CPSC 420-500 Homework #1 (08 Fall) Due 10/02/08, 12:45pm (submit, in class)

Handwritten or printed hardcopy must be submitted

1 Uninformed Search



Figure 1: Search Trees.

Consider the search tree in Figure 2. Assume that the exploration of the children of a particular node proceeds from the left to the right for all search methods in this section.

Question 1 (4 pts): If node 21 and 12 were the goals, (1) would depth-first search give an optimal solution? (2) Explain why.

Question 2 (4 pts): In which case does the time complexity in depth-first search equal that of breadth-first search? (multiple choice)

- 1. goal is 12
- 2. goal is 41
- 3. goal is 47.
- 4. goal is 63.

Question 3 (4 pts): In which case is the time complexity in depth-first search greater than that of breadth-first search? (multiple choice)

- 1. goal is 12
- 2. goal is 41
- 3. goal is 47.
- 4. goal is 63.

Question 4 (4 pts): In which case is depth-limited search suboptimal? (Note: depth = number of moves from root to reach the current node; depth limit: do not expand any further if current depth = depth limit). (multiple choice)

- 1. goals are 12 and 27, and depth limit is 3.
- 2. goals are 20 and 12, and depth limit is 5.
- 3. goals are 20 and 50, and depth limit is 5.
- 4. goals are 44 and 14, and depth limit is 4.

Question 5 (4 pts): Explain what limitation in breadth-first search is overcome by iterative deepening search.

2 Informed Search



Figure 2: Informed Search.

Question 6 (12 pts): Manually conduct greedy best-first search on the above graph, with initial node a and goal node k. Actual cost from node to node are shown as edge labels. The heuristic function value for each node is shown on the right. Show:

- 1. Node list content at each step
- 2. Node visit order
- 3. Solution path
- 4. Cost of the final solution.

Note: Assume that you are not allowed to go back immediately to where you came from. For example, if you went from \mathbf{a} to \mathbf{c} to \mathbf{f} , then you cannot expand \mathbf{f} into \mathbf{c} .

Question 7 (14 pts): (1) Repeat the problem right above with A^* search. (2) In addition, show the f(n) value for all nodes expanded. (3)Which one gives a shorter solution: Greedy best-first or A^* ? Note: Note that the same node can appear in the node list with a different f(n) value, depending on the path taken.

Question 8 (4 pts): Why is IDA* more efficient in space than A*? Explain in terms of the particular exploration strategy.

Question 9 (4 pts): Why is a dominant heuristic better than a dominated heuristic?

Question 10 (8 pts): Explain why A^* is optimal. Explain in terms of an arbitrary node n on the path to an optimal goal G_1 , and a separate suboptimal goal G_2 .

3 Game Playing

3.1 Minmax Search

Question 11 (4 pts): Using the following figure 3, use minmax search to assign utility values for each internal node (i.e., non-leaf node) and indicate which path is the optimal solution for the MAX node at the root of the tree. Assume you explore the successors from left to right.



Figure 3: Game Tree. Solve using minmax search.

3.2 $\alpha - \beta$ pruning

Question 12 (10 pts): Using the following figure 4, use $\alpha - \beta$ pruning to (1) assign utility values for each internal node (i.e., non-leaf node) and indicate which path is the optimal solution for the MAX node at the root of the tree. (2) For each node, indicate the final α and β values. (Note that initial values at the root are $\alpha = -\infty, \beta = \infty$.) (3) For each cut that happens, draw a line to cross out that subtree.



Figure 4: Game Tree. Solve using $\alpha - \beta$ pruning. This tree is the same as figure 3.

4 Propositional Logic

4.1 Normal forms

In all of the problems in this section, show each step of the derivation and indicate which axioms (or other rules) you used: For example, *distributive law, by definition, etc.*

Question 13 (4 pts): Convert $\neg(P \rightarrow \neg S) \lor (\neg(S \rightarrow (Q \rightarrow R)))$ into conjunctive normal form.

Question 14 (4 pts): Convert $\neg T \rightarrow (R \land (\neg (P \land Q) \rightarrow \neg S))$ into disjunctive normal form.

Question 15 (4 pts): Convert $(R \land S) \rightarrow (\neg(\neg P \lor T) \rightarrow \neg Q)$ into horn normal form. After that, show the equivalent expression with a single implication (\rightarrow) and some conjunctions (\land) where all literals are positive literals.

4.2 Theorem proving

Question 16 (12 pts): Given:

- 1. $A \lor \neg B$
- 2. $\neg A \lor C$
- 3. $C \rightarrow D$
- 4. $(C \land A \land D) \rightarrow E$

show that $B \to E$ is a logical consequence of the above using **resolution**.

Hint: first, transform the problem into a set of clauses, and the follow the resolution steps.