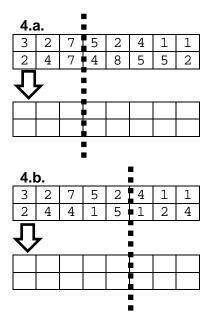
CS-171, Intro to A.I., Fall Quarter, 2012 — Quiz # 1 — 20 minutes

1. NAME:			
YOUR ID:	ID TO RIGHT:	ROW:	NO. FROM RIGHT:
• •	I pts each) Your book de PEAS. Fill in the blanks		nment as a set of four things the PEAS components.
P	E	Α	S
3. (24 pts total, 4	pts each) Label the followi	ng statements as Tro	ue (T) or False (F).
3.a. Local sea	arch algorithms generally o	perate only on one (or a few) current node(s).
3.b. Local sea	arch algorithms generally a	re used to find the gl	obally optimal solution.
3.c. In tabu se	earch recently visited states	s are temporarily exc	cluded from being visited again.
3.d Simulate	d annealing is more likely t	o accept a bad move	e late in the search than earlier.
3.e. Local bea	am search retains the k bes	st successors of the	k states in the previous step.
3.f Hill-climbi	ing moves to the best succ	essor of the current	state.

4. (10 pts total, 5 pts each, -1 for each wrong answer, but not negative) You are performing genetic algorithm search for the 8-queens problem. Perform cross-over on these pairs of chromosomes at the indicated points.

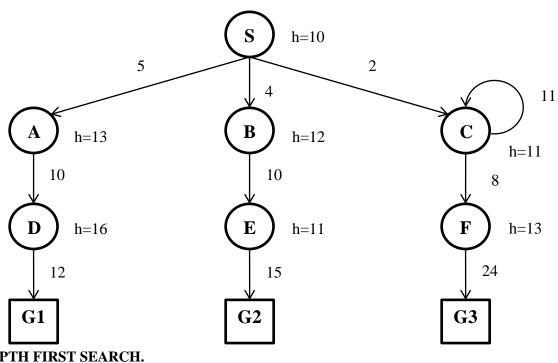


5. (50 pts total, 10 pts each) Execute Tree Search through this graph (i.e., do not remember visited nodes, so repeated nodes are possible). It is not a tree, but pretend you don't know that.

Step costs are given next to each arc. Heuristic values are given next to each node (as h=x). The successors of each node are indicated by the arrows out of that node.

(Note: C is a successor of itself).

For each search strategy below, indicate the order in which nodes are expanded (i.e., to expand a node means that its children are generated), ending with the goal node that is found. The first one is done for you as an example.



$egin{pmatrix} \psi \\ \hline G1 \\ \hline \end{bmatrix}$ $egin{pmatrix} & & & & \\ \hline & & \\$				
5.a. DEPTH FIRST SEARCH.				
<u>S A D G1</u>				
5.b. (10 pts, -3 for each wrong answer, but not negative) UNIFORM COST SEARCH.				
<u>S</u>				
5.c. (10 pts, -3 for each wrong answer, but not negative) GREEDY (BEST-FIRST) SEARCH.				
<u>S</u>				
5.d. (10 pts, -3 for each wrong answer, but not negative) ITERATED DEEPENING SEARCH.				
<u>S</u>				
5.e. (10 pts, -3 for each wrong answer, but not negative) A* SEARCH.				
<u>S</u>				
5.f. (10 pts, -3 for each wrong answer, but not negative) OPTIMALITY.				
Did Uniform Cost Search find the optimal goal? Why or why not?				
Did A* Search find the optimal goal? Why or why not?				