

# Artificial Intelligence - Assignment 2

Posted Monday, September 29, 2003, 12:30pm

Due Tuesday, October 7, 2003, in class

1. [25 points]

**Adversarial search** Russell & Norvig, pg. 190 Problem 6.3.

2. [10 points] **Propositional logic** Russell & Norvig, pg. 238, Problem 7.11, items a and b.

3. [15 points] **Predicate logic** Russell & Norvig, Pg. 268, Problem 8.6, items a, b, c, d, i, j

4. [50 points]

**Programming question** Design and implement a heuristic for evaluating Knockabout boards. The game specification is available on the class web page. Implement a one-step expectiminimax search, using your heuristic. Play your implemented player against the random player 10 times and report what the results were.

Note that this is a first step toward the project. However, you are not required to use the code you develop now in the final version of your player.