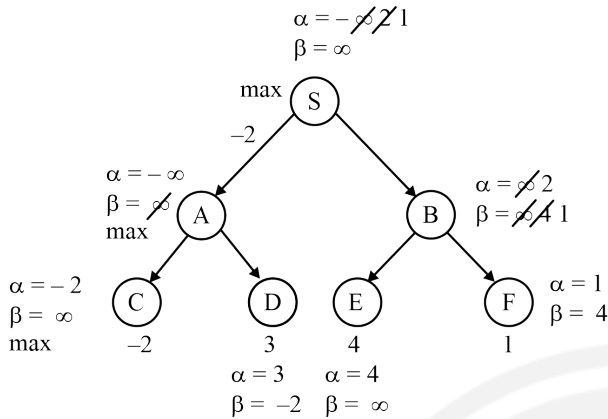


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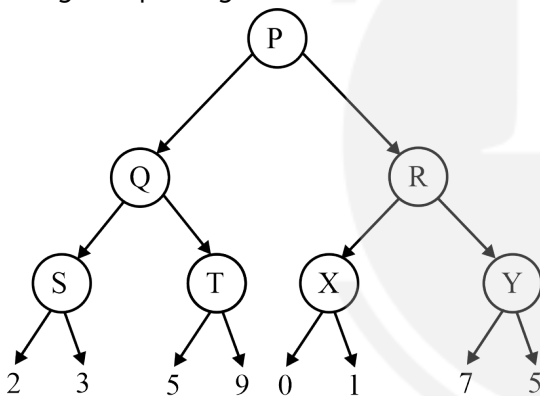
Artificial Intelligence

Adversarial Search

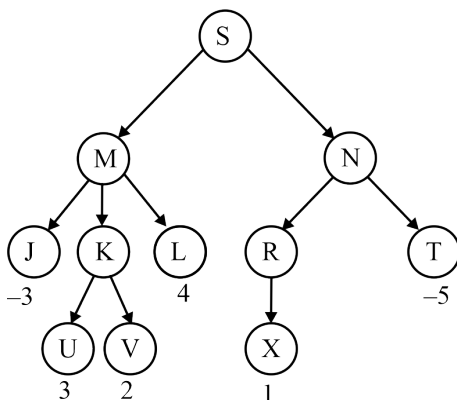
Q1



Q2 Count the number of nodes that will be pruned using a -b pruning

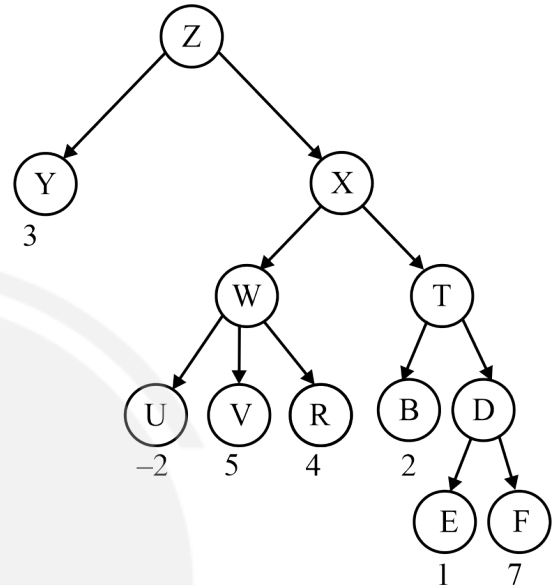


Q3 Consider the tree green below. The root node S is the max player. What will be the best score for this root node S.

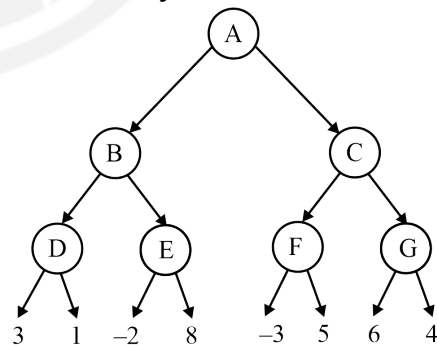


Q4

The best score possible for the root node which is a minimum player is ____.

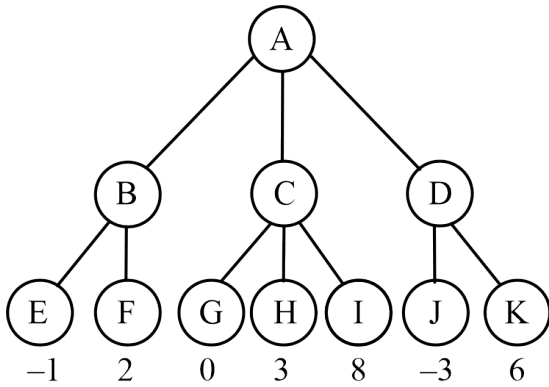


Q5 Consider the following tree. Let X denote the best score of the root node when it acts as the 'max' player. Let Y denote the best score of the root -node when it acts as the 'min' player. The value of $x + y$ is ____.

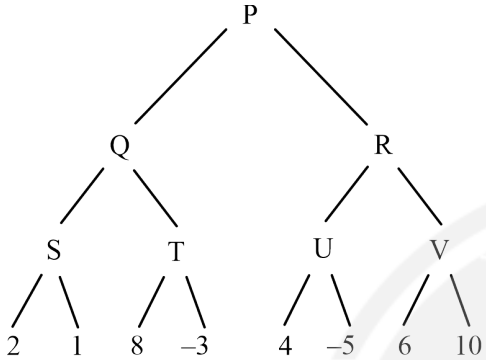


Q6 Find the best result for the root where root acts as the max player:

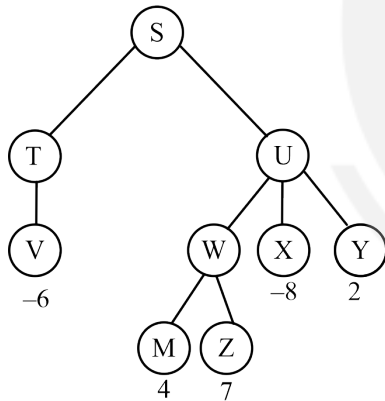




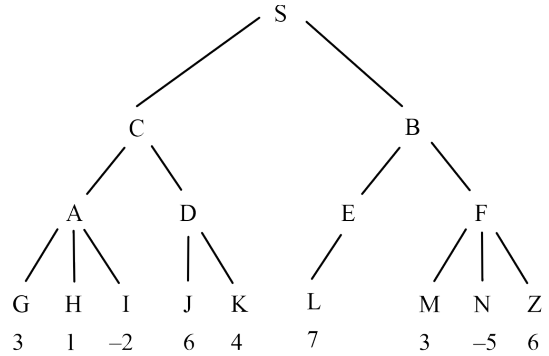
Q7 Find the best result for min player:



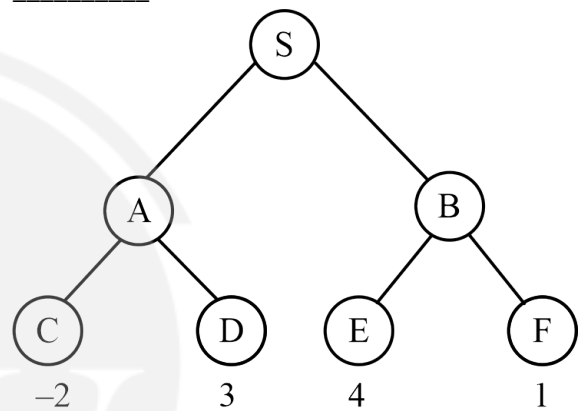
Q8 Find the best score for S (max player) in the following graph:



Q9 What is the best result for node C if the root node is a max player?



Q10 The number of nodes that will be pruned using alpha-beta pruning in the following graph is _____.



Answer Key

Q1	0
Q2	4
Q3	3
Q4	-2
Q5	6

Q6	0
Q7	-1
Q8	-6
Q9	-3
Q10	0

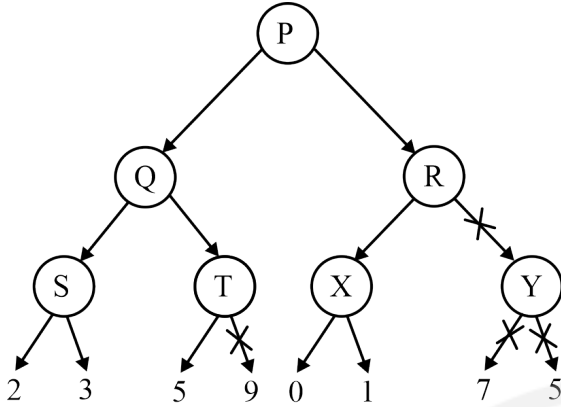


Hints & Solutions

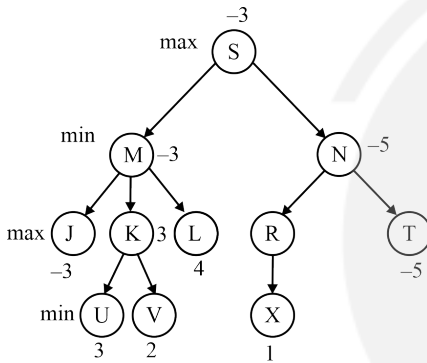
Q1 Text Solution:

No node will be pruned.

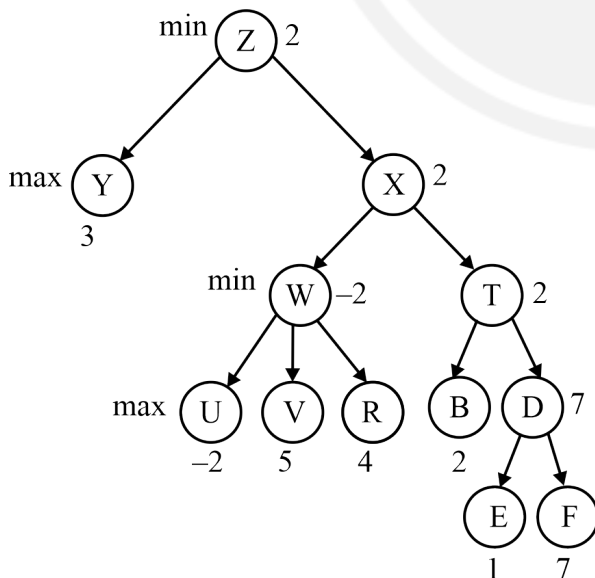
Q2 Text Solution:



Q3 Text Solution:

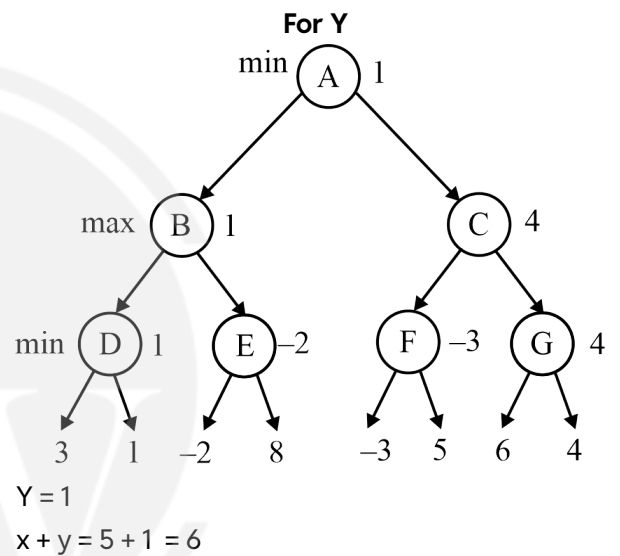
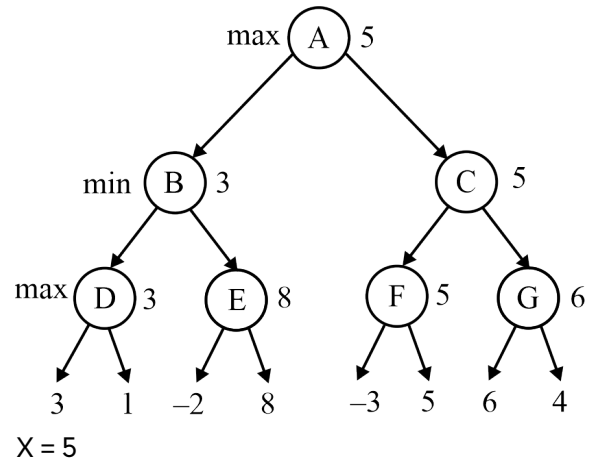


Q4 Text Solution:

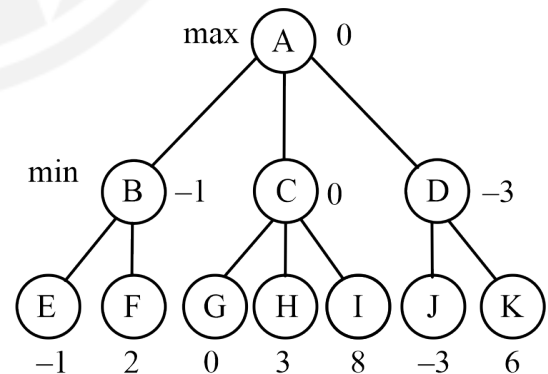


Q5 Text Solution:

For x

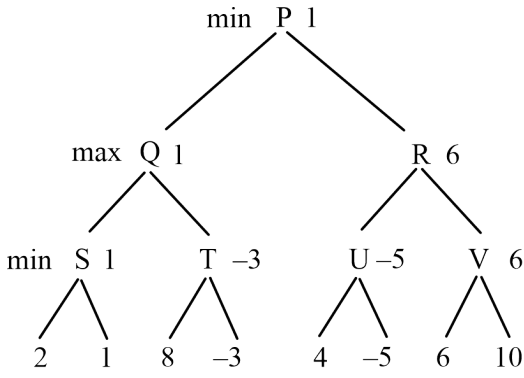


Q6 Text Solution:

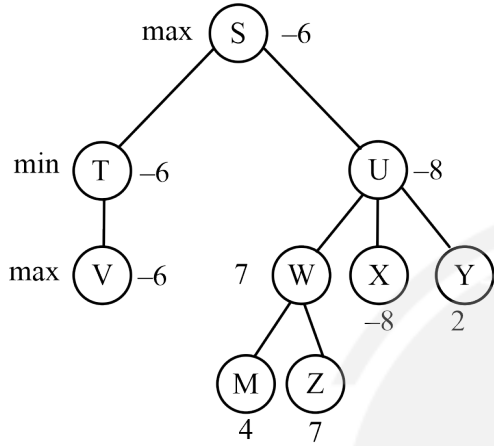


Q7 Text Solution:

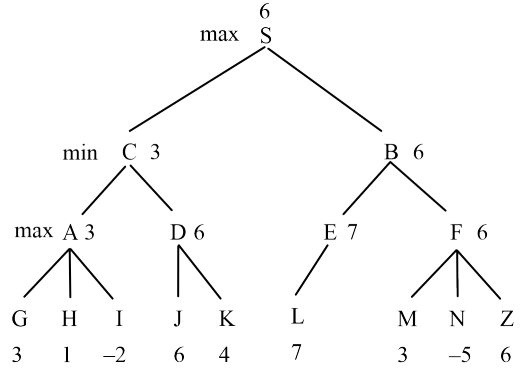




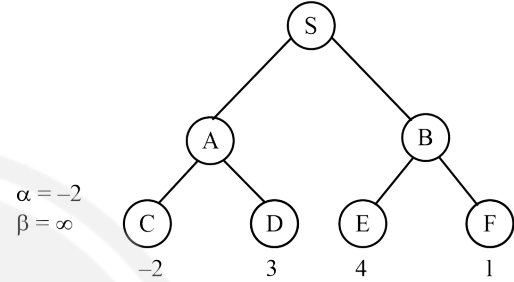
Q8 Text Solution:



Q9 Text Solution:



Q10 Text Solution:



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