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Weekly Activity & Quiz Week05 Activity 9/26 Review Test Submission: Week05 Quiz Ch04

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Course	CS 6364.001 - Artificial Intelligence - F15
Test	Week05 Quiz Ch04
Started	9/26/15 9:23 PM
Submitted	9/26/15 9:27 PM
Due Date	9/26/15 11:59 PM
Status	Completed
Attempt Score	12 out of 12 points
Time Elapsed	4 minutes out of 30 minutes
Results Displayed	All Answers, Submitted Answers, Correct Answers

Question 1

12 out of 12 points

Select one best answer for each question.

Question	Correct Match	Selected Match
_____ is sometimes called greedy local search because it grabs a good neighbor state without thinking ahead about where to go next.	<input checked="" type="checkbox"/> G. Hill climbing	<input checked="" type="checkbox"/> G. Hill climbing
_____ is a peak that is higher than each of its neighboring states but lower than the global maximum.	<input checked="" type="checkbox"/> D. Local Maximum	<input checked="" type="checkbox"/> D. Local Maximum
_____ results in a sequence of local maxima that is very difficult for greedy algorithms to navigate	<input checked="" type="checkbox"/> J. Ridge	<input checked="" type="checkbox"/> J. Ridge
_____ is a flat area of the state-space landscape. It can be a flat local maximum, from which no uphill exit exists, or a shoulder, from which progress is possible.	<input checked="" type="checkbox"/> C. Plateau	<input checked="" type="checkbox"/> C. Plateau
_____ hill climbing chooses at random from among the uphill moves; the probability of selection can vary with the steepness of the uphill move.	<input checked="" type="checkbox"/> H. Stochastic	<input checked="" type="checkbox"/> H. Stochastic
_____ hill climbing implements stochastic hill climbing by generating successors randomly until one is generated that is better than the current state.	<input checked="" type="checkbox"/> K. First-choice	<input checked="" type="checkbox"/> K. First-choice
_____ hill climbing con-ducts a series of hill-climbing searches from	<input checked="" type="checkbox"/> A.	<input checked="" type="checkbox"/> A.

randomly generated initial states, until a goal is found.

Random-Restart

Random-Restart

If there are few local maxima and Plateaux, ____ hill climbing will find a good solution very quickly.

✓ A. Random-Restart

✓ A. Random-Restart

____ solution is to start by shaking hard (i.e., at a high temperature) and then gradually reduce the intensity of the shaking (i.e., lower the temperature).

✓ F. Simulated-annealing

✓ F. Simulated-annealing

____ search algorithm keeps track of k states rather than just one. It begins with k randomly generated states. At each step, all the successors of all k states are generated. If goal is found, it halts. Otherwise, it selects the k best successors and repeats.

✓ E. Local-beam

✓ E. Local-beam

____ algorithm is a stochastic hill-climbing search in which a large population of states is maintained. New states are generated by mutation and by crossover, which combines pairs of states from the population.

✓ I. Genetic

✓ I. Genetic

In nondeterministic environments, agents can apply ____ search to generate Con-tingent plans that reach the goal regardless of which outcomcs occur during execution

✓ B. And-Or

✓ B. And-Or

All Answer Choices

A. Random-Restart

B. And-Or

C. Plateau

D. Local Maximum

E. Local-beam

F. Simulated-annealing

G. Hill climbing

H. Stochastic

I. Genetic

J. Ridge

K. First-choice

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← OK