

## CSCI 4511/6511 - Exam Prep 2

*Friday, 7 Feb 2025*

### **Instructions:**

This is ungraded exam prep to be completed as an in-class exercise.

## 1 Local Search

4					Q
3		Q			
2	Q				
1			Q		
0				Q	
	A	B	C	D	E

For this five-queens problem, with goal state of a board with no conflicts between the queens, describe how you would determine the next board position to evaluate using hill-climbing search. Your description should include:

- The objective function
- The value of this function for each proposed move from the current state (write directly on the board)
- The mathematical basis for choosing the next move

## 2 Minimax Search

Consider framing the game of “Tic-Tac-Toe” so that it can be solved with Minimax search.

### 2.1 GameState

In Python,<sup>1</sup> define a class `GameState` that:

- Captures the board state as a class variable
- Has a class method `toMove(self)` that returns which player moves next:
  - Max writes Xs, and goes first (return string 'Max')
  - Min writes Os, and goes second (return string 'Min')

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<sup>1</sup>For exams, you won't lose any points for syntax errors, as long as your logic is clear and correct.

## 2.2 getSuccessors

- Define a `getSuccessors(self)` method that returns a list of successor state-action pairs from the current state

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