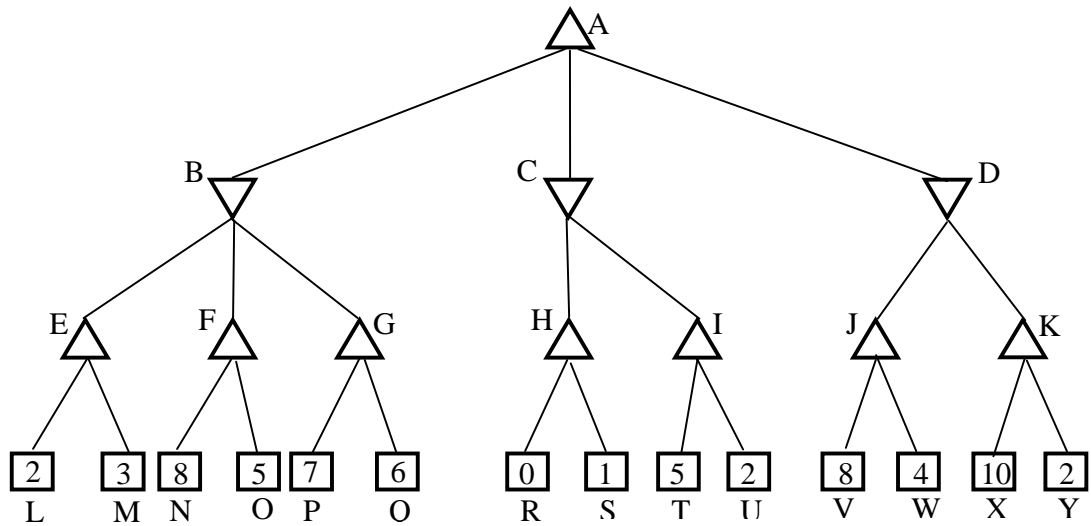


IAIP Exercises Week 3

1. (*) (exercise 8.1, Nils J. Nilsson, Artificial Intelligence: A New Synthesis, Morgan Kaufmann, 1998). In the water-jug puzzle, we are given a 3-liter jug, named *Three*, and a 4-liter jug, named *Four*. Initially, *Three* and *Four* are empty. Either jug can be filled with water from a tap, *T*, and we can discard water from either jug down a drain, *D*. Water may be poured from one jug into the other. There is no additional measuring device. We want to find a set of operations that will leave precisely two liters of water in *Four*. [Don't worry! Here's a solution: (a) fill *Three* from the tap, (b) pour *Three* into *Four*, (c) fill *Three* from the tap, (d) pour as much from *Three* into *Four* as will fill it, (e) discard *Four*, (f) pour *Three* into *Four*.]
 1. Set up a state-space search formulation of the water-jug puzzle:
 - a) Give the initial iconic state description as a data structure.
 - b) Give a goal condition on states as some test on data structures.
 - c) Name the operators on states and give precise descriptions of what each operator does to a state description
 2. Draw a graph of all of the *distinct* state-space nodes that are within three moves of the start node, label each node by its state description, and show at least one path to each node in the graph - labeling each arc by the name of the appropriate operator. In addition to these nodes, show also all of the nodes and arcs (properly labeled) on a path to the solution.
2. Russell and Norvig p.90: 3.8
3. (*) Russell and Norvig p.91: 3.13
4. Russell and Norvig p.93: 3.17

5. (*) (exercise 12.2, Nils J. Nilsson, *Artificial Intelligence: A New Synthesis*, Morgan Kaufmann, 1998). Consider the following game tree in which the static scores (numbers in leaf boxes) are all from the MAX player's point of view.



- What moves should the MAX player choose?
- What nodes would not need to be examined using the alpha-beta algorithm – assuming that nodes are examined in the left-to-right order?