



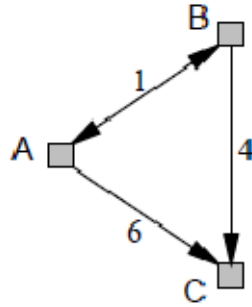
Name:----- ID: -----

Answer the following questions(The exam is in three pages)

**Q(1) (1 points)** Under what circumstances would it make sense to go “down hill”  
(i.e. explore a child whose heuristic value is worse than the parent’s) in executing the hill-climbing search algorithm? When would it *not* make sense?

**Q(2) (2 points)** Explain how does the Genetic Algorithm work? Why is it considered as Local Search Algorithm.

**Q(3) (3 points)** The following diagram represents the state space of a deterministic problem, with each arrow denoting a possible operator (labeled with the step cost). Assume that the successors of a state are generated in alphabetical order, and that there is no repeated state checking.



- i. Show the search tree generated by breadth-first search applied to the problem of starting in A, where C is the goal. Circle the tree node that the search identifies as the solution.

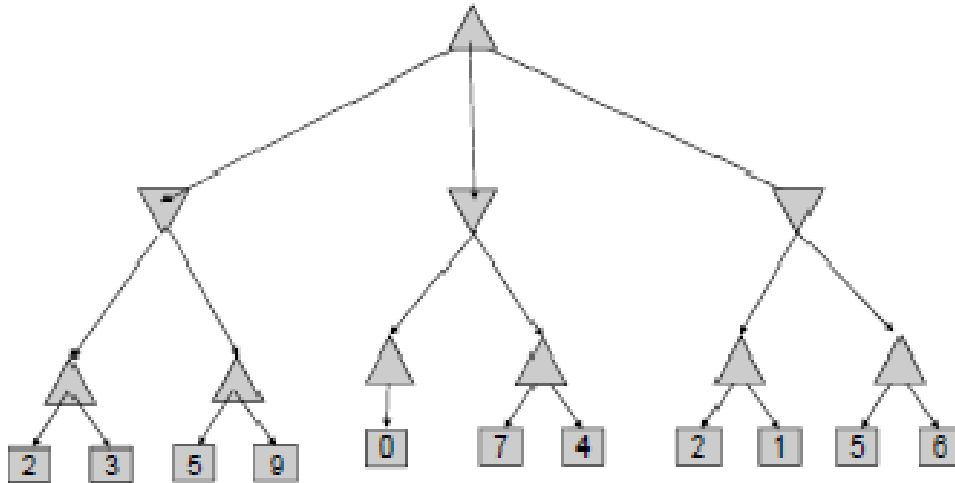
- ii. What is the branching factor here?
- iii. Which of the following algorithms will find solution in this case breadth first, depth first?

**P.T.O**

### Q(4) (4 points)

Apply the minimax algorithm to the game tree below, where it is the maximizer's turn to play. The values of the evaluation function of the leaves are listed.

- Write the values of the intermediate nodes
- Indicate (mark the edge) the proper move of the maximizer by marking one of the root's outgoing arcs.



- Draw the tree after doing  $\alpha$ - $\beta$  pruning.

Best Wishes  
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