

Assignment5 – Search

Given: Nov. 23 Due: Nov. 28

Problem 5.1 (Heuristic Searches)

Consider the graph of Romanian cities with edges labeled with costs $c(m, n)$ of going from m to n . $c(m, n)$ is always bigger than the straight-line distance from m to n . $c(m, n)$ is infinite if there is no edge.

Our search algorithm keeps:

- a list E of expanded nodes n together with the cost $g(n)$ of the cheapest path to n found so far,
- a fringe F containing the unexpanded neighbors of expanded nodes.

We want to find a cheap path from Lugoj to Bucharest. Initially, E is empty, and F contains only Lugoj. We terminate if E contains Bucharest.

Expansion of a node n in F moves it from F to E and adds to F every neighbor of n that is not already in E or F . We obtain $g(n)$ by minimizing $g(e) + c(e, n)$ over expanded nodes e .

As a heuristic $h(n)$, we use the straight-line distance from n to Bucharest as given by the table in the lecture.

1. Explain how the following algorithms choose which node to expand next:

2. greedy search with heuristic h

3. A* search with path cost g and heuristic h

4. Explain what h^* is here and why h is admissible.

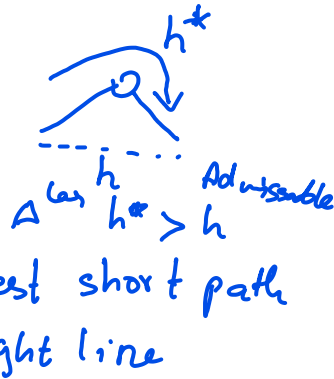
5. For each search, give the order in which nodes are expanded.

(You only have to give the nodes to get the full score. But to get partial credit in case you're wrong, you may want to include for each step all nodes in the fringe and their cost.)

Problem 5.2 (Games for Adversarial Search)

Consider the following properties a game can have.

- A 2 players alternating moves
- I discrete state space
- C players have complete information about state
- F finite number of move options per state
- E deterministic successor states
- T games guaranteed to terminate
- U terminal state has zero-sum utility.



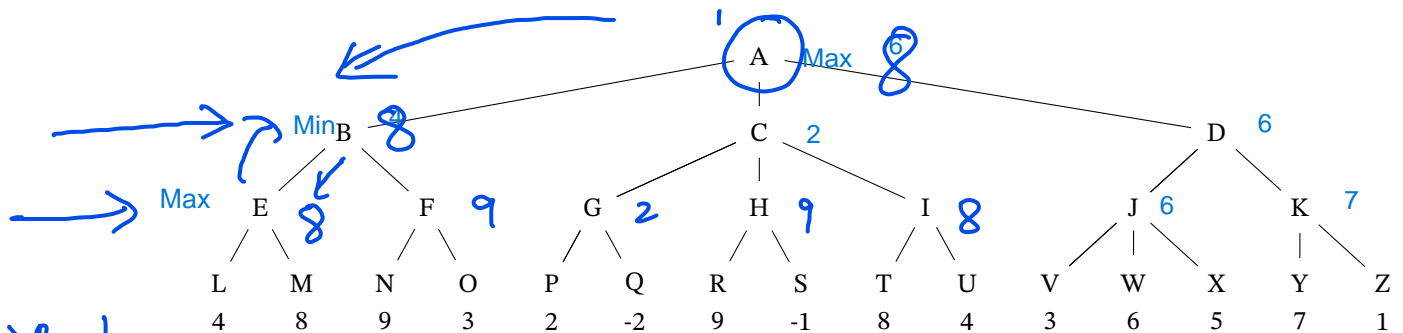
$G = \min(h)$
child nodes:
 $A^* : \min(g(n) + h(n))$
- Add unexpanded F ?

For each of the following games, state whether the game violates the property; fill in the corresponding letters (no spaces) into the box.

- 2-player poker (until one player is bankrupted):
- Backgammon:
- Wrestling (one 5 minute round):
- Connect Four:
- Rock-Paper-Scissors (with a repeat to break ties):
- Meta-Game (player 1's first move is to choose a game that satisfies all properties, subsequent moves play that game):

Problem 5.3 (Game Tree)

Consider the following game tree. Assume it is the maximizing player's turn to move. The values at the leaves are the static evaluation function values of the states at each of those nodes.



- Compute the minimax game value of nodes A, B, C, and D.
- Max would select move
- List the nodes that the alpha-beta algorithm would prune (i.e., not visit). Assume children of a node are visited left-to-right.
- How would the nodes in the tree need to be ordered to prune as many branches as possible?

If this question is used as a homework, submit your solution as a text file containing the following:

- Line 1: 4 numbers, separated by space, corresponding to the nodes in alphabetical order, e.g., "1 3 2 5" means A=1, B=3, C=2, D=5.
- Line 2: The upper-case letter for the selected move.

3. Line 3: The upper-case letters of the pruned moves.

Problem 5.4 (Minimax Search in ProLog)

Consider the following game:

1. There is a pile of n matches in the middle.
2. Two players alternate taking away 1, 2, or 3 matches.
3. The winner is whoever takes the last match.

Solve this game (for all values of n) by implementing the minimax algorithm in *Prolog*. Specifically, implement exactly the following

- a *Prolog* predicate `value(S,P)` that holds if player P wins from initial state S ,
- where the *Prolog* constructor `state(N,P)` represents the game state with N remaining matches and player P going next,
- where we represent players P using 1 for the starting player and -1 for the opponent.

Note: A partial solution will be explained in the tutorials, especially the use of `\+` for negation-as-failure and `!` for cut.