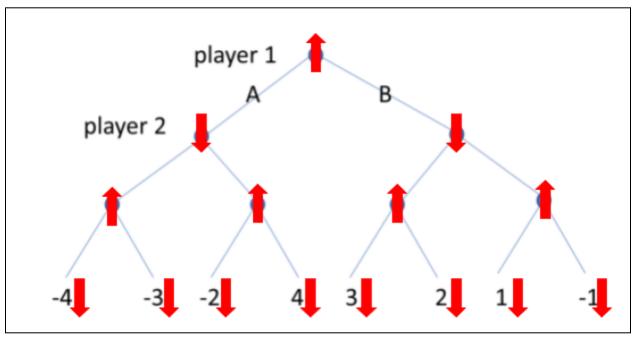
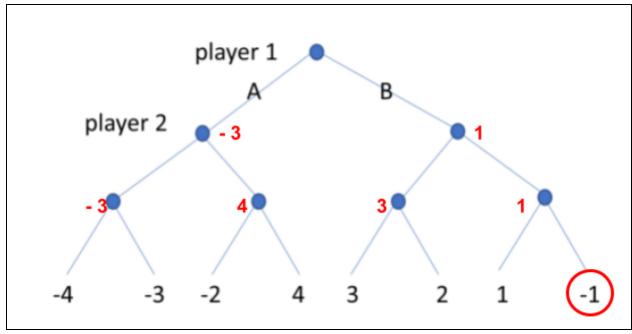
QUESTION 1:

Labeled with Arrows:

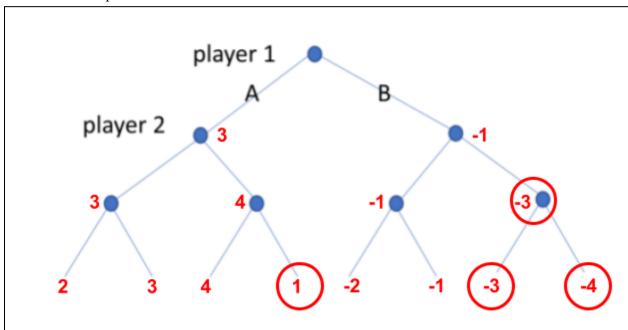


Minimax Values and Alpha-Beta Pruning on Original Tree:

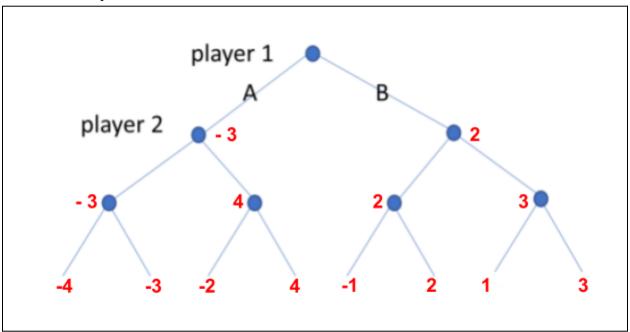


Player 1 should choose Path B with an expected outcome of +1

To maximize Alpha-Beta:



To eliminate Alpha-Beta:



QUESTION 2:

- The player at the root could never force a win, since the other player would always make the final move. It does not matter where the 2 non-zero states are.
- Given the scenario of only 2 non-zero states, and only 1 winning state for each player, it is impossible for either player to force a win, no matter where the winning states are, and no matter the depth. (except for a trivial depth of 1) Even if the states are adjacent to each other, the player who moves second-to-last would choose a draw over giving the last player the opportunity to win. If the states are not adjacent, it is also always a draw.

QUESTION 3:

a) Variables: X(i) is the hiker in the (i)'th position. Where i = 1,2,3

Domains:

Each variable can be assigned to exactly one hiker:

$$D(X1) = D(X2) = D(X3) = \{A, B, C\}$$
 (Alex, Bob, Charlie)

Constraints:

Adjacent hikers cannot have the same degree:

- (1) If X1 = A then $X2 \neq C$
- (2) If X1 = C, then $X2 \neq A$
- (3) If X2 = A then $X1 \neq C$, $X3 \neq C$,
- (4) If X2 = C then $X1 \neq A$ and $X3 \neq A$

Charlies does not want to be last:

(5) $X3 \neq C$

b)

