

Artificial Intelligence & Its Applications

Laboratory 02

Submission Due: 26-May-2023

Submission Procedure:

1. Use Pickle to **save all answer variables of each question** into a file named “Variables_Q1/2/3/4.pkl”
2. **Save the code of each question** into a file named “Code_Q1/2/3/4.py”
3. **Write a experimental report** which includes key code with annotation, experimental result, and solution ideas/harvest/summary of each question named “Report_XX_YY.pdf”
4. Compress the above 9 files into a file named “Lab02_XX_YY.zip”
5. Send “Lab02_XX_YY.zip” to your monitor with title “AI: Lab02_XX_YY” .

XX is your student ID.

YY is your first name + last name in small letter without spacing.

For example:

Chen Tao and ID 20190123456789

The file names should be

“Lab02_20190123456789_chentao.zip”

Networkx in Python is used in Q1 and Q2 of this laboratory.

Networkx

<https://networkx.github.io>

Installation

Command: “`pip install network`”

Graph Creation

<https://networkx.github.io/documentation/stable/tutorial.html#creating-a-graph>

Directed Graph Creation

<https://networkx.github.io/documentation/stable/reference/classes/digraph.html?highlight=digraph#networkx.DiGraph>

BFS and DFS

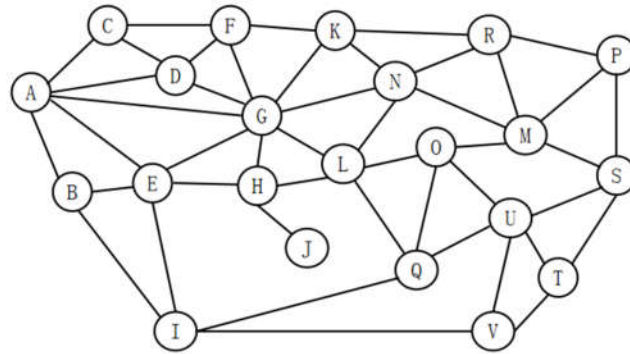
<https://networkx.github.io/documentation/stable/reference/algorithms/traversal.html?highlight=bfs#>

Shortest Path Algorithm

https://networkx.github.io/documentation/stable/reference/algorithms/shortest_paths.html

minimax and **gym** in Python are used in Q3 and Q4 of this laboratory. For detail, please refer to Lab2_sup.pdf

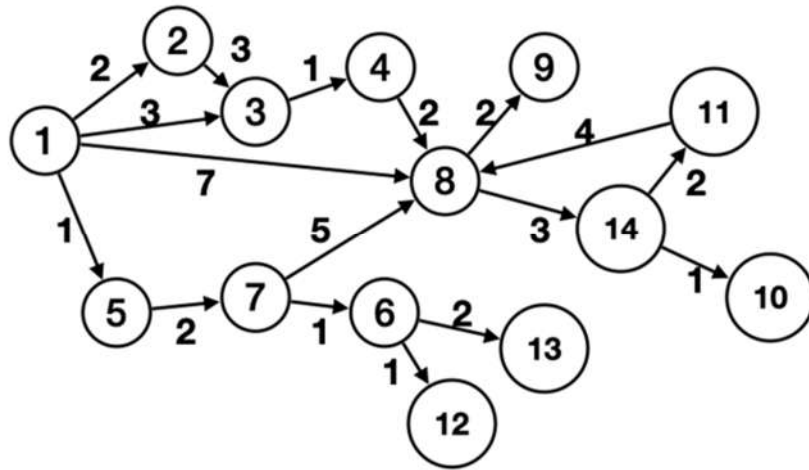
- Q1. i) Store the following graphs in the format of Networkx.
- ii) Show the sequence of visited edges using DFS and BFS for the graph starting at node A.
- iii) Find the cost of the shortest path from node A to all nodes.



Answer Requirement:

1. Draw the graph and Save the variable of the model using Pickle in **Q1_i**
2. Show and Save the sequences in **Q1_ii_DFS**, **Q1_ii_BFS** in this format:
`[('A', 'B'), ('A', 'C'), ('A', 'D'), ...]`
3. Show and Save answer in **Q1_iii** in the format: `[('A', 10), ('B', 20), ...]`

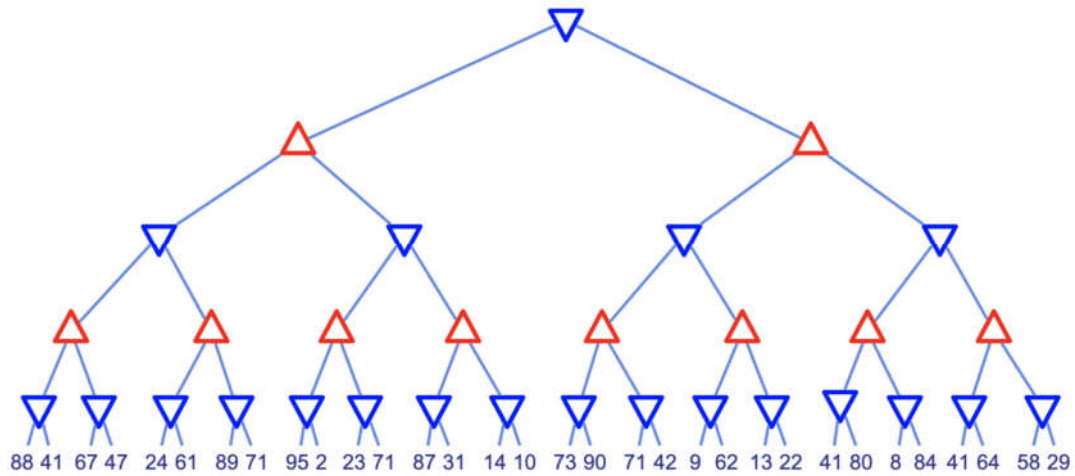
Q2. Given the following graph, the weight of each edge represents the delay time of signal transmission. If we send a signal from node 1, what's the minimum time required for all nodes to receive the signal? If it's impossible, return -1.



Answer Requirement:

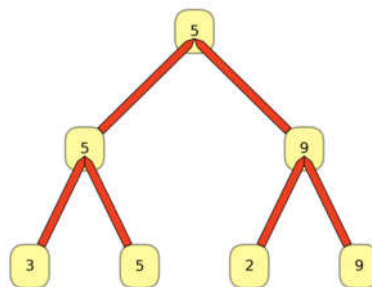
- Show and Save the answer in Q2 in the format: `[(1, 10), (2, 20), ...]`

Q3. Consider a game which has 2^n final states and paths to reach final state are shown in the following complete binary tree. Find the values of all non-leaf nodes in the tree.



Answer Requirement:

- Visualize and Save your tree in **Q3** in the tree format of *minimax* library. Be noted that the tree format is a **BiTree** object, and can be visualized by `tree.view_in_graph()`



Q4. A and B are playing a game. There are N coins at the beginning, and a player can pick 7 or 4 or 1 coins in each move. A always starts the game. The player who picks the last coin wins the game. Assume the strategy of both are minimax.

- i) Who will win the game when $N = 100$?
- ii) When N is from 0 to 200, in which cases A will win?

Answer Requirement:

1. Show and Save the answer in **Q4_i** in this format: A
2. Show and Save the sequences in **Q4_ii** in this format: [0, 1, 0, 1, ...]

Note: Set $\text{list}[0] = 0$ because $N=0$ is nonsense. $\text{list}[i]=1$ represents A will win if $N=i$, $1 \leq i \leq 200$. The list contains 201 elements in total.