Quiz 5 Chapter 5
Note the two versions A & B

Nov.04 2010
Exam A: 1. Minimax search with alpha-beta pruning returns the optimal decision path given that your opponent is a rational agent.

   a) True   b) False

Exam B: 1. The order in which we inspect nodes in a minimax search tree has no effect on the number of nodes that will get pruned if we apply alpha-beta pruning.

   a) True,   b) False
Exam A: 2. Quiescence search is a version of minimax search with alpha-beta pruning where an (optimistic) heuristic is used to decide which branch can be pruned.

a) True,  
  b) False

Exam B: 2. PROBCUT is a version of minimax search with alpha-beta pruning which uses heuristics to prune nodes and which returns the optimal solution.

a) True,  
  b) False
Exam A: 3. For games such as chess, minimax search with alpha-beta pruning is infeasible because we cannot keep the explored states in memory.

   a) True,    b) False

Exam B: 3. Games with a stochastic element can still be “solved” by optimizing the expected minimax objective. This will guarantee the best decisions on average.

   a) True,    b) False
Exam A: 4. Apply minimax search with alpha-beta pruning to a game problem. Then the number of nodes that can be pruned does not depend on the order in which we inspect the nodes during search.

   a) True,   b) False

Exam B: 4. Minimax search with alpha-beta pruning will *not* return the optimal decision path given that your opponent is a rational agent.

   a) True,   b) False