

CAIRO UNIVERSITY FACULTY OF COMPUTERS AND ARTIFICIAL INTELLIGENCE Quiz (B)



Term: Spring 2023

Exam Time:60 min

Examiner : Dr. Mustafa M. Shiple

Subject: Autonomous Multiagent Systems (AI 314)

Score: 10 Marks

Instructions:

• Use the space provided to write your answers.

• Ask in case of doubt.

ANSWER THE FOLLOWING QUESTIONS:

1. Fill in the spaces [5 marks]	$[\mathbf{A}_q,\!\mathbf{C}_a]$
(a) Genetic Algorithms (GA) use principles of natural evolution. There are five important features of GA	
(b) Elitism is a technique that	
(c) AND gate in a nondeterministic environment, branching is also introduced by the of outcome for each action AI.	
(d) In genatic algorithm, the final numeric value to player p when the game ends in terminal state s is called	
(e) In the game theory, Chess game is classified as environment and information.	
Solution:	
(a) Initial Population, Fitness Function, Selection, Crossover, Mutation.	
(b) Guarantees that overall fitness will never decrease over time.	

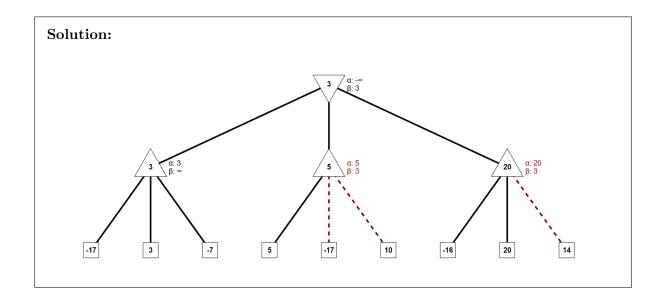
- (c) Environment's choice
- (d) UTILITY(s, p).
- (e) deterministic, perfect.
- 2. On the show diagram, calculate the Minimax values for each branch and indicate which states will not be explored if alpha-beta pruning is used. Circle all unvisited subtrees, and indicate α, β values at each node. [5 marks] $[D_c]$

[Total Marks is 10]

Good Luck

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function ALPHA-BETA-SEARCH(state) returns an action
   v \leftarrow \text{MAX-VALUE}(state, -\infty, +\infty)
  return the action in ACTIONS(state) with value v
                                                                          Min
function Max-Value(state, \alpha, \beta) returns a utility value
  if TERMINAL-TEST(state) then return UTILITY(state)
   v \leftarrow -\infty
  for each a in ACTIONS(state) do
     v \leftarrow \text{MAX}(v, \text{MIN-VALUE}(\text{RESULT}(s, a), \alpha, \beta))
                                                                          Max
     if v \geq \beta then return v
     \alpha \leftarrow \text{MAX}(\alpha, v)
  return v
function Min-Value(state, \alpha, \beta) returns a utility value
                                                                                                        5
                                                                                    3
                                                                                                                            10
                                                                                                                 -17
                                                                                                                                                20
  if TERMINAL-TEST(state) then return UTILITY(state)
   v \leftarrow +\infty
  for each a in ACTIONS(state) do
     v \leftarrow \text{Min}(v, \text{Max-Value}(\text{Result}(s, a), \alpha, \beta))
     if v \leq \alpha then return v
     \beta \leftarrow \text{MIN}(\beta, v)
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return v