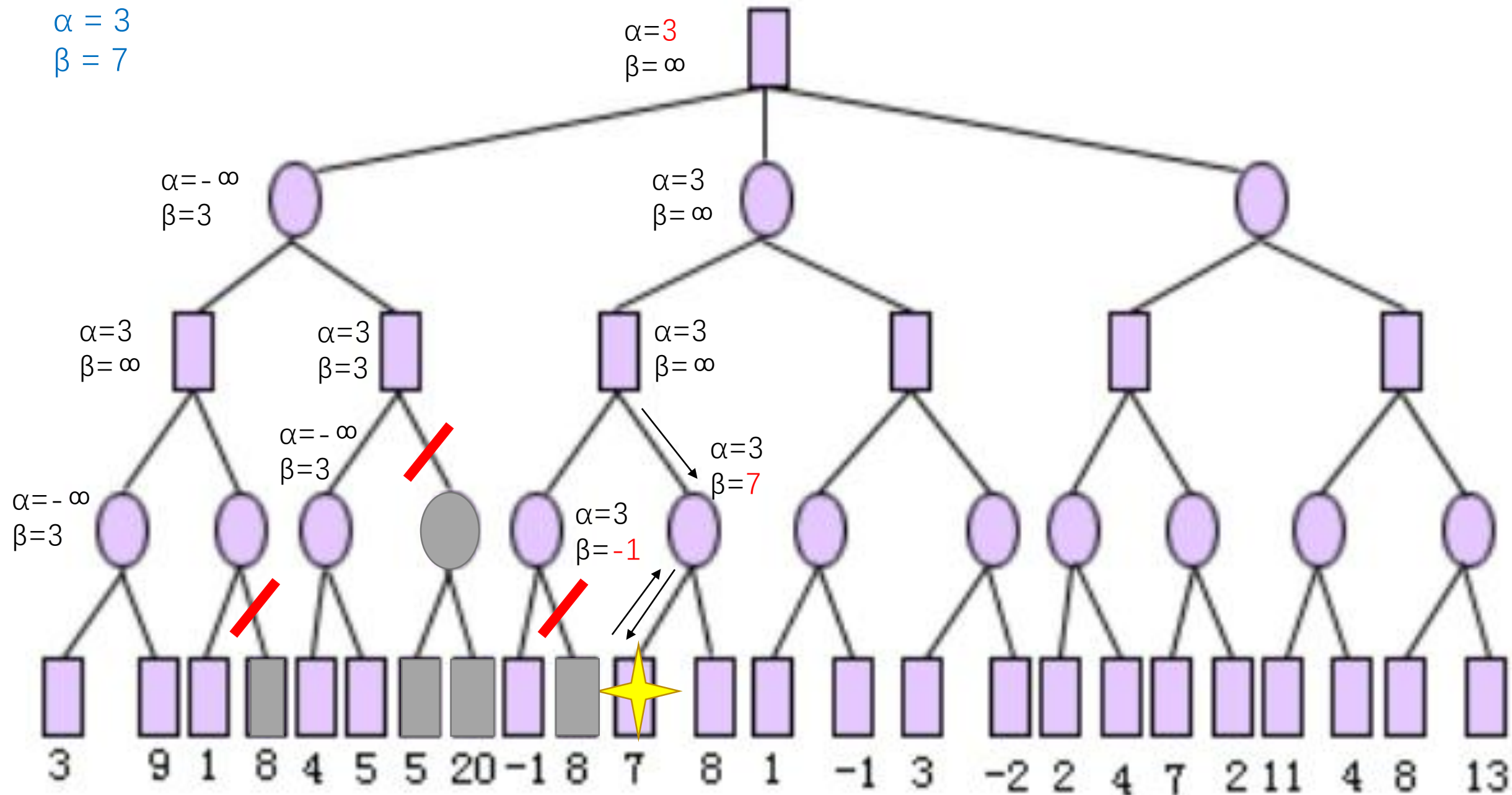


$\alpha = \max(3, -1) = 3$
 $\beta =$

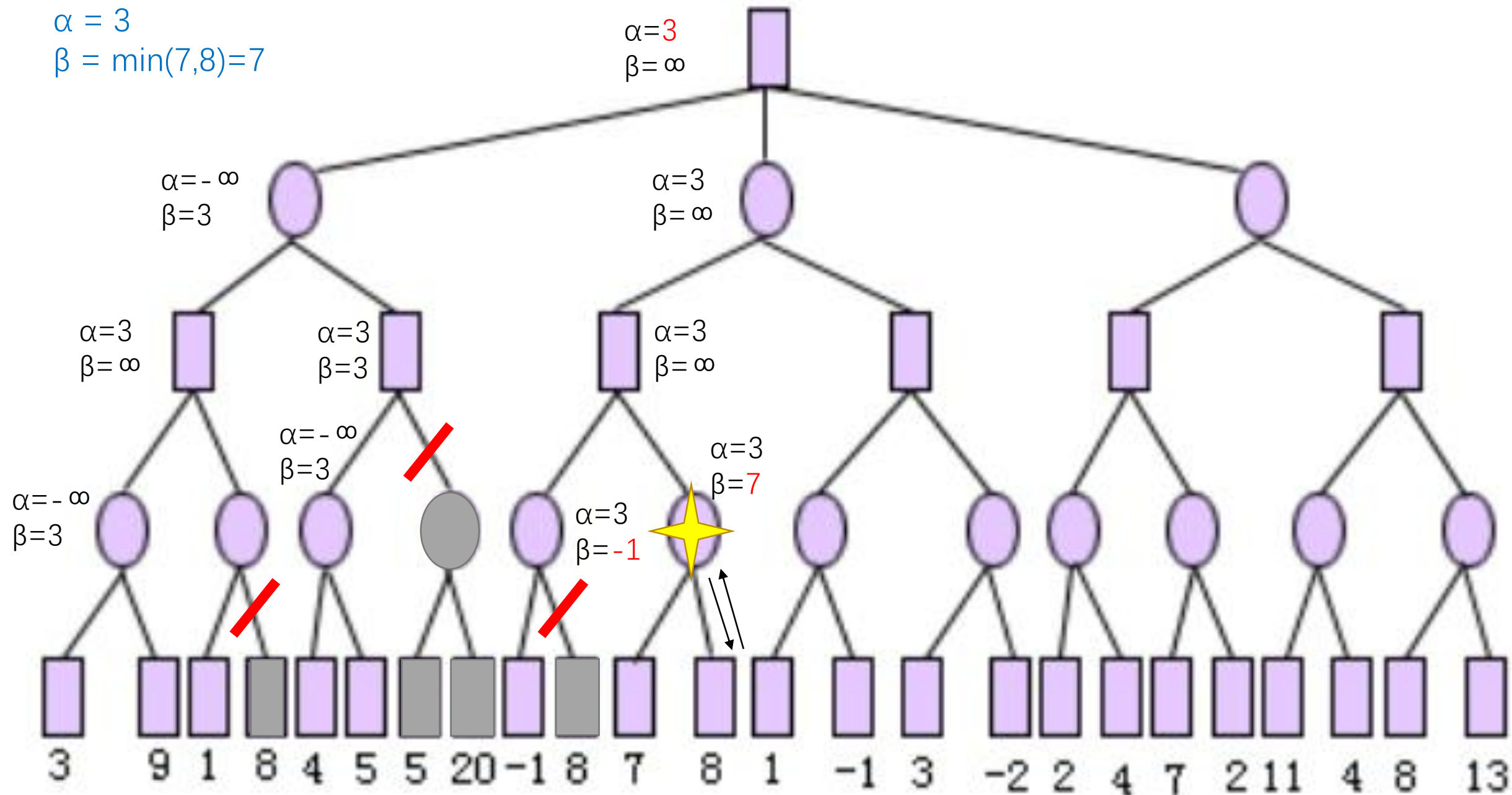


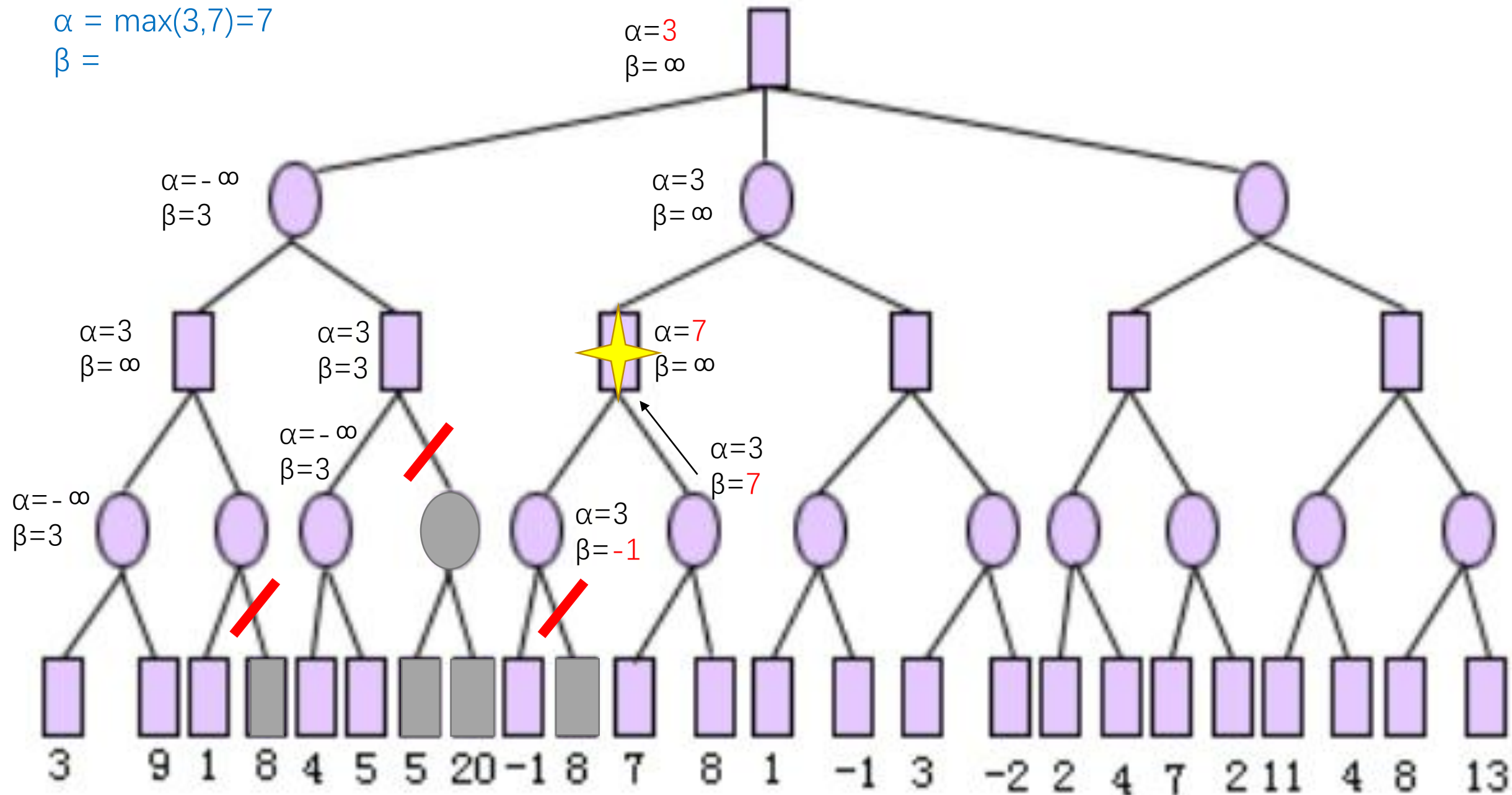
$$\alpha = 3$$
$$\beta = \infty$$


$\alpha = 3$
 $\beta = 7$

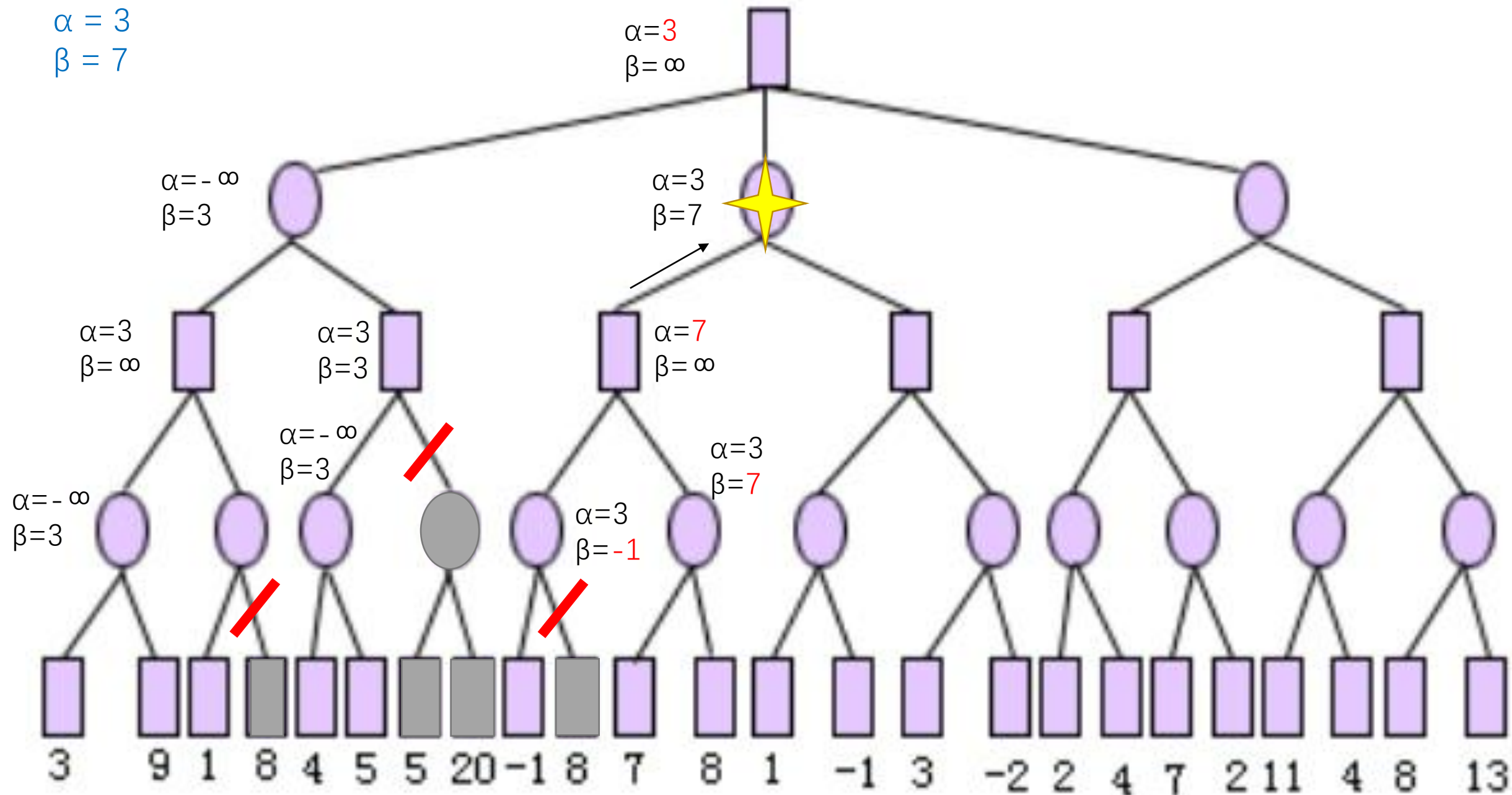


$\alpha = 3$
 $\beta = \min(7, 8) = 7$

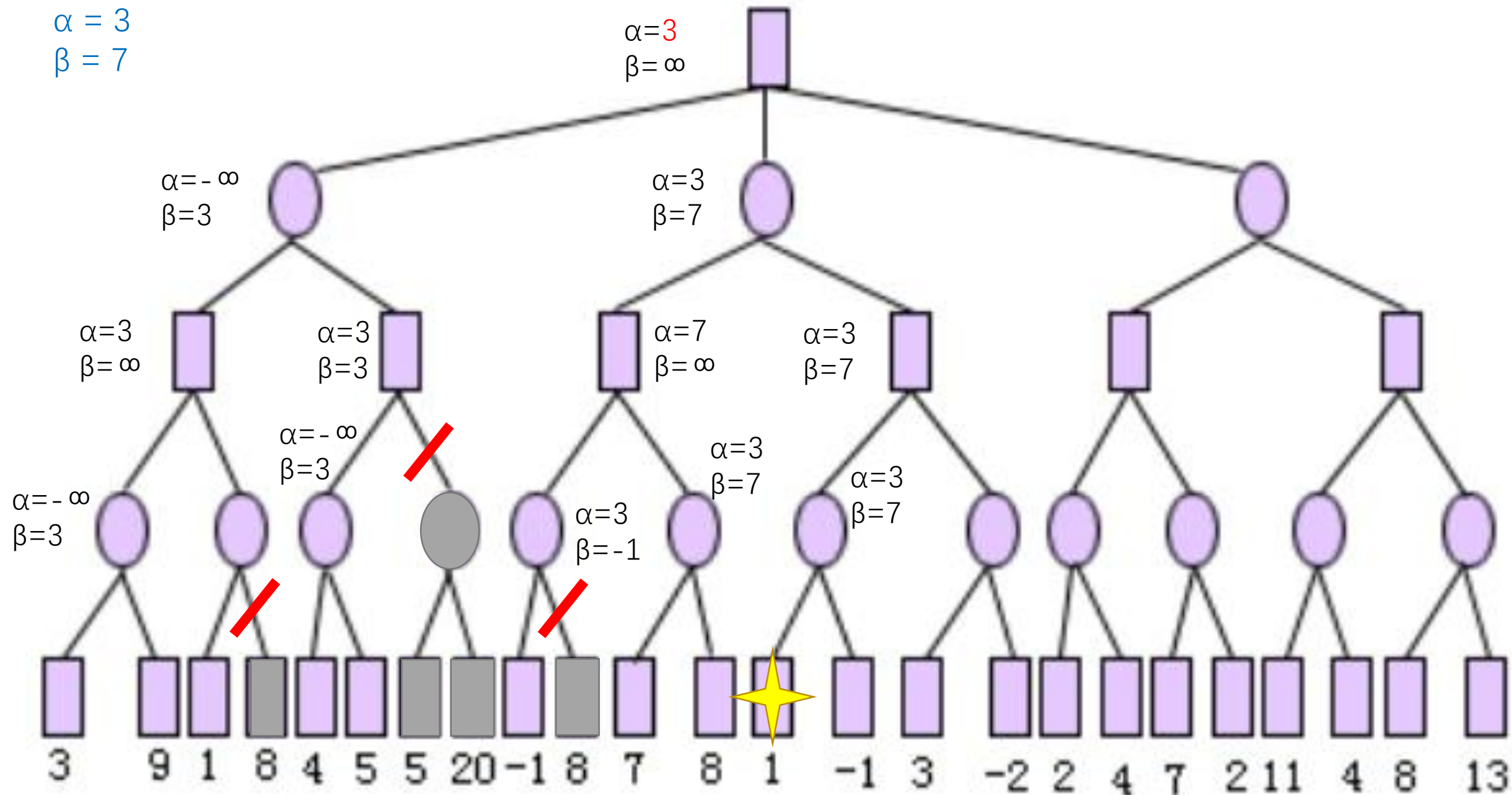


$$\alpha = \max(3, 7) = 7$$
$$\beta =$$


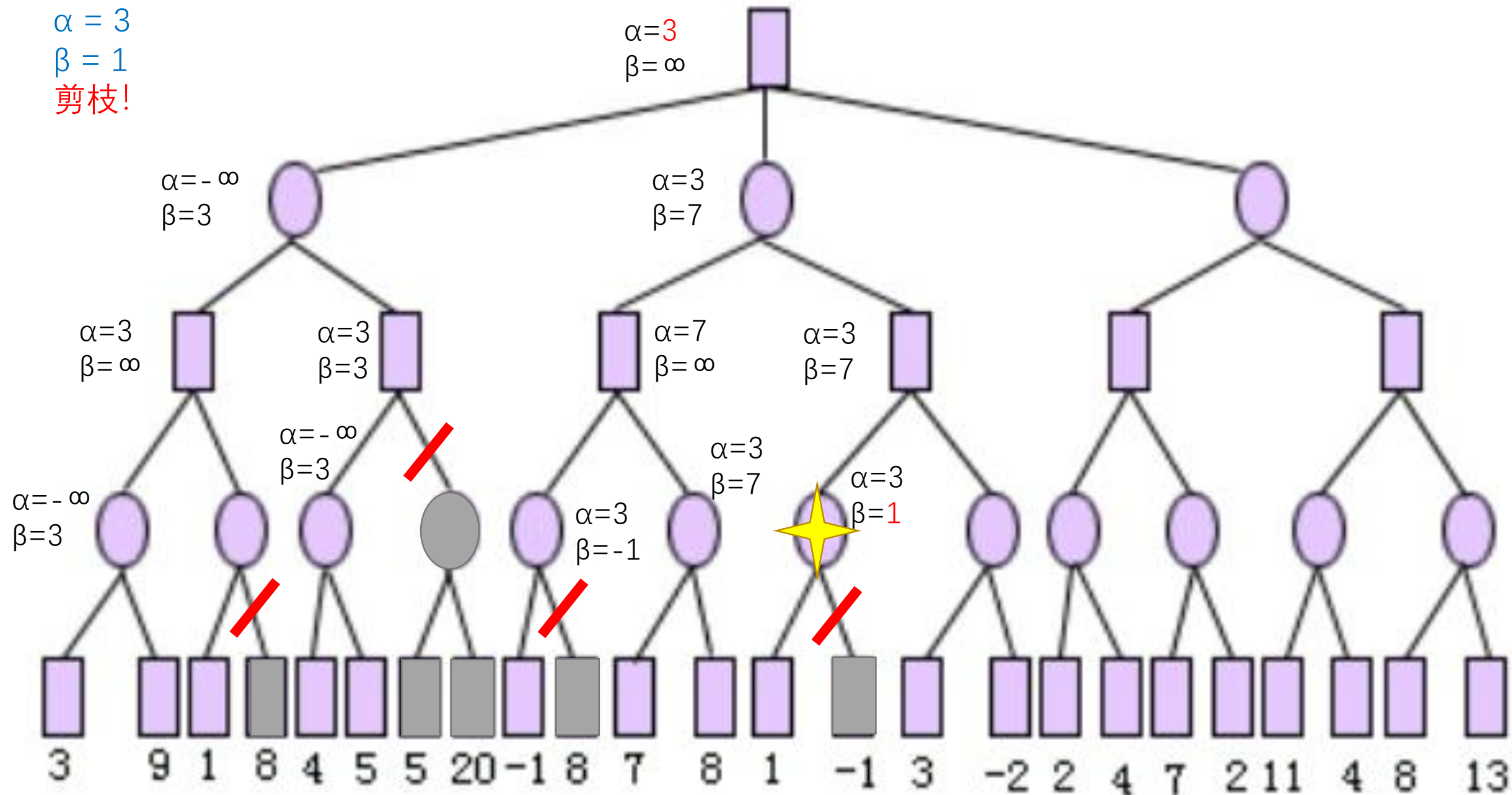
$\alpha = 3$
 $\beta = 7$



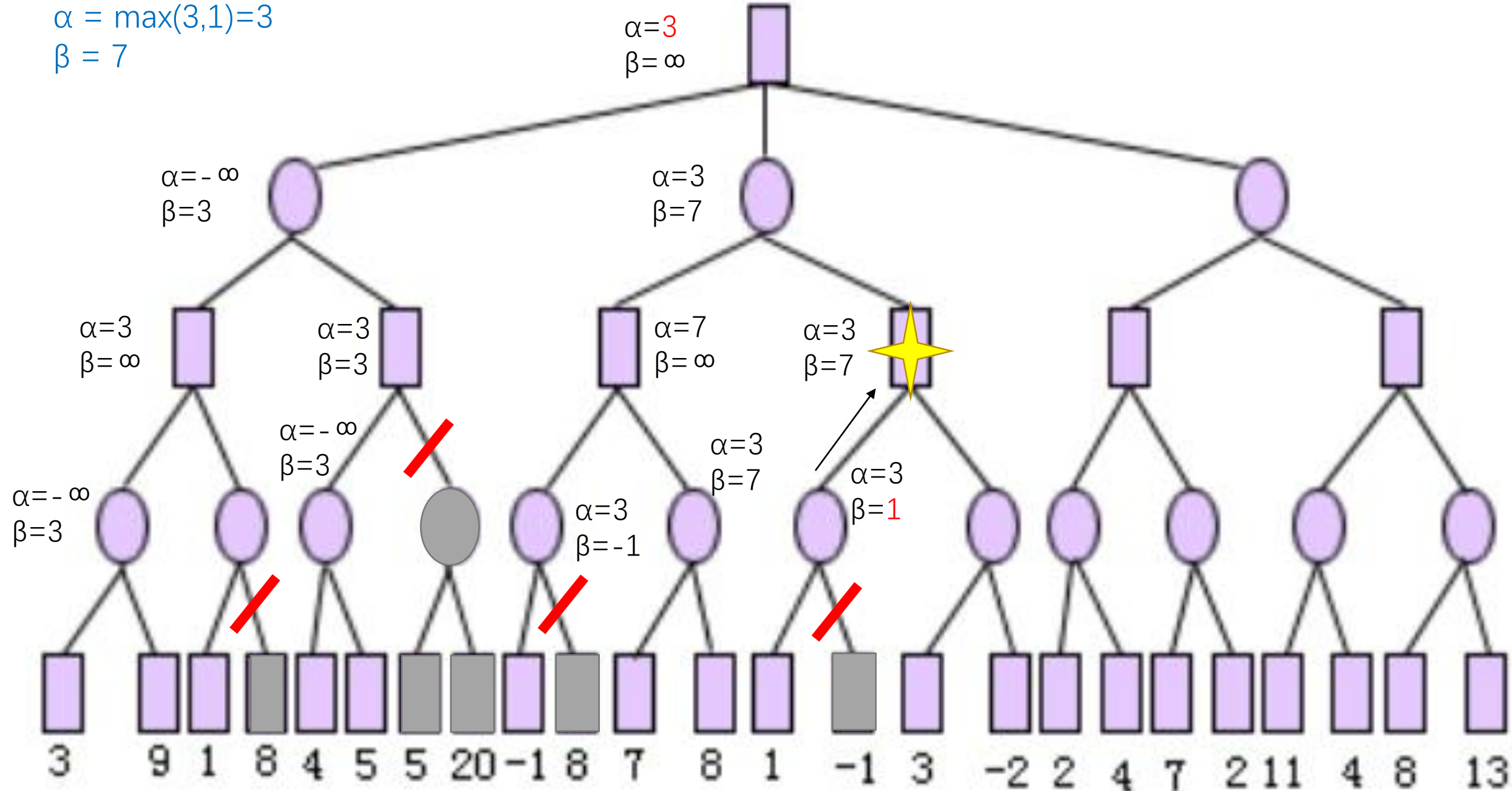
$\alpha = 3$
 $\beta = 7$



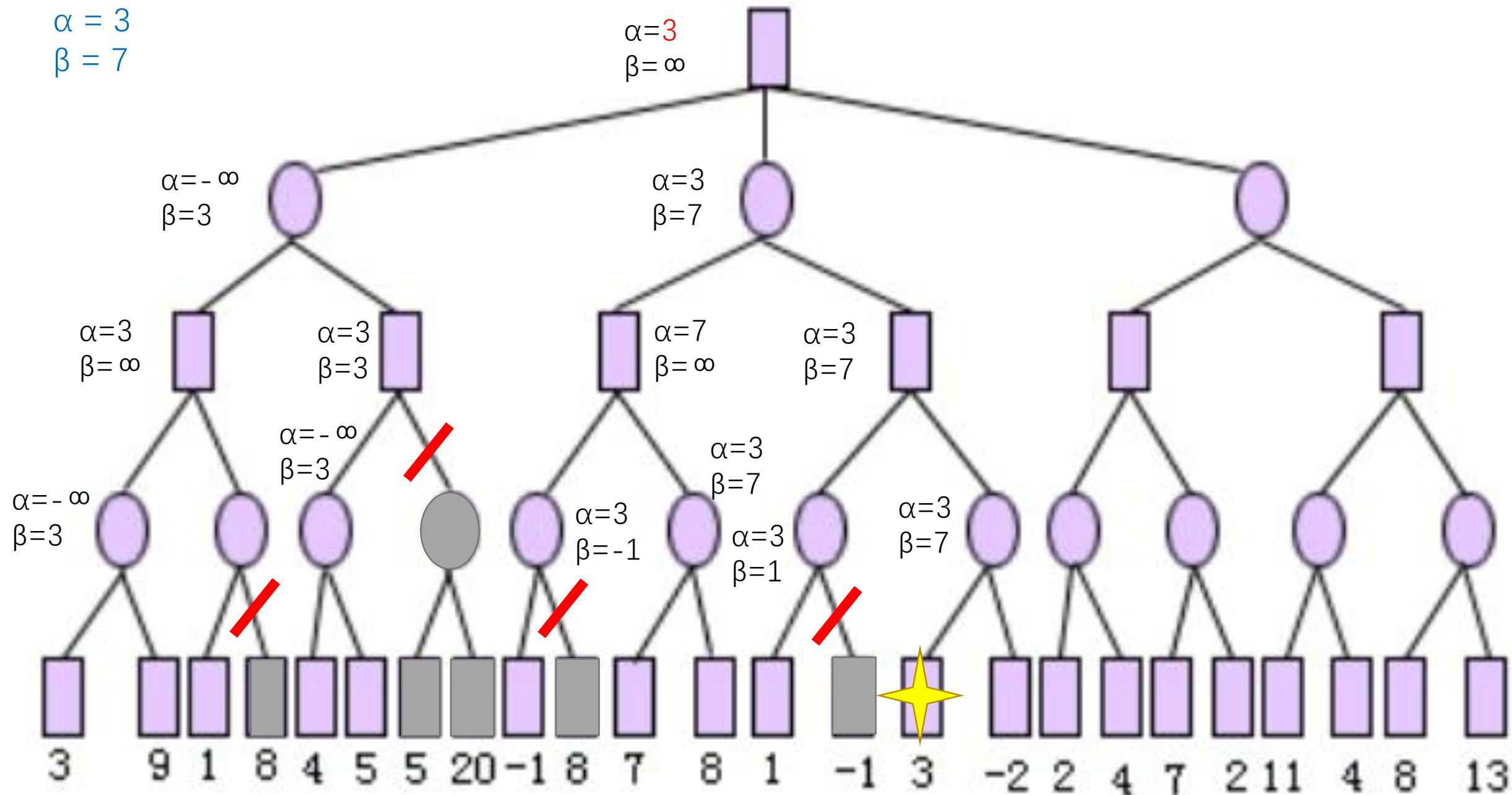
$\alpha = 3$
 $\beta = 1$
 剪枝!



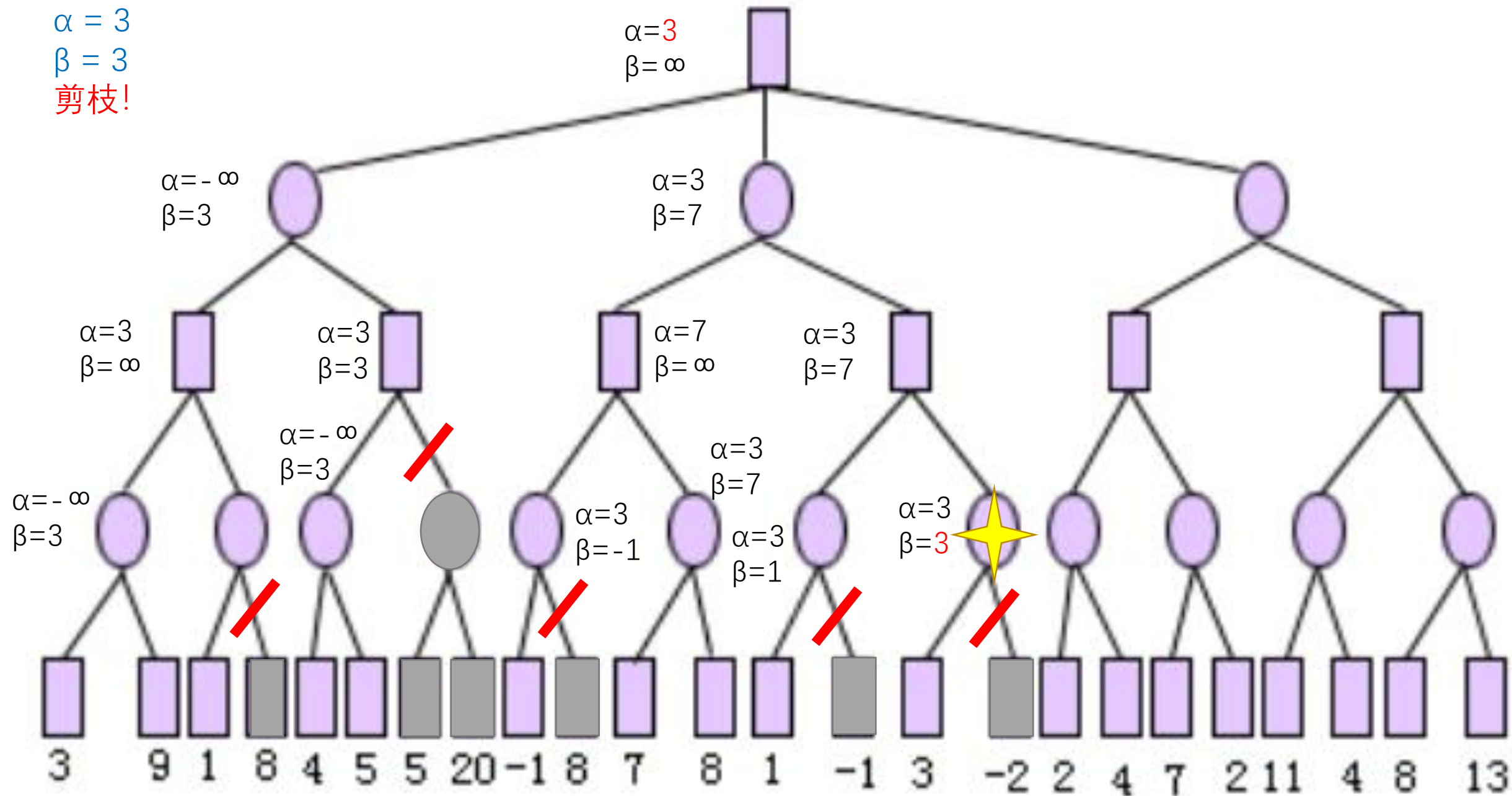
$\alpha = \max(3, 1) = 3$
 $\beta = 7$



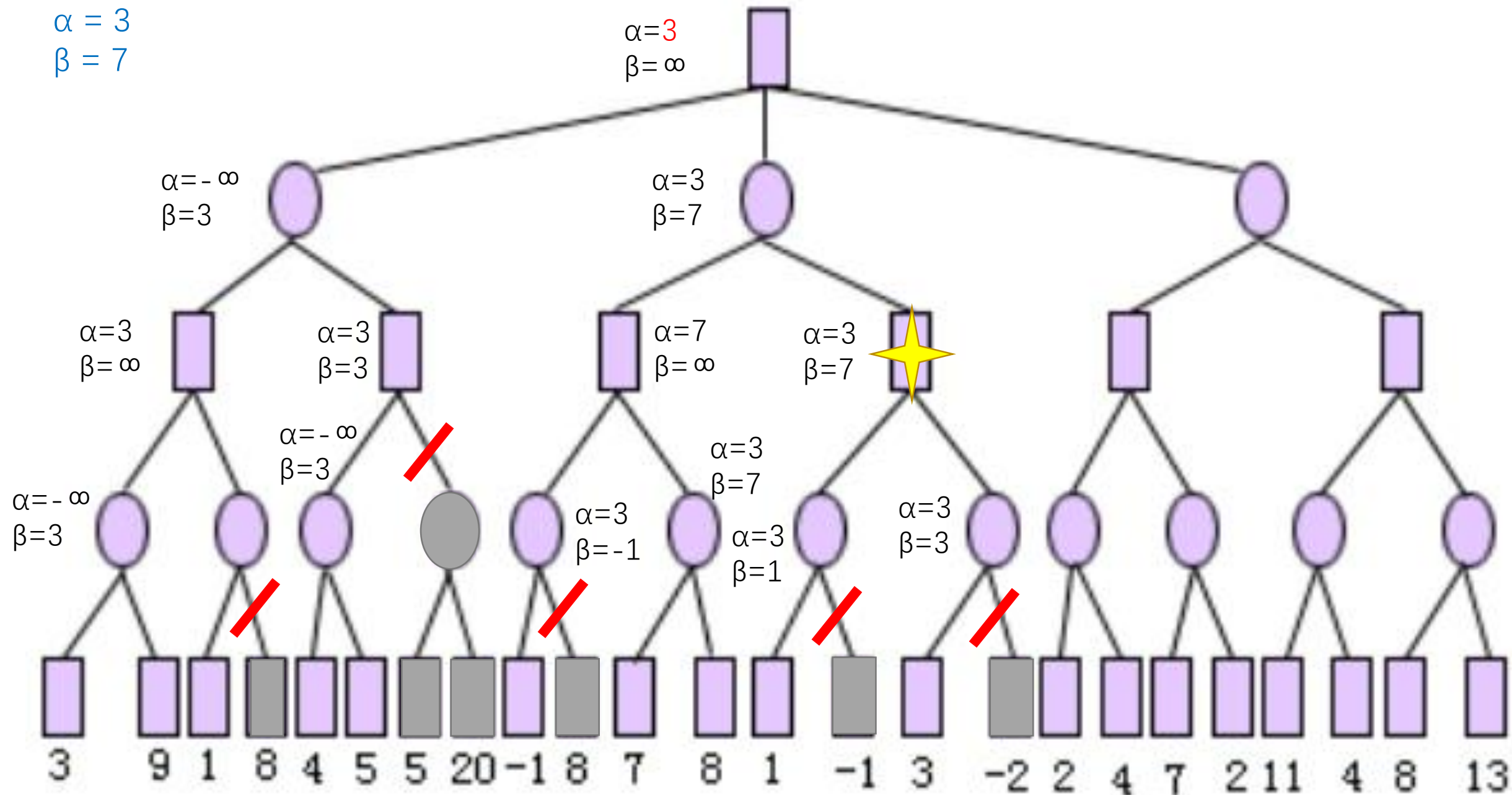
$\alpha = 3$
 $\beta = 7$



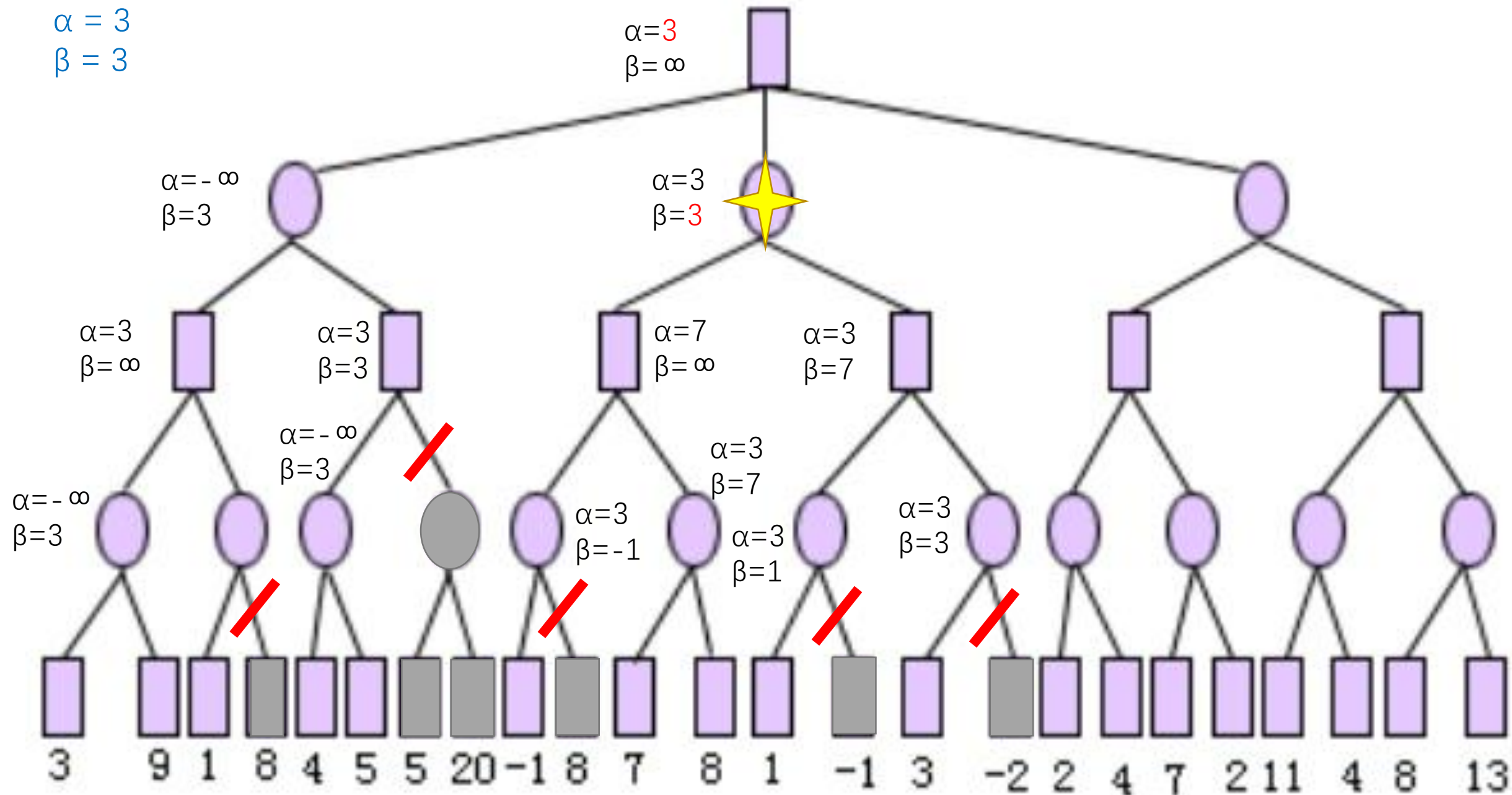
$\alpha = 3$
 $\beta = 3$
 剪枝!



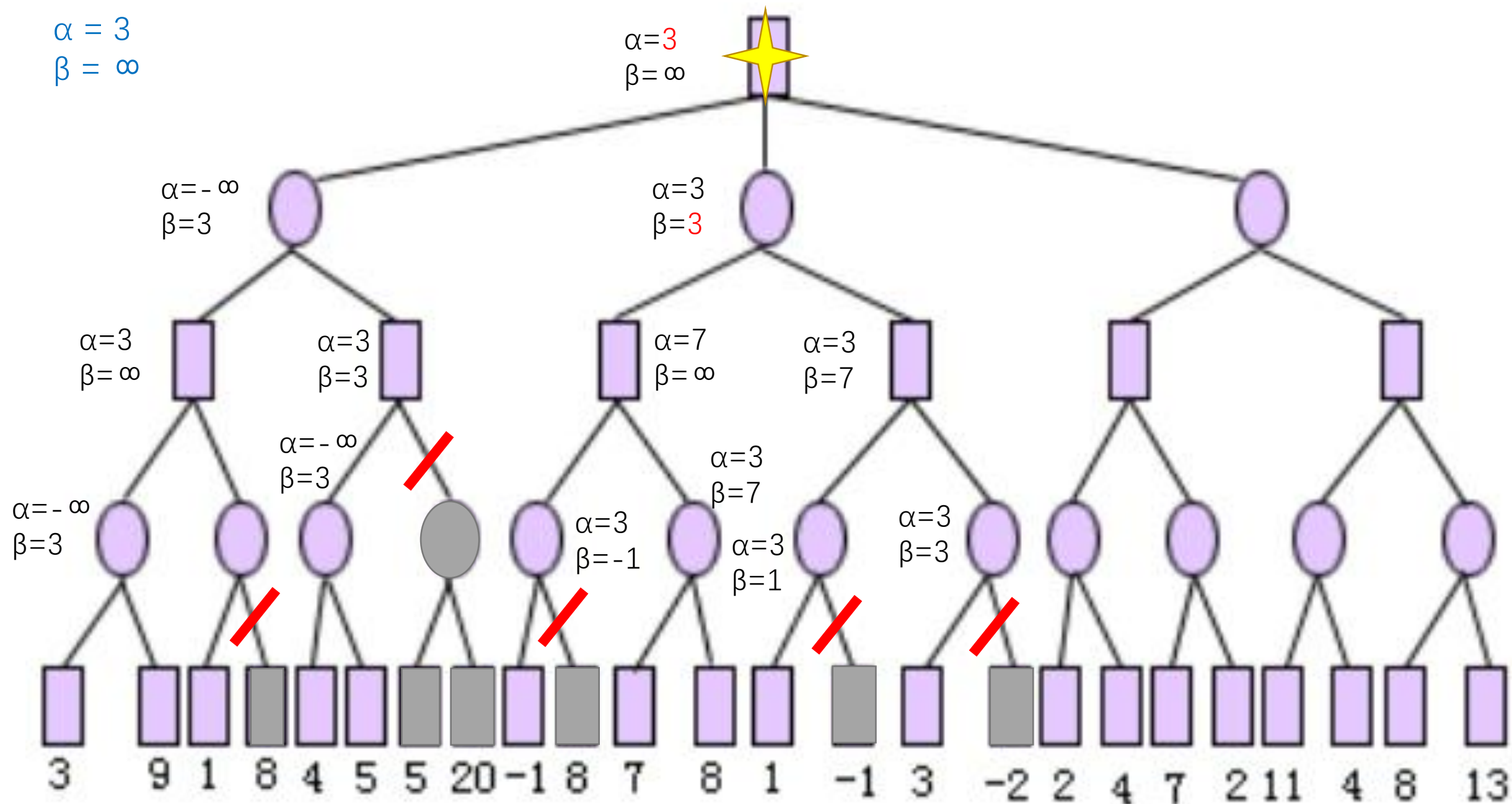
$\alpha = 3$
 $\beta = 7$



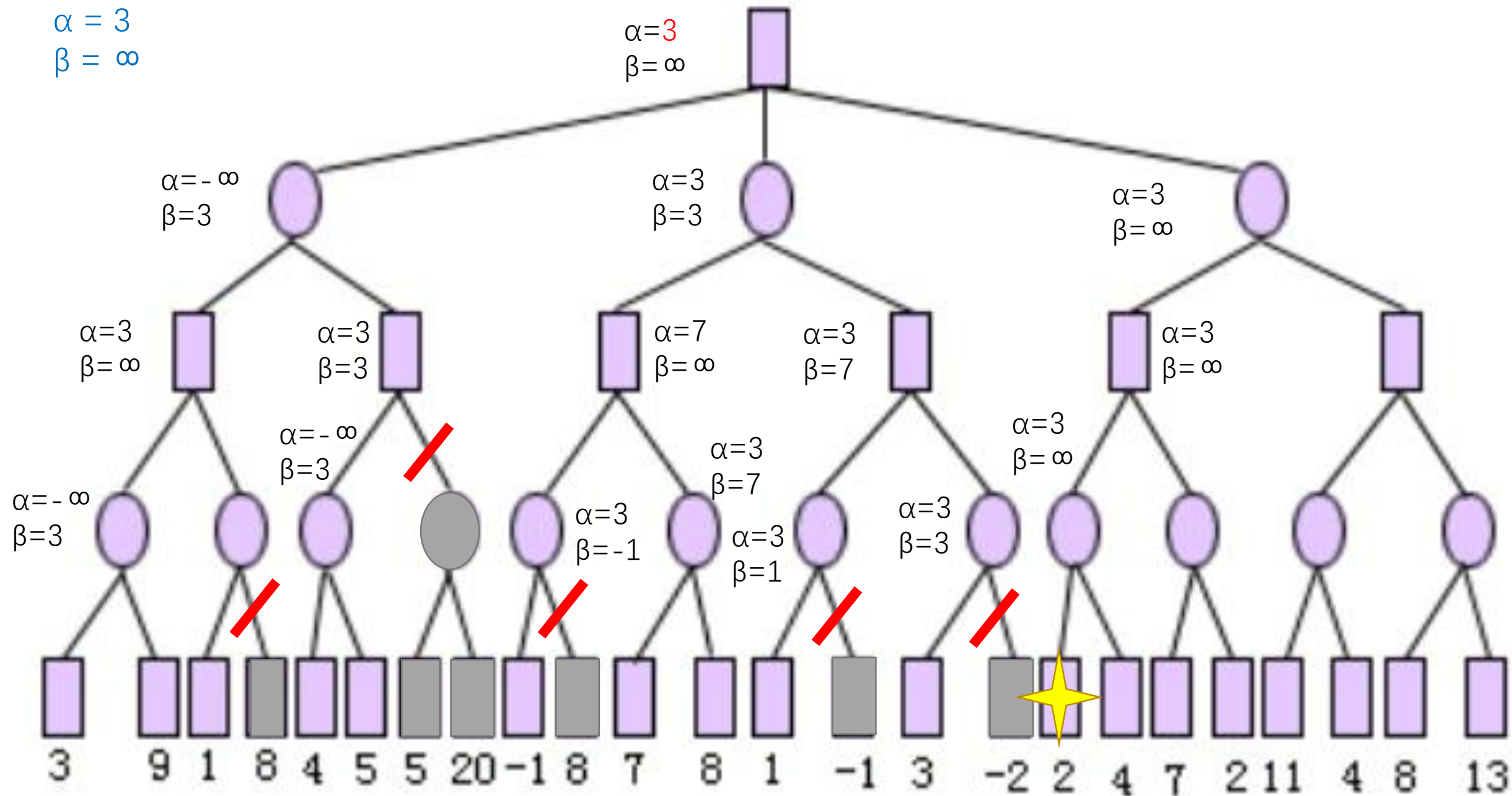
$\alpha = 3$
 $\beta = 3$



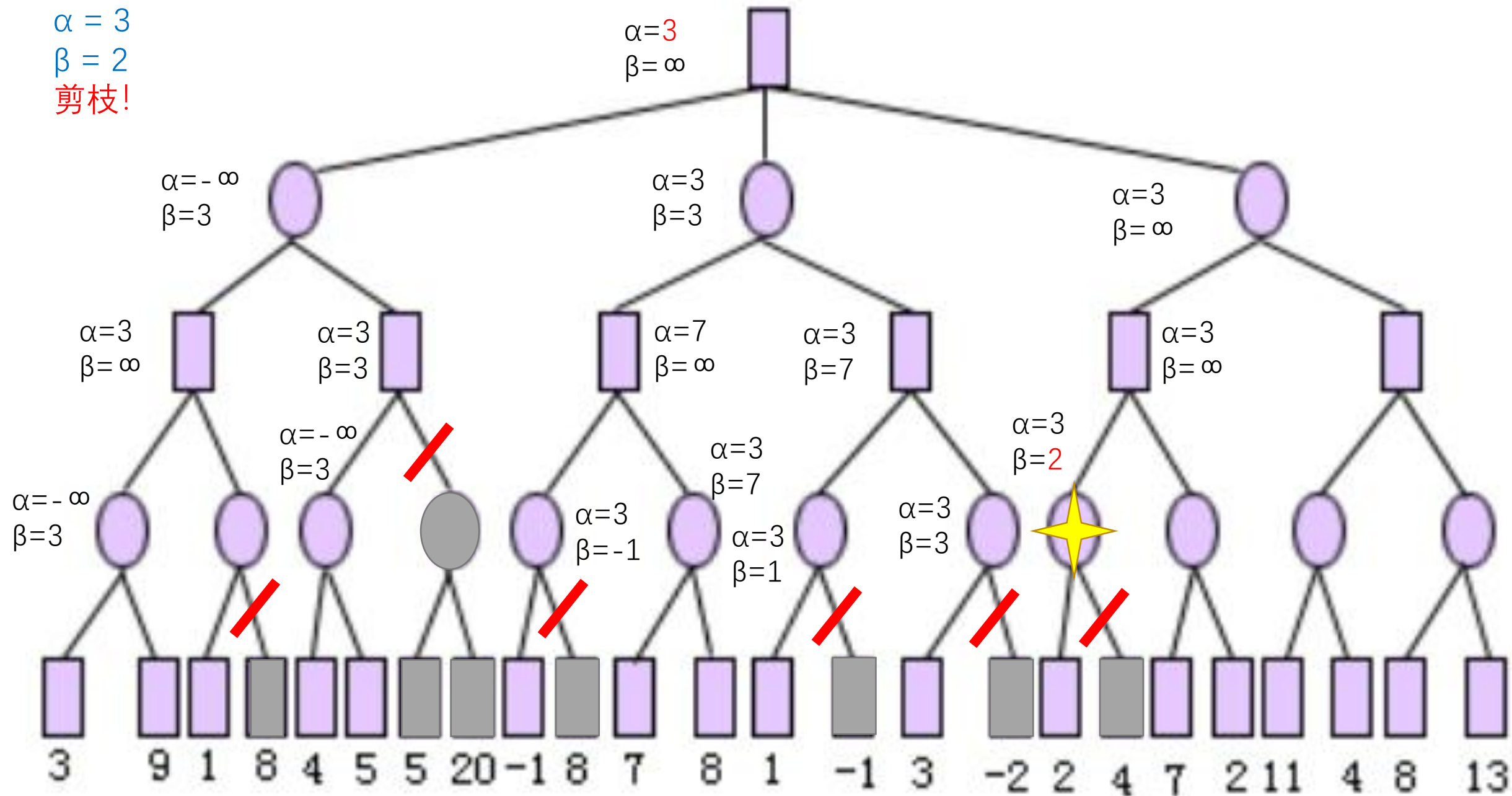
$\alpha = 3$
 $\beta = \infty$



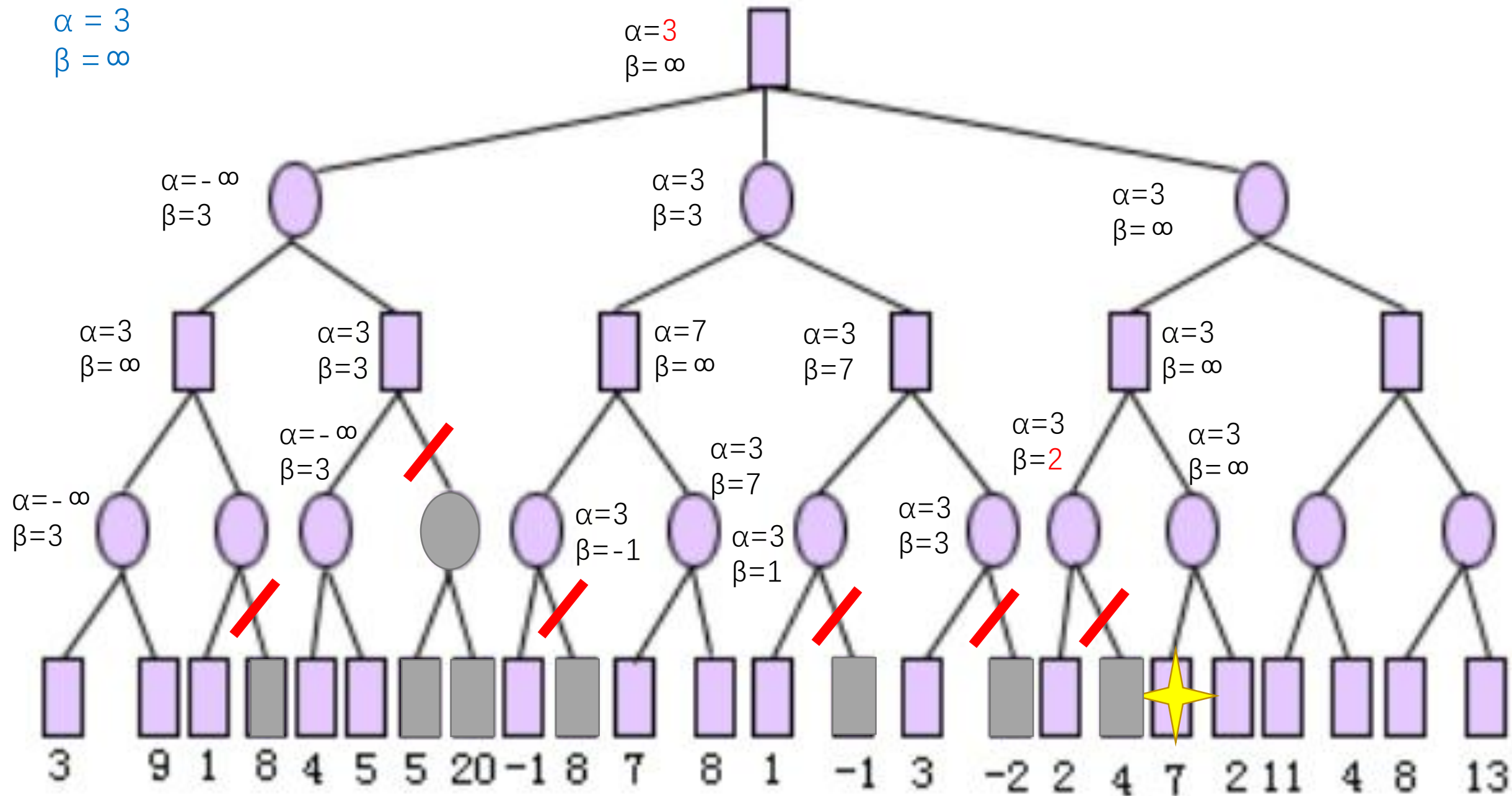
$\alpha = 3$
 $\beta = \infty$



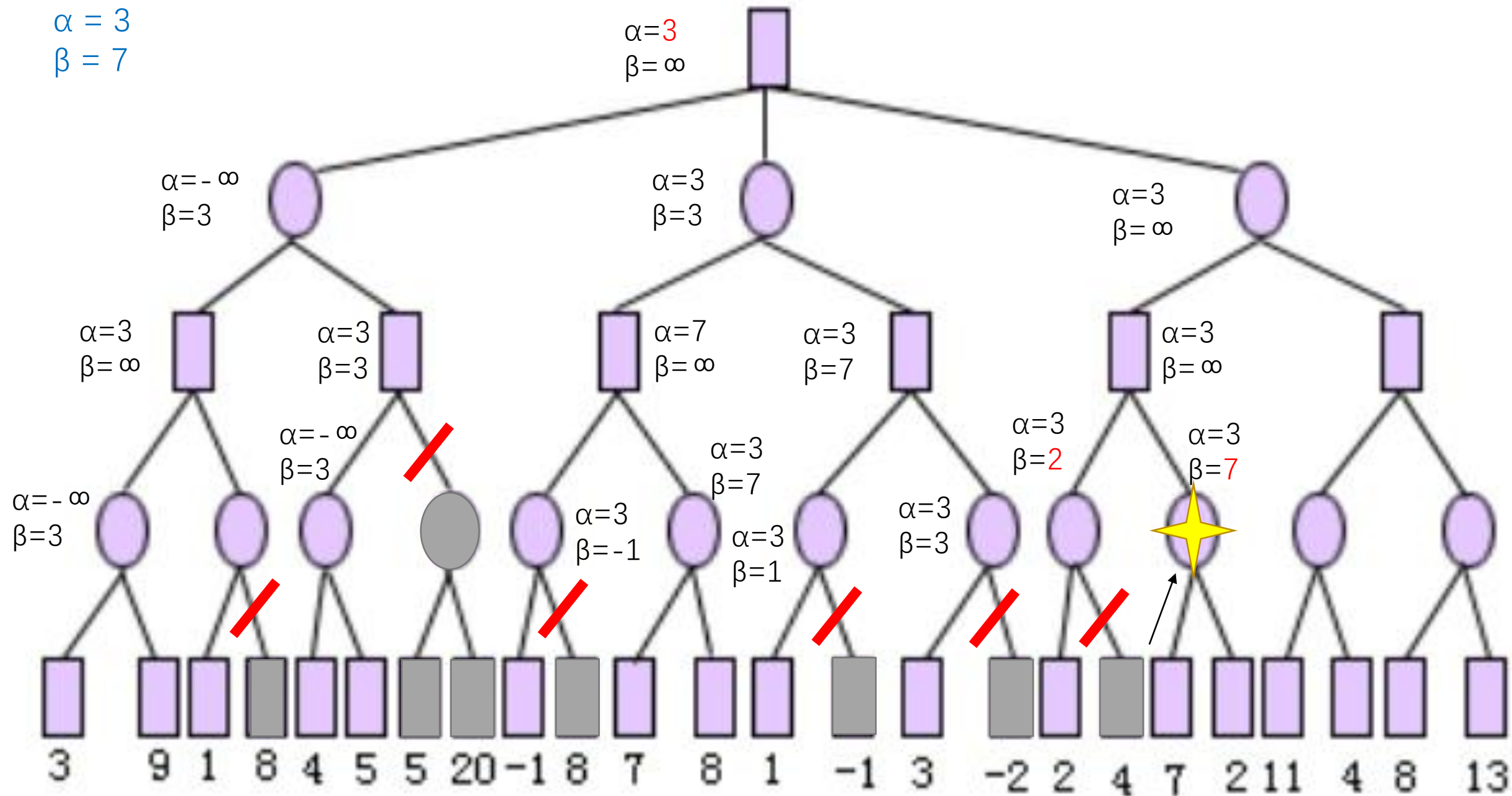
$\alpha = 3$
 $\beta = 2$
 剪枝!



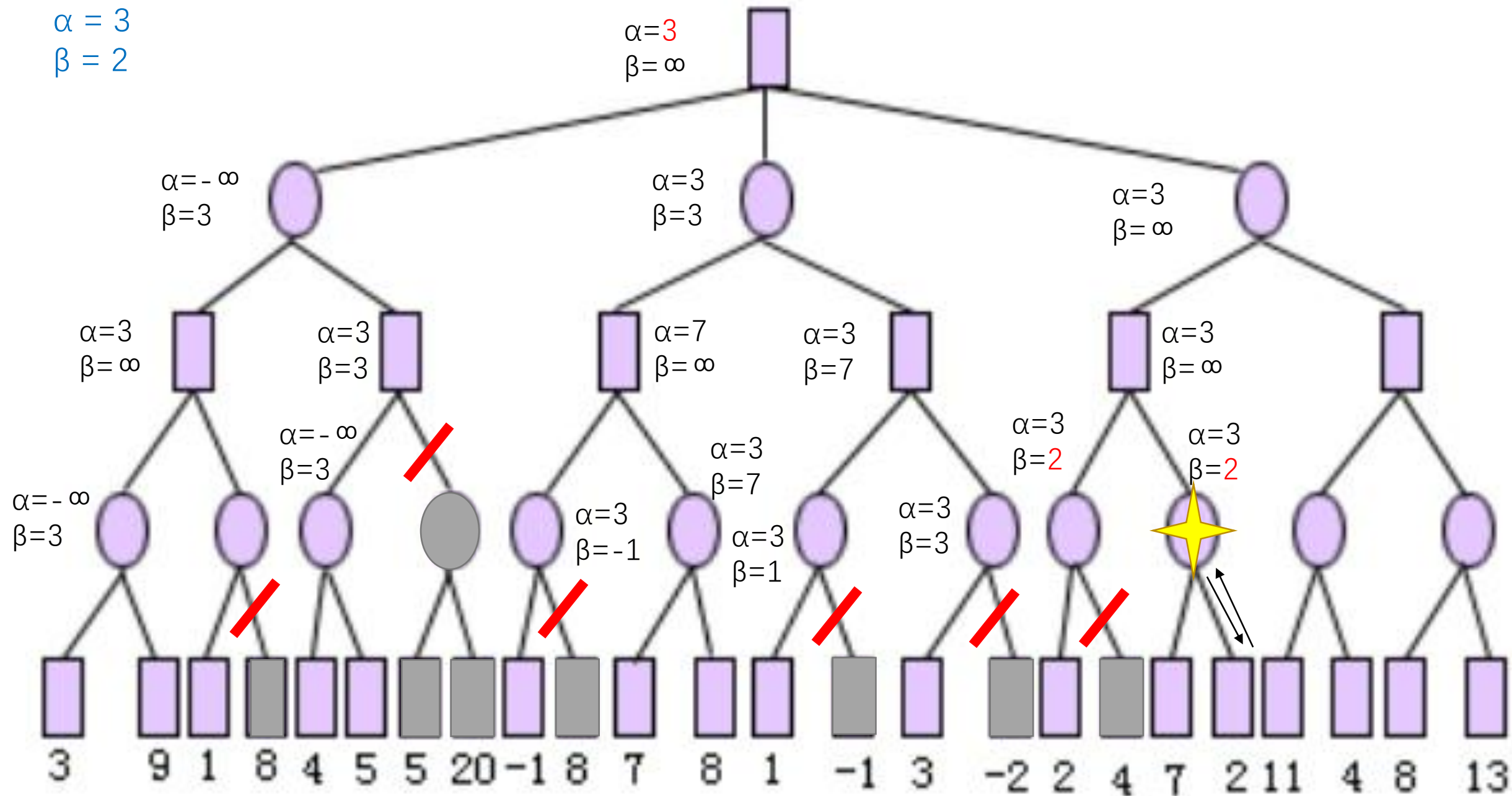
$\alpha = 3$
 $\beta = \infty$



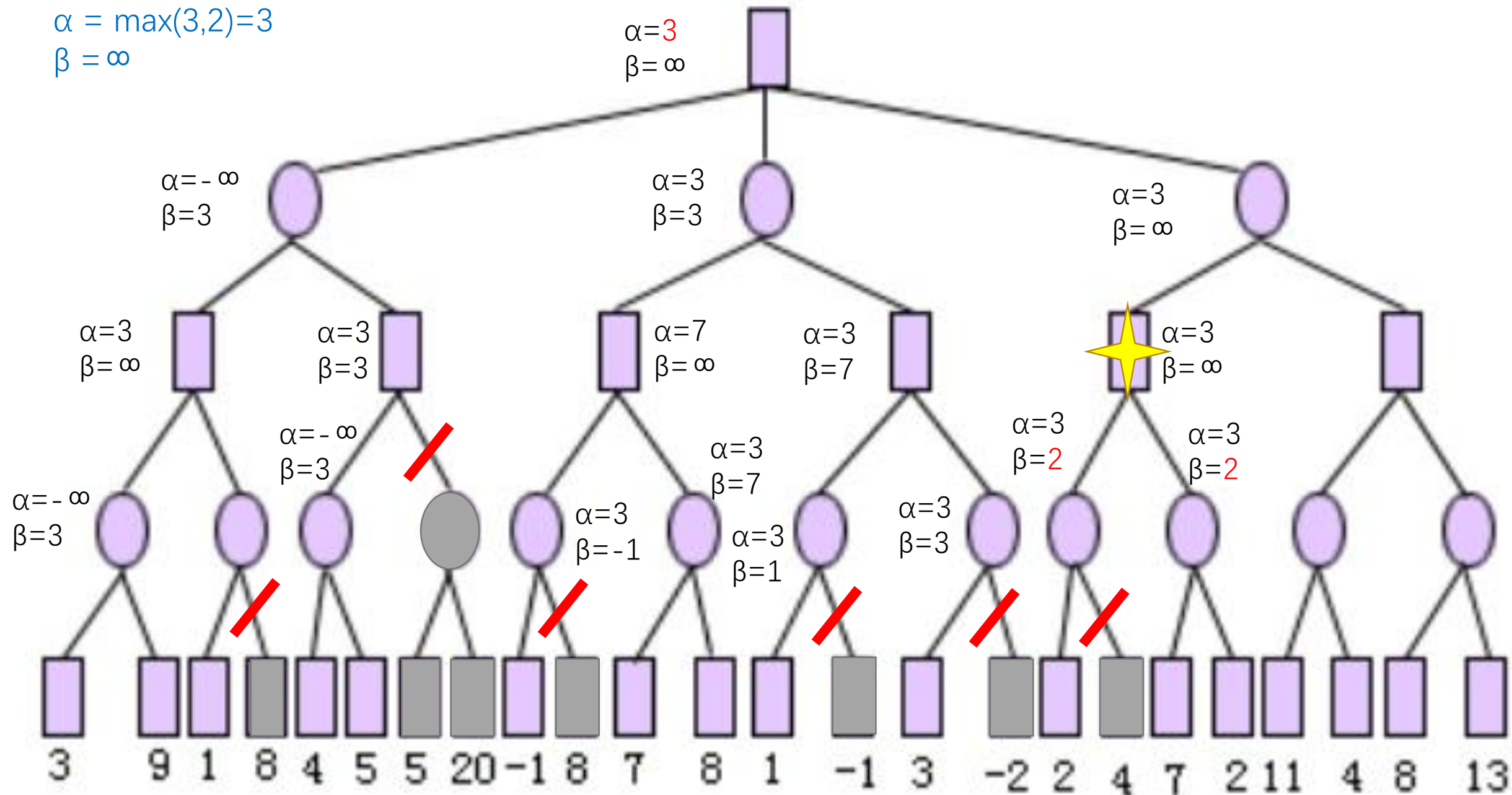
$\alpha = 3$
 $\beta = 7$



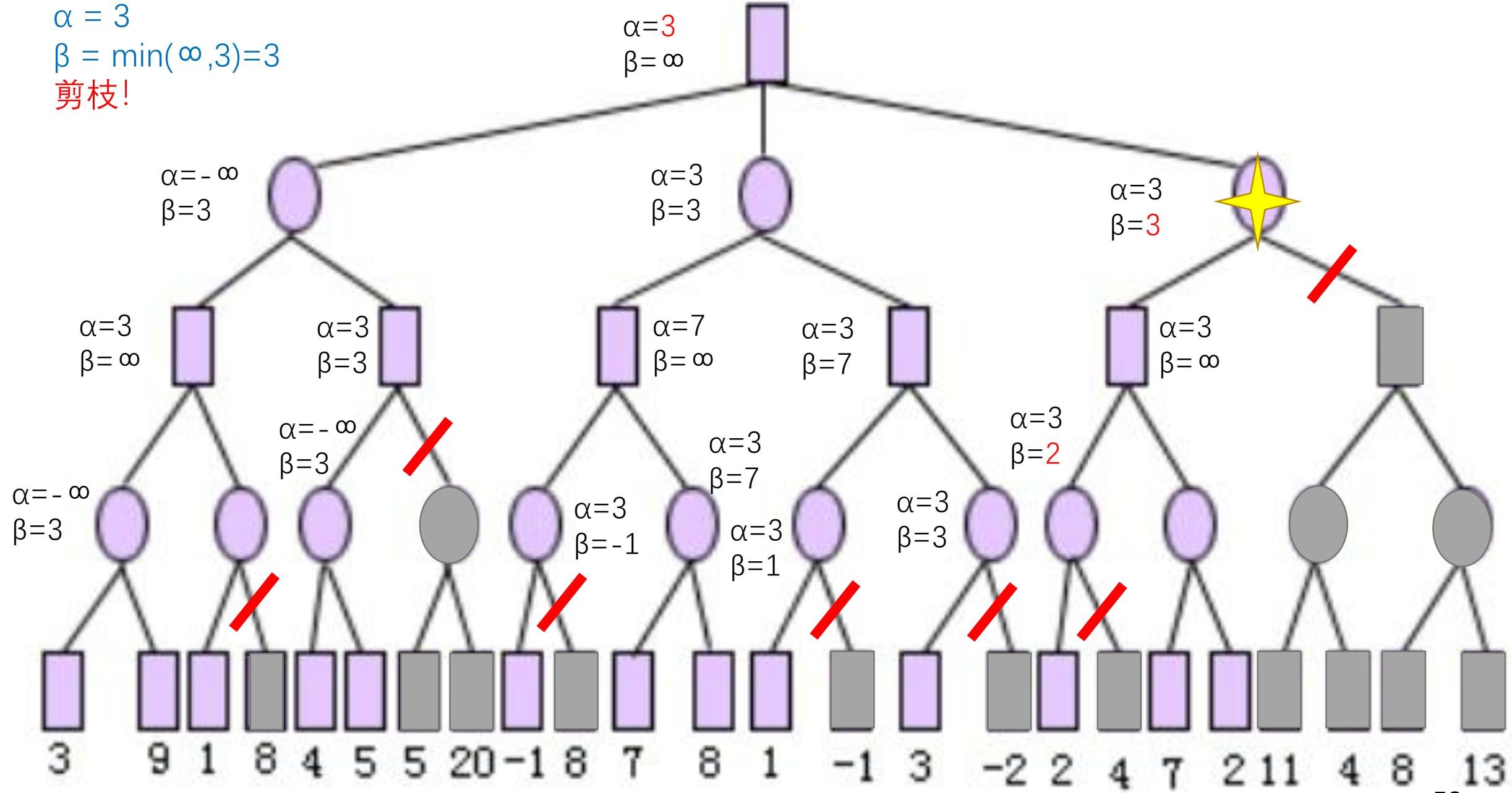
$\alpha = 3$
 $\beta = 2$



$$\alpha = \max(3, 2) = 3$$
$$\beta = \infty$$



$\alpha = 3$
 $\beta = \min(\infty, 3) = 3$
 剪枝!



$$\alpha = 3$$
$$\beta = \infty$$
