

Artificial Intelligence 1

Quiz #3 (problem solving, uninformed search)

What are the four stages of problem solving?

How do we formulate a problem?

What is a (optimal) solution to a problem?

What are two important properties of good abstraction?

What are the differences between world states and search nodes?

What is the difference between tree search and graph search?

What is a fringe (frontier)?

Which is a bigger problem for search algorithms – memory consumption or time efficiency?

What is the preferred uninformed search algorithm if we know the length of the path?

And what if we do not know the length of the path?

What is the difference between breadth-first search and uniform-cost search?

Under which conditions is breadth-cost search complete?

Under which conditions is uniform-cost search complete?

Under which conditions is depth-first search complete?

What are the major difficulties of bidirectional search?

Can we use uniformed search in partially-observable environments?