Kahoot!

Search and Reasoning

0 favorites **4** plays **37** players

A private kahoot

Questions (10)

1 - True or false

Brute-Force is a Non-Systematic search? 20 sec

- True ✗
- False ✓

2 - True or false

All terminal nodes in a Game (search) tree are the best solutions for a Game. 20 sec

- True ✗
- False ✓

3 - Quiz

One of these is the utility value of a MAX player in MiniMax game. 20 sec

- -Infinity ✗
- -1 ✗
- 0 ✗
- +1 ✓

4 - Quiz

A search will explore its left child of the root and iteratively continue doing so until it reaches the terminal node.

60 sec

- It's a Best-First Search ✗
- It's a Breadth-First Search ✗
- It's Depth-First Search ✓
- It's Binary Search ✗

5 - True or false

Typically search space of a Game Tree is $O(b^d)$, b being children and d is the depth of the tree.

20 sec

- True ✓
- False ✗

6 - Quiz

When we have some intuitive guess of the cost to the goal state which search is the best to use?

20 sec

- A* Algorithm Search ✗
- Best-First Search ✓
- Breadth-First Search ✗
- Brute Force Search ✗

7 - Quiz

Alpha-Beta pruning reduces the search-space by not playing branches that are not optimal. Two of them are correct.

60 sec

- Alpha cares about MAX node and checks the maximum lower bound. ✓
- Beta cares about MAX node and checks the maximum lower bound. ✗
- Alpha cares about MIN node and checks the maximum upper bound. ✗
- Beta cares about MIN node and checks the minimum upper bound. ✓

8 - True or false

Dijkstra and A* Algorithm are similar except where A* Algorithm knows goal state heuristic and distance between nodes.

30 sec

- True ✓
- False ✗

9 - Quiz

One of these is NOT an example of an admissible heuristic. Which one?

20 sec

- h(n) = +Infinity ✓
- h(n) = Euclidean distance ✗
- h(0) = 0 ✗
- h(n) = 1 ✗

10 - True or false

The utility values of the terminal of a zero-sum game are either - 1, 0, or +1.

20 sec

- True ✓
- False ✗