
CS 161: Fundamentals of Artificial Intelligence

Spring 2019 – Midterm Study Guide

Material

The following items are in the scope of the midterm:

1. What is the Turing test? What is a Winograd Schema?
2. Basic LISP programming, lists, recursion
3. Systematic search strategies: Sections 3.0–3.4
4. Informed search strategies: Section 3.5 (excluding consistency, RBFS, MA* and SMA*)
5. Heuristics: Section 3.6
6. Local search strategies: Section 4.1
7. Game playing: Sections 5.0–5.4.2, and 5.5
8. Constraint satisfaction: Sections 6.0–6.3.2, 6.5 (until tree decomposition)

Form

Questions will test for insight. Some questions will be factual, but their answers can be found by understanding the material, not by memorizing. The exam is closed book.

The following items will almost certainly be on the midterm and determine a large part of your score.

1. A simple LISP programming exercise (one recursive function).
2. Formalize a real-world problem as a search or constraint satisfaction problem. Come up with an admissible heuristic. Determine branching factors and solution depths.
3. Label nodes in a search tree according to the order in which they will be expanded/generated for any of the search algorithms.
4. Determine completeness, optimality, time, and space complexity for any of the algorithms.
5. Perform steps of constraint satisfaction backtracking search, for various choices of variable order, value selection, and constraint propagation.
6. Compute minimax or expectiminimax values to solve a game.
7. Perform α - β pruning on a game tree.

Beyond these items, I may ask a few short questions about other parts of the material, in particular as true/false questions, for a smaller number of points.