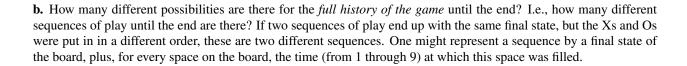
CPS 570: Artificial Intelligence

Homework 0: Search Space Sizes / Combinatorics (due September 8 before class)

Please read the rules for assignments on the course web page (http://www.cs.duke.edu/courses/fall17/compsci570/). Contact Shuzhi (shuzhiyu@cs.duke.edu), Rui-Yi (ryzhang@cs.duke.edu), or Vince (conitzer@cs.duke.edu) with any questions.

1. Consider the game of tic-tac-toe, where players alternately move. Player 1 (who moves first) puts Xs, and player 2
puts Os, on the 3×3 board. Normally in this game, we stop when someone has three in a row. However, now suppose
that we always continue all the way until the board is full. So the players move in the sequence 1, 2, 1, 2, 1, 2, 1, 2, 1.
a. How many possible final states of the board are there? (Note: if one state can be obtained from another by rotating
or flipping the board, this does not mean that these states are the same.)



Now suppose there is a third player who puts As. Players move in the sequence 1, 2, 3, 1, 2, 3, 1, 2, 3.

- c. Answer question a again now that there is a third player.
- **d.** Answer question b again now that there is a third player.

- **2.** Consider the "rooks problem" where we try to put 8 rooks on an 8x8 chess board in such a way that no pair attacks each other. (A rook can move either horizontally or vertically, any distance, in one move.)
- **a.** How many different solutions are there to this?

b. Suppose we place the rooks on the board one by one, and we care about the order in which we put them on the board. We still cannot place them in ways that attack each other. How many different full sequences of placing the rooks (ending in one of the solutions from a) are there? As in 1b, two sequences that end up in the same final state but in which the rooks were added in a different order are still different. Find two different ways to count the number of sequences and check that they give the same answer.