## CS-171, Intro to A.I., Winter Quarter, 2016 - Quiz \# 2 - 20 minutes

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

1. ( 60 pts total, 4 pts each) For each of the following terms 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 |
| :--- | :--- | :--- | :--- |
|  | Percept | B | All states reachable from the initial state by a sequence of actions |
|  | Performance Measure | C | Guaranteed to find a solution if one is accessible |
|  | Rational Agent | D | Process of removing detail from a representation |
|  | State Space | E | Maximum number of successors of any node |
|  | Search Node | F | Set of all leaf nodes available for expansion at any given time |
|  | Link between nodes | G | Estimates cost of cheapest path from current state to goal state |
|  | Path | H | Guaranteed to find lowest cost among all accessible solutions |
|  | Abstraction | I | Represents a state in the state space |
|  | Optimal Search | J | Sequence of states connected by a sequence of actions |
|  | Complete Search | K | Agent's perceptual inputs at any given instant |
|  | Expand a state | L | Agent that acts to maximize its expected performance measure |
|  | Frontier | M | Apply each legal action to a state, generating a new set of states |
|  | Search Strategy | N | Represents an action in the state space |
|  | Branching Factor | O | How a search algorithm chooses which node to expand next |
|  | Heuristic Function | P | Evaluates any given sequence of environment states for utility |

2. (40 pts total, 10 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, i.e., successors of $S$ are (A, B), successors of $A$ are (A, B), and successors of $B$ are ( $G, C$ ), in that 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, or indicate the repeating cycle if the search gets stuck in a loop. 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: S A A A A A ...
Path found: None
Cost of path found: N/A

## 2.b. (10 pts) UNIFORM COST SEARCH.

(4 pts) Order of node expansion: $\qquad$
(4 pts) Path found: $\qquad$ (2 pts) Cost of path found:

## 2.c. (10 pts) GREEDY (BEST-FIRST) SEARCH.

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

## 2.d. (10 pts) ITERATED DEEPENING SEARCH.

(4 pts) Order of node expansion: $\qquad$
(4 pts) Path found: $\qquad$ (2 pts) Cost of path found:

## 2.e. (10 pts) A* SEARCH.

(4 pts) Order of node expansion: $\qquad$
(4 pts) Path found: $\qquad$ (2 pts) Cost of path found:

