

# AI - Sample Midterm Exam

Name:-----

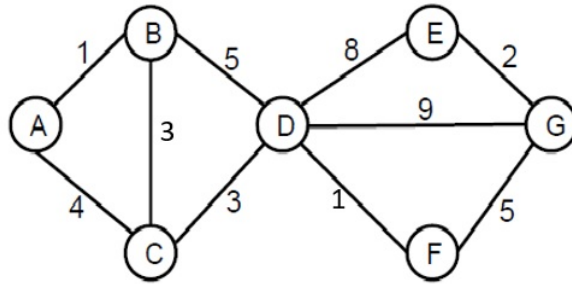
## Q1

Circle (O) the true statements, and cross (X) the false statements.

1. Breadth-first search is a special form of uniform-cost search where the cost  $g(n)$  is the number of steps from the initial state to state  $n$ .
2. Depth-first tree search is complete if the state space is finite.
3. Backtracking search is a variant of depth-first search which generates only one successor at a time rather than all successors.
4. A heuristic function  $h(n)$  is said to be admissible if it never exceeds the real optimal cost from  $n$  to any goal state. Therefore,  $h(n) = 0$  is always admissible.
5. Uniform-cost search is a special form of  $A^*$  search.

## Q2

This question refers to the undirected weighted graph below:



A is the start state and G is the goal state. The costs are given as weights on the graph. Apply each of the following algorithms until **5** expansions are made or a solution is found, and show what are in **frontier** and what are in **explored**. It is assumed that the children of each node are ordered alphabetically, and backtracking search generates nodes according to the order.

1. Breadth-first graph search.
2. Backtracking graph search.
3. A\* graph search with the following heuristic function:

| n    | A | B | C | D | E | F | G |
|------|---|---|---|---|---|---|---|
| h(n) | 9 | 9 | 8 | 7 | 1 | 4 | 0 |

### Q3

Consider the *pigeonhole* problem. Given  $n$  pigeons and  $m$  holes, each of which can hold  $k$  pigeons, the goal of the problem is to put the pigeons into the holes such that every pigeon is assigned a hole and no more than  $k$  pigeons are put into any hole. Obviously, according to the pigeon-hole principle, if  $n > m \times k$ , then the problem is unsatisfiable.

1. Model the problem as a CSP.
2. The original problem permits symmetric solutions. Introduce symmetry-breaking constraints into your model so that some of the symmetries are eliminated.
3. (Extra 5 points) Implement your model in a programming language of your choice.

## Q4

Consider the relaxed 8-puzzle in which a tile can move from any square to the empty square.

- Formulate the problem as a state-space search problem by giving a state representation, a goal test, a set of actions, and a heuristic function.
- (Extra 5 points) Implement your model in a programming language of your choice for the following problem instance:

