Review Test Submission: Week 4 Quiz

Content

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Course	2019FA ARTIFICIAL INTEL (CS-3387-01)
Test	Week 4 Quiz
Started	9/20/19 9:09 AM
Submitted	9/20/19 9:13 AM
Status	Completed
Attempt Score	90 out of 90 points
Time Elapsed	3 minutes out of 9 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, Submitted Answers, Correct Answers, Incorrectly Answered Questions

- **Question 1**

- 10 out of 10 points

What changes in Minimax algorithm when we are dealing with nondetermininstic games

Selected Answer: ✔A.

We have to include chance nodes everything else stays the same

Answers: ✔A.

We have to include chance nodes everything else stays the same

B.

We have to maximize the minimum

C.

We have to minimize the maximum

D.

There is no difference

- **Question 2**

- 10 out of 10 points

What is not a way to improve backtracking efficiency

Selected Answer: B.

Stochastic search

Answers: A.

Take advantage of problem structure

B.

Stochastic search

C.

Detect inevitable failure early

D.

Detect which variables should be assigned next and in what order

- **Question 3**

- 10 out of 10 points

What is the difference between search problems and games

Selected Answer: C.

In games we have unpredictable opponent solution is a strategy specifying a move for every possible opponent reply

Answers: A.

Games mostly have stochastic solutions, search problems don't

B.

Games don't have tree structure, search problems do

C.

In games we have unpredictable opponent solution is a strategy specifying a move for every possible opponent reply

D.

There are no differences

- **Question 4**

- 10 out of 10 points

- **Question 5**

- 10 out of 10 points

Which tree-search for CSP with single-variable assignments is called backtracking search

Selected Answer: B.

Depth-first search

Answers: A.

Breadth-first search

B.

Depth-first search

C.

None. Tree-search can't be applied to CSPs

D.

Best-first search

- **Question 6**

- 10 out of 10 points

Is behavior preserved under any monotonic transformation of Eval in original alfa beta prunning

Selected Answer: B.

Yes, only the order matters

Answers: A.

No, monotonic transformation of Eval changes the valuations

B.

Yes, only the order matters

C.

No, monotonic transformation of Eval changes the payoff

D.

Depends on the opponents

- **Question 7**

- 10 out of 10 points

How does alfa beta prunning affect the final result of original minimax algorithm

Selected Answer: B.

Alfa beta prunning does not affect the final result of minimax algorithm

Answers: A.

Alfa beta prunning doubles the result

B.

Alfa beta prunning does not affect the final result of minimax algorithm

C.

Alfa beta prunning maximizes the gain

D.

Alfa beta prunning minimizes the gain

- **Question 8**

- 10 out of 10 points

What is the basic idea of minimax algorithm

Selected Answer: A.

Choose a move to position with highest minimax value (best achievable payoff against best play)

Answers: A.

Choose a move to position with highest minimax value (best achievable payoff against best play)

B.

The idea is to find the minimum by finding the maximum

C.

The idea is to maximize the minimal strategy

D.

The idea is to minimize the maximum gain

- **Question 9**

- 10 out of 10 points

What is the goal test for constraint satisfaction problems

Selected Answer: C.

Goal test is a set of constraints specifying allowable combinations of values for subsets of variables

Answers: A.

There is no goal test for constraint satisfaction problems

B.

Goal test is to minimize the maximal cost

C.

Goal test is a set of constraints specifying allowable combinations of values for subsets of variables

D.

Goal test is to maximize the minimal payoff