Review Test Submission: Week 3 Quiz

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Course	2019FA ARTIFICIAL INTEL (CS-3387-01)
Test	Week 3 Quiz
Started	9/13/19 9:00 AM
Submitted	9/13/19 9:05 AM
Status	Completed
Attempt Score	80 out of 100 points
Time Elapsed	4 minutes out of 10 minutes
Instructions	Please read carefully. In the multiple choice questions there is only one right answer. If there are other questions, I am giving you the answer in the question!
Results Displayed	All Answers, Incorrectly Answered Questions

Question 1

10 out of 10 points

What nodes are first explored in a depth first search

Answers:

A. Parent nodes

B. All neighboring nodes at certain depth

C. Deepest node in the current frontier of the search tree

D. Leaf nodes

← OK

10 out of 10 points

Question 2

What is the difference between the state and a node

Answers:

A.
A state is a (representation of) a physical configuration; A node is a data structure constituting part of a search tree

B. There is no difference

C.
A state is the representation of the tree; A node is the a node of the tree

D.
A state is a leaf of the tree; A node is the node of the tree

Question 3

10 out of 10 points

Does plain hill-climbing search always find the optimal solution

Answers:

A. No, it never finds optimal solution

B. Yes, it overcomes the local optimum

C. No, it can loop on flat optimum

D. Yes, it always finds an optimal solution

Question 4

0 out of 10 points

Which node will first be expanded in best first search

Answers:

A. None

B. Parent node

C. Child node

D. The most desirable unexpanded node

Question 5

10 out of 10 points

What is the difference between A* search and greedy search

Answers:

A. There is no difference

B.
A* uses admissible heuristic and a cost so far to reach n while greedy expands the current best node

C.
A* expands nodes at random greedy expands nodes greedily

D.
A* expands breadth first greedy expands depth first

Question 6

10 out of 10 points

What is the basic idea of tree search algorithms

Answers:

A. Torture the students

B.
Onlline exploration of state space by generating successors of already-explored states

C. Optimal solution having the tree structure

D.
Offline simulated exploration of state space by generating successors of already-explored states

Question 7

0 out of 10 points

Is iterative deepening search complete

Answers:

A. No

B. Depends on the depth

C. Depends on the number of nodes

D. Yes

Question 8

10 out of 10 points

What ***is not*** a problem type

Answers:
A. Conformant (Non-observable) problem

B. Simple (everything known) problem

C. Single-state (Deterministic, fully observable) problem

D. Contingency (Nondeterministic and/or partially observable) problem

Question 9 10 out of 10 points

What is the solution to the problem for problem solving agents

Answers:
A. A solution to the problem is action sequence that leads from initial state to the goal

B. A solution to the problem is the goal

C. A solution to the problem are the states

D. A solution to the problem is the sequence of visited cities

Question 10 10 out of 10 points

What nodes is breadth-first search exploring first

Answers:
A. All parent nodes

B. All nodes at the right

C. All neighbor nodes at present depth

D. All nodes at the left

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