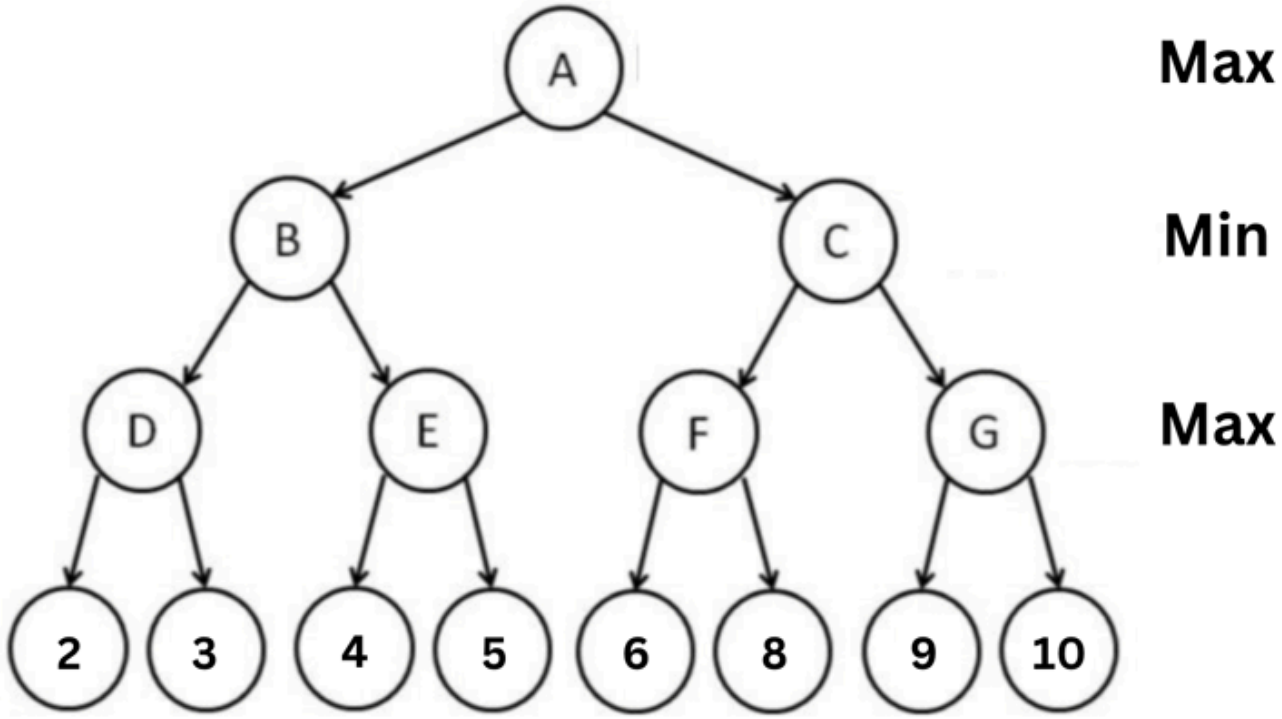
Week 2 Quiz

Q1.

A maze-solving search problem differs from a tic-tac-toe search problem in the following way(s):

Q2.

Consider the following game tree, what are the values of nodes E and A?



A. E = 4, A = 9

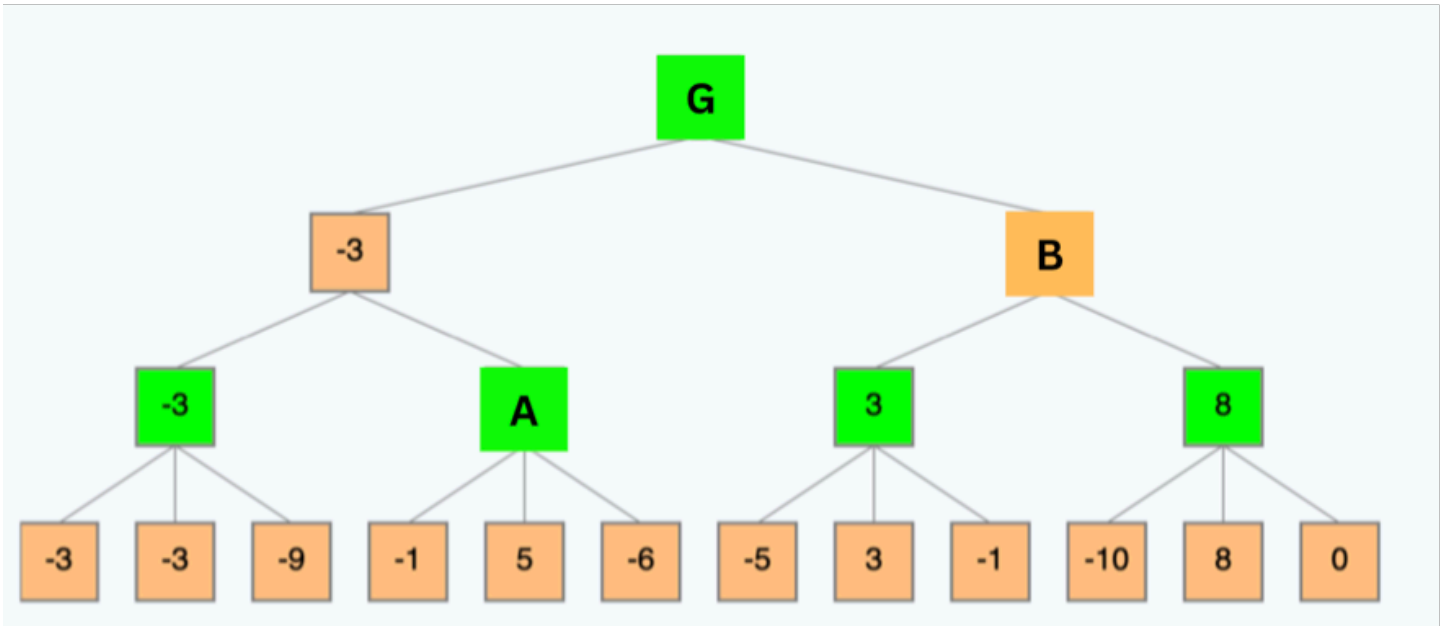
B. E = 5, A = 8

C. E = 5, A = 10

D. E = 4, A = 10

Q3.

Use the minimax algorithm to compute the missing values A, B, and G.



A. A = -6, B = 8 , G = 8

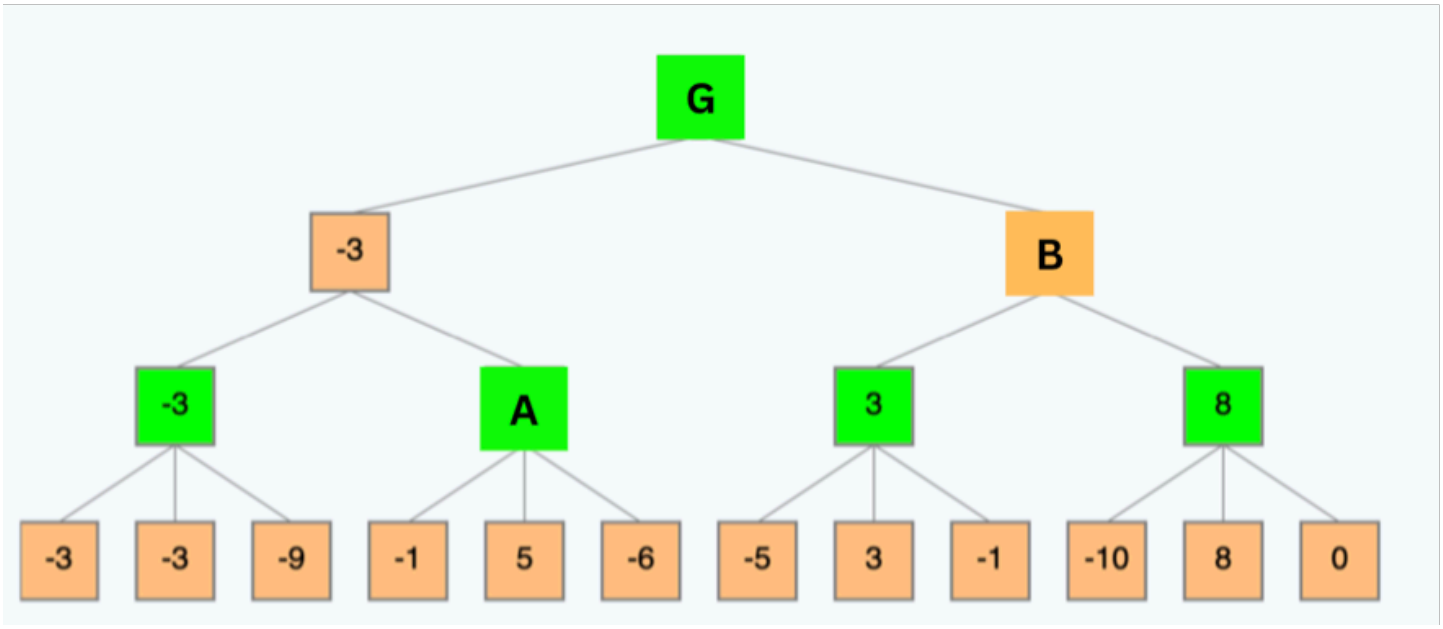
B. A = 5, B = 3 , G = 3

C. A = -6, B = 3 , G = -3

D. A = -5, B = 8 , G = -3

Q4.

If we run the alpha-beta pruning algorithm on the same tree (shown below), what are the nodes that will not be visited:



A. 5, -6, 0

B. 5, -6,-1, 0

C. -6,-1,8,0

D. -6,-1,0

Q5.

For a general game tree, are there any cases that the AlphaBeta algorithm gives a different value at the root node than the Minimax algorithm?

A. Yes, and I can prove it.

B. Yes, but I can't prove it.

C. No

Q6.

Which of the following is true about the minimax algorithm and alpha-beta: