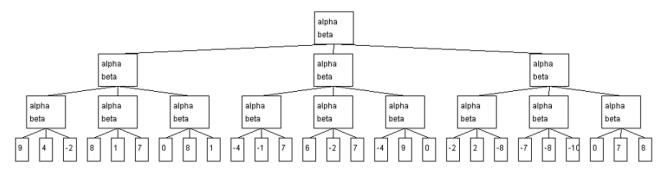
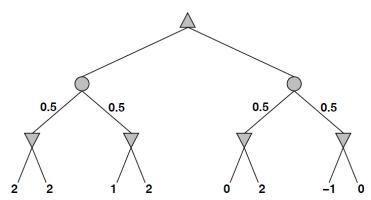
- $-\cdot(15\,$ 分) Given a two-player game tree as follows. Assume that root is a MAX node.
- (a) What is the best reward of the root node in this game tree? (5 分)
- (b) If we perform a left-to-right alpha-beta pruning to this game tree, which nodes will be pruned? Circle all of these nodes. $(10 \ \%)$



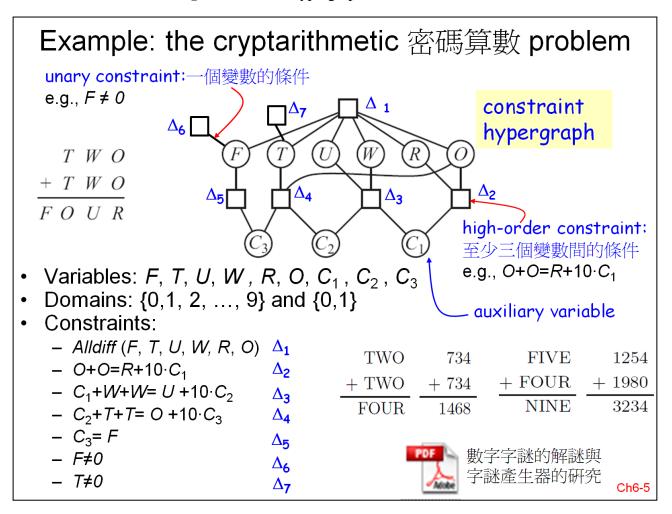
二、 $(15 \, \%)$ This question considers pruning in games with chance nodes. Here is the complete game tree for a very simple game. Assume that the leaf nodes are to be evaluated in left-to-right order, and that before a leaf node is evaluated, we know nothing about its value—the range of possible values is $-\infty$ to ∞ .



- (a) Mark the value of all the internal nodes and indicate the best move at the root with an arrow.
- (b) True/False: Given the values of the first six leaves, the seventh and eighth leaves are irrelevant and need not be evaluated.
- (c) True/False: Given the values of the first seven leaves, the eighth leaf is irrelevant and need not be evaluated.
- (d) Now suppose all the leaf node values are known to lie between −2 and 2 inclusive. After evaluating the first two leaves, what range of the following values can be deduced for the left-hand chance node?
 - (i) -2 to 2 (ii) 0 to 1 (iii) 0 to 2
- (e) Circle all the leaves that need not be evaluated under the assumption in (d).

 Ξ 、(12 分) Explain why it is a good heuristic to choose the variable that is most constrained but the value that is least constraining in a CSP (Constraint Satisfaction Problem) search.

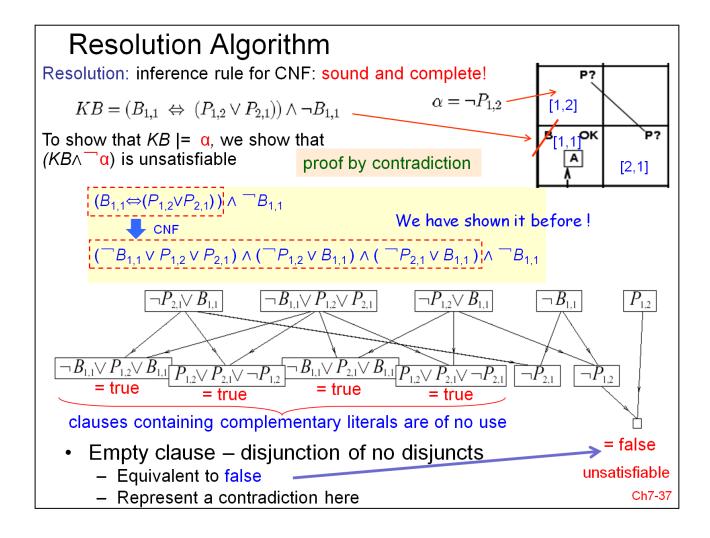
四、(10 分) 下圖是處理「TWO+TWO=FOUR」的 constraint hypergraph。請你依同樣的規則, 繪出「ONE+FOUR=FIVE」的 constraint hypergraph。



五、(15 分) Which of the following statements are correct?

- (a) False |= True.
- (b) True |= False.
- (c) $(A \wedge B) \models (A \Leftrightarrow B)$.
- (d) $A \Leftrightarrow B \models A \lor B$.
- (e) $A \Leftrightarrow B \models \neg A \lor B$.

六、(10 分)下圖是使用 Resolution Algorithm 證明[1,2] is safe 的示意圖。請你依同樣的作法,繪出「證明[2,1] is safe」的示意圖。



七、 $(21 \, \%)$ Consider a vocabulary with the following symbols:

Occupation(p,o): A predicate that means that Person p has occupation o.

Customer(p1,p2): A predicate that means that Person p1 is a customer of Person p2.

Boss(p1,p2): A predicate that means that Person p1 is a boss of Person p2.

Doctor, Surgeon, Teacher, Lawyer, Actor: Constants that denote occupations.

Emily, Joe: Constants that denote Persons.

We can use these symbols to represent some assertions. Here are a few examples:

Occupation(Paul, Teacher) means "Paul is a Teacher."

Boss(Dino,Paul) means "Dino is a boss of Paul."

Occupation(Bob,Lawyer) A Occupation(Bob,Teacher) means "Bob is a Lawyer and a Teacher."

 $\forall x \ Occupation(x, Teacher) \Rightarrow Occupation(x, Actor) \ means "Every teacher is an actor."$

Please use these symbols to write the assertions in parts a through g in first order logic.

- (a) Emily is either a surgeon or a lawyer.
- (b) Joe is an actor, but he also holds another job.
- (c) All surgeons are doctors.
- (d) Joe does not have a lawyer (meaning that he is not a customer of any lawyer.)
- (e) Emily has a boss who is a lawyer.
- (f) There exists a lawyer all of whose customers are doctors.
- (g) Every surgeon has a lawyer.
- 八、 $(15 \, \%)$ Which of the following are valid (necessarily true) sentences?
 - (a) $(\exists x \ x=x) \Rightarrow (\forall y \ \exists z \ y=z)$.
 - (b) $\forall x P(x) \lor \neg P(x)$.
 - (c) $\forall x \text{ Smart}(x) \lor (x=x)$.