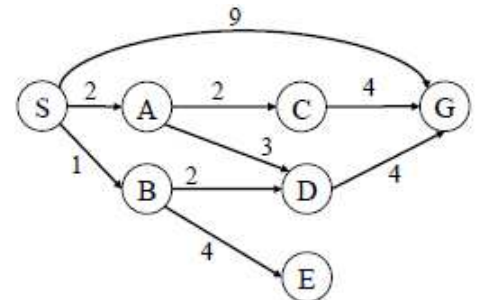


**Note: Answer each question (1, 2, 3 and 4) in separate exam sheets (1, 2, 3 e 4).**

1. [4 points] The state space of a given search problem is shown in the figure. We want to obtain a path from node S to node G. Each connections has the cost indicated in the figure. The heuristic function represented in the table has been defined.



- Identify the solution found by the **breadth-first search** strategy.
- Identify the first 4 nodes expanded by the **uniform cost** search strategy. Justify, presenting their respective costs.
- Show the search tree obtained by the **A\*** search strategy, using the heuristic function presented. Next to each node in the tree, indicate the value of the cost function components ( $f=g+h$ ). Identify the solution found.
- Is the heuristic function admissible and consistent? Why?

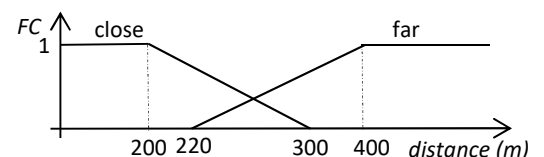
S	A	B	C	D	E	G
6	0	6	4	1	10	0

2. [4 points] In a real-estate market study, a knowledge-based system has been used to determine the renting probability of apartments. The following rules have been designed:

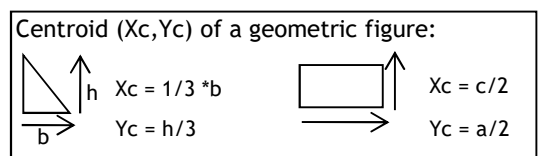
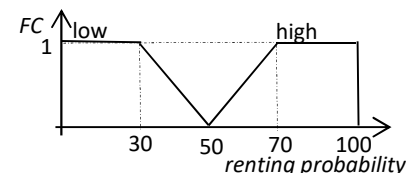
- R1: If city center Then good location (FC=0,9)  
 R2: If metro nearby And hospital in the premises Then good location (FC=0,7)  
 R3: If good location And floor > 3 Then high renting probability (FC=0,8)  
 R4: If floor ≤ 3 Or no guard Then low renting probability (FC=0,6)

The fuzzy concept “close” is represented by the membership function shown in the figure.

Apartment **Ap** is in the 4th floor of a building in the city center (FC=0,8). It is at a 220m distance of a metro station. There is a hospital in the premises. The building does not have a guard (FC=0,7).



- From this rule set, which are the certainty factors associated with the low/high probabilities of apartment **Ap** being rented? Show your calculations.
- The figure shows the membership function of the fuzzy concept “renting probability”. Which is the renting probability of apartment **Ap**? Show your calculations.
- We know that the implemented system uses rule inference through backward chaining. Explain what this inference mechanism is about.



3. [4 points] We want to solve the travelling salesman problem using **simulated annealing** and considering as initial state the path **A-B-C-D-A**. The traveling salesman departs from city A and wants to visit cities B, C and D, then returning to city A. Distances between cities are shown in the table, and we want to find the shortest path.

	A	B	C	D
A	0	30	40	35
B	30	0	35	25
C	40	35	0	20
D	35	25	20	0

- Propose an evaluation function and a neighboring function for the problem (textual description). Calculate the value given by the evaluation function to the initial state.
  - Consider that the temperature parameter (T) starts at 50, and is decremented in 10 units each iteration. Show the list of the 4 first generated states and the corresponding decision. When and if you need to generate random numbers to decide on accepting the generated states, use the following values: 0,82; 0,6; 0,4; 0,75). Explain your reasoning.
  - Why is randomness included in simulated annealing? Describe the functioning of the algorithm when randomness is null or extremely high (infinite).
4. [8 points] Answer six (6) of the following seven (7) questions (each in 5-10 lines).
- Explain two advantages of using “Monte Carlo Tree Search” instead of Minimax.
  - In optimization algorithms, the adoption of a neighboring state can be deterministic or probabilistic. Comment on this statement.
  - In the algorithm C4.5, explain what *split information* is for.
  - For the figure, indicate which value ranges the blank nodes can have when the only alpha-beta cuts are the ones illustrated.
  - In artificial neural networks, distinguish *activation function* from *transfer function*.
  - Explain the concept of supervised machine learning.
  - Suppose a KBS in which we introduce data according to incoming evidence (E1=“clean sky”, E2=“dry”, E3=“clouds coming”, E4=“satellite photo”) and that handles uncertain knowledge using the **Dempster-Shafer** model. Calculate the interval of belief in “it’s not going to rain” (round it to 2 decimal cases), knowing that:
    - E1 → “it’s not going to rain” (0.7)
    - E2 → “it’s not going to rain” (0.6)
    - E3 → “it is going to rain” (0.3)
    - E4 → “it is going to rain” (0.2)

