## CS-171, Intro to A.I., Fall Quarter, 2015 - Quiz \# 1 - 20 minutes

NAME: $\qquad$
YOUR ID: $\qquad$ ID TO RIGHT: $\qquad$ ROW: $\qquad$ SEAT: $\qquad$

1. (52 pts total, 4 pts each) Properties of task environments. For each of the following terms or phrases on the left, write in the letter corresponding to the best answer or the correct definition on the right. The first one is done for you as an example.

| A | Agent | A | Perceives environment by sensors, acts by actuators |
| :--- | :--- | :--- | :--- |
|  | Episodic | B | Sensors give complete state of environment at each time point |
|  | Discrete | C | More than one agent in the task environment |
|  | Static | D | Next state is exactly determined by current state and agent action |
|  | Nondeterministic | E | The current decision could affect all future decisions |
|  | Sequential | F | Environment can change while the agent is deliberating |
|  | Semidynamic | G | Finite number of states, percepts, and actions |
|  | Deterministic | H | The outcomes (or probabilities) for all actions are given |
|  | Fully observable | I | Environment does not change while the agent is deliberating |
|  | Uncertain | J | Environment does not change while the agent is deliberating, <br> but its performance measure does |
|  | Known | K | A series of atomic episodes, each independent of prior agent actions |
|  | Multiagent | L | Next state not exactly determined by current state and agent action |
|  | Stochastic | M | Not fully observable or not deterministic |
|  | Dynamic | N | Actions are characterized by their possible outcomes, <br> but no probabilities are attached to them |

2. (48 pts total, 12 pts each) Execute Tree Search through this graph (i.e., do not remember visited nodes). 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. Successors are returned in left-to-right order.

For each search strategy below, show 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. Show the path from start to goal, or write "None". Give the cost of the path found. The first one is done for you as an example.


## 2.a. DEPTH FIRST SEARCH.

Order of node expansion: $\underline{\text { S A G }}$

Path found: S A G
Cost of path found:
17

## 2.b. (12 pts) UNIFORM COST SEARCH.

(5 pts) Order of node expansion: $\qquad$
(5 pts) Path found: $\qquad$ ( $\mathbf{2} \mathbf{~ p t s ) ~ C o s t ~ o f ~ p a t h ~ f o u n d : ~}$

## 2.c. (12 pts) GREEDY (BEST-FIRST) SEARCH.

(5 pts) Order of node expansion: $\qquad$
(5 pts) Path found: $\qquad$

## 2.d. (12 pts) ITERATED DEEPENING SEARCH.

( $\mathbf{5} \mathbf{~ p t s ) ~ O r d e r ~ o f ~ n o d e ~ e x p a n s i o n : ~}$ $\qquad$
(5 pts) Path found: $\qquad$ (2 pts) Cost of path found:
2.e. (12 pts) A* SEARCH.
( $\mathbf{5} \mathbf{~ p t s ) ~ O r d e r ~ o f ~ n o d e ~ e x p a n s i o n : ~}$ $\qquad$
(5 pts) Path found: $\qquad$ (2 pts) Cost of path found:

