

Homework 3

Due: Thursday, October 4 by 11:00pm

1. (4 points) Give the name of the algorithm that results from these special cases:

a) Local beam search with $k=1$

Gradient Ascent

b) Simulated annealing with $T=0$ at all times

Gradient Ascent

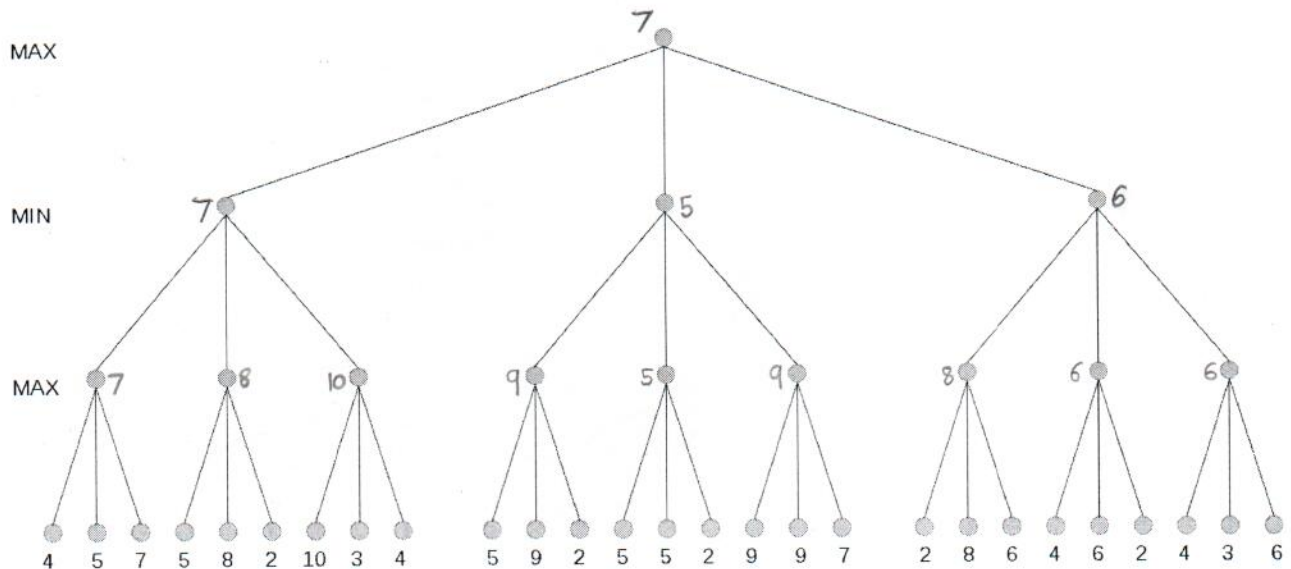
c) Simulated annealing with $T=\text{infinity}$ at all times

Randomized Search

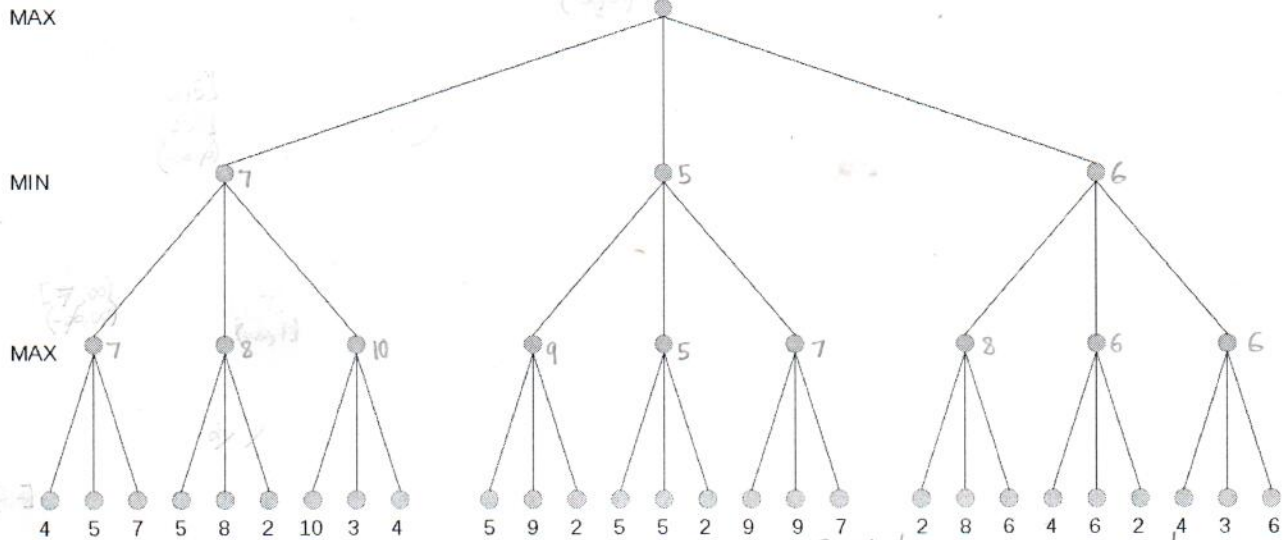
d) Genetic algorithm with a population size of $N=1$

Randomized Search

2. (8 points) A game tree of depth 4 is shown below, and the root is a MAX node. The utilities of the terminal nodes (green) are provided as well. Use MINIMAX to decide which move should be made from the root. **(1) Write the backed-up MINIMAX value beside each node and (2) mark the selected path.**



3. (8 points) The same game tree is shown below. Conduct an alpha-beta pruning by generating left-most nodes first. (1) Indicate where and which (α or β) cutoffs occur, (2) circle the nodes which were generated and (3) write the MINIMAX values beside each generated node.



Step 1:

$$\alpha = -\infty$$

$$\beta = \infty$$

Step 2:

$$\alpha = -\infty$$

$$\beta = \infty$$

Step 3:

$$\alpha = -\infty$$

$$\beta = \infty$$

Step 4:

$$\alpha = -\infty$$

$$\beta = 4$$

Step 5:

$$\alpha = -\infty$$

$$\beta = 5$$

Step 6:

$$\alpha = -\infty$$

$$\beta = 7$$

Step 7:

$$\alpha = -\infty$$

$$\beta = 7$$

Step 8:

$$\alpha = -\infty$$

$$\beta = 5$$

Step 9:

$$\alpha = -\infty$$

$$\beta = 8$$

Step 10:

$$\alpha = -\infty$$

$$\beta = 7$$

Step 11:

$$\alpha = -\infty$$

$$\beta = 10$$

Step 12:

$$\alpha = 7$$

$$\beta = \infty$$

Step 13:

$$\alpha = 7$$

$$\beta = \infty$$

Step 17:

$$\alpha = -\infty$$

$$\beta = 5$$

Step 18:

$$\alpha = 4$$

$$\beta = 9$$

Step 19:

$$\alpha = -\infty$$

$$\beta = 2$$

Step 20:

$$\alpha = 7$$

$$\beta = 9$$

Step 21:

$$\alpha = -\infty$$

$$\beta = 5$$

Step 22:

$$\alpha = -\infty$$

$$\beta = 5$$

Step 23:

$$\alpha = 5$$

$$\beta = 9$$

Step 24:

$$\alpha =$$