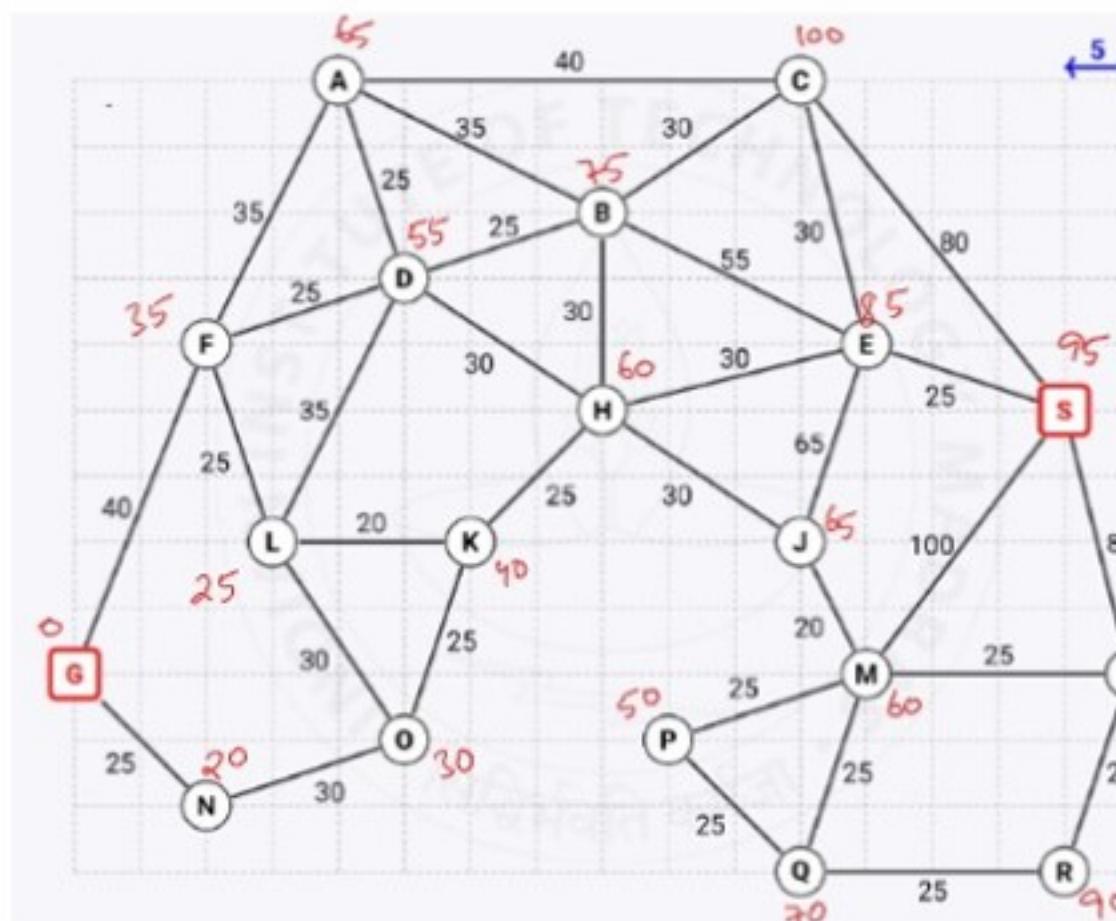
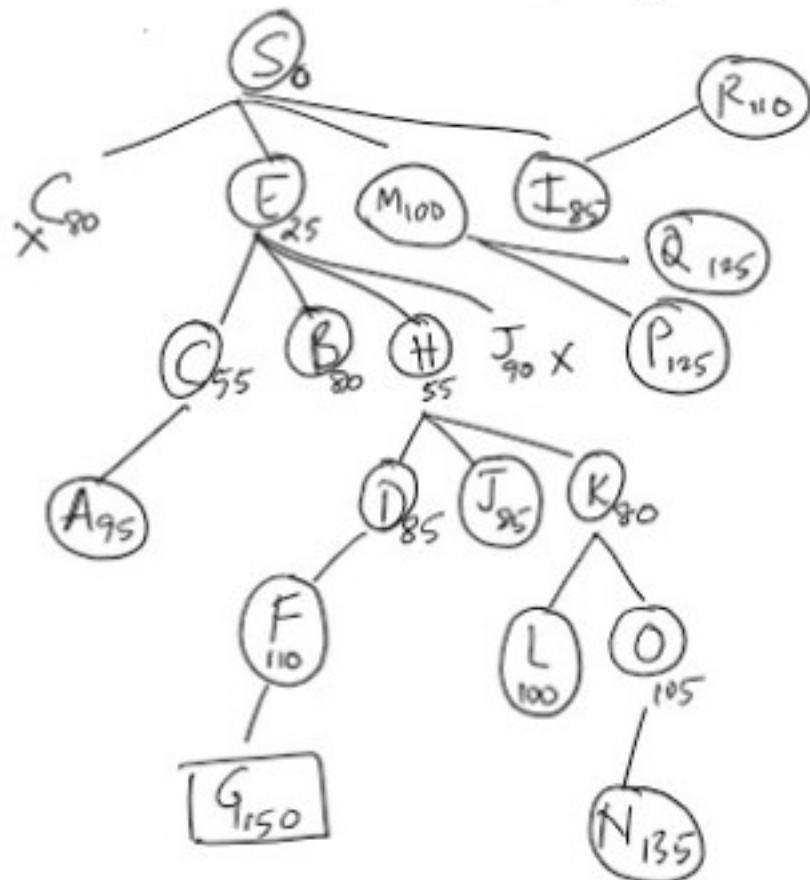
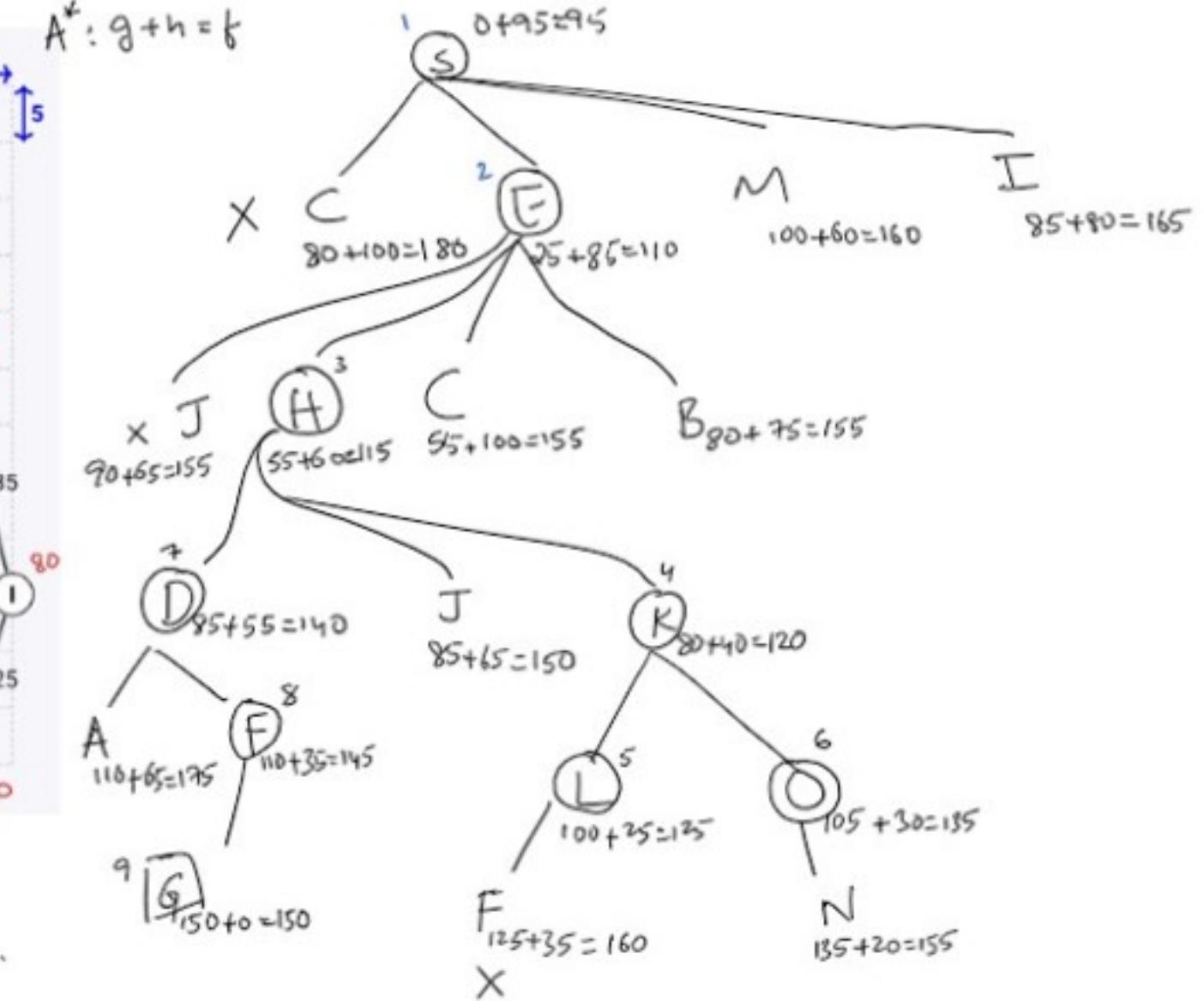


$$BnB: g+0=f$$

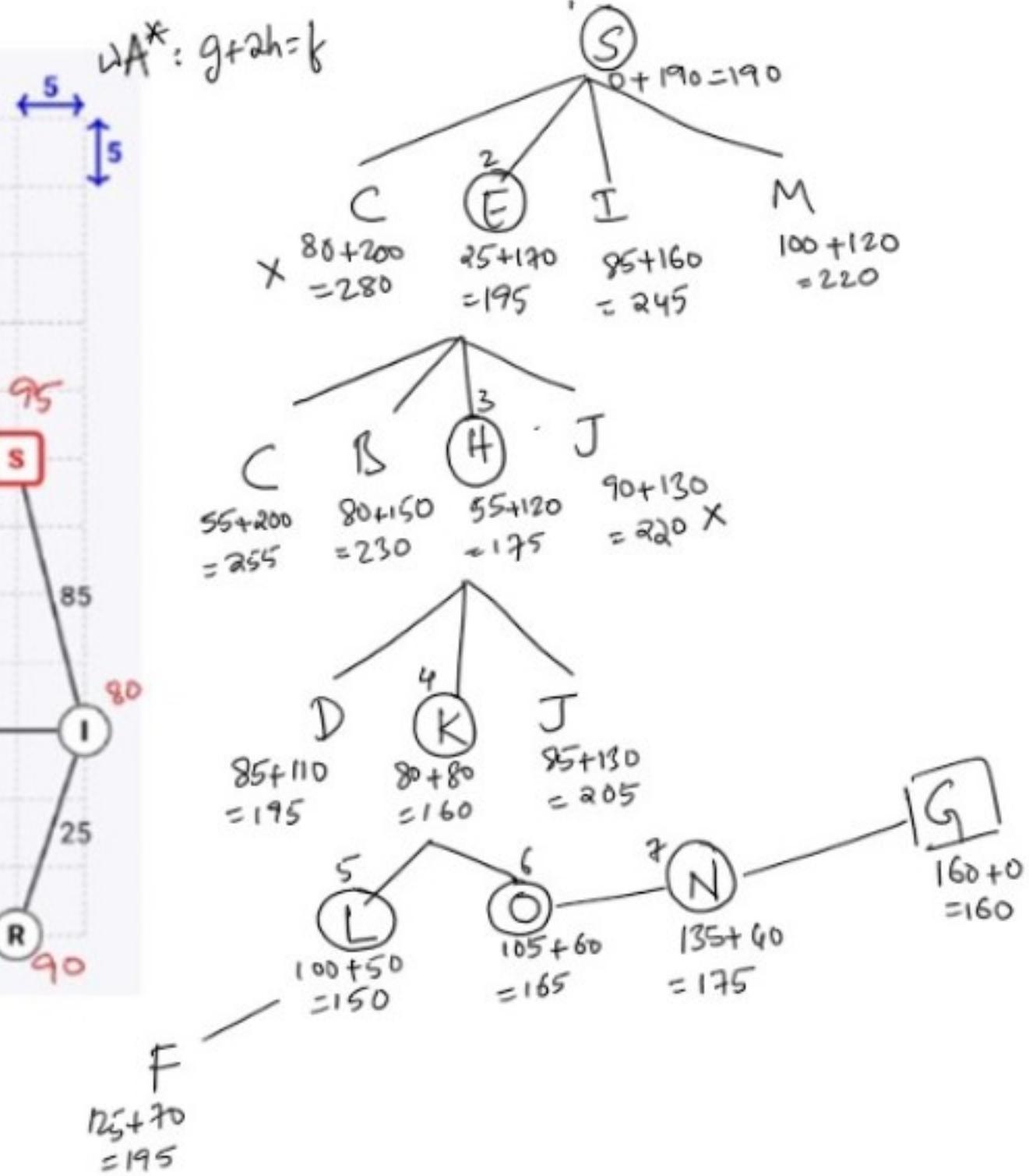
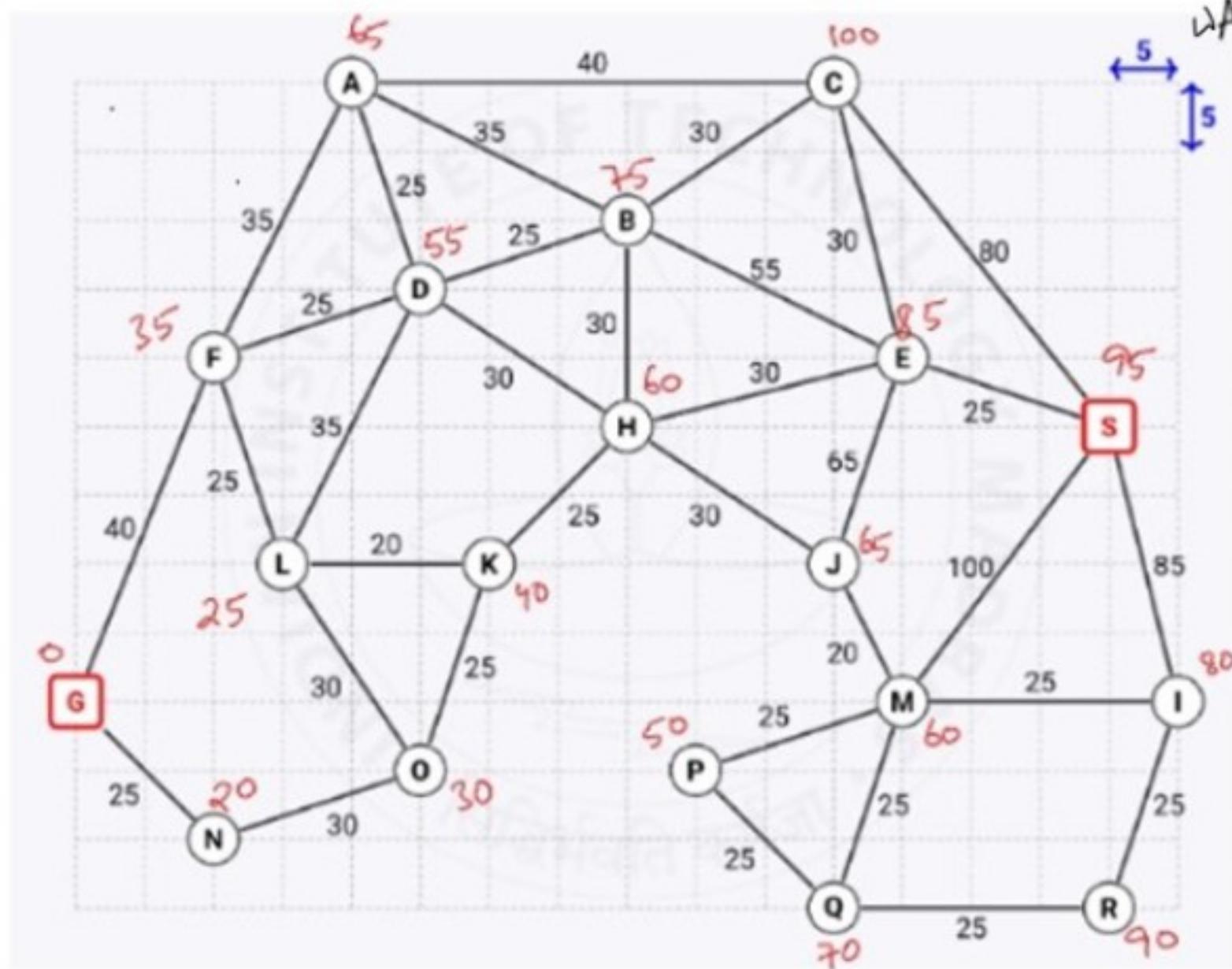


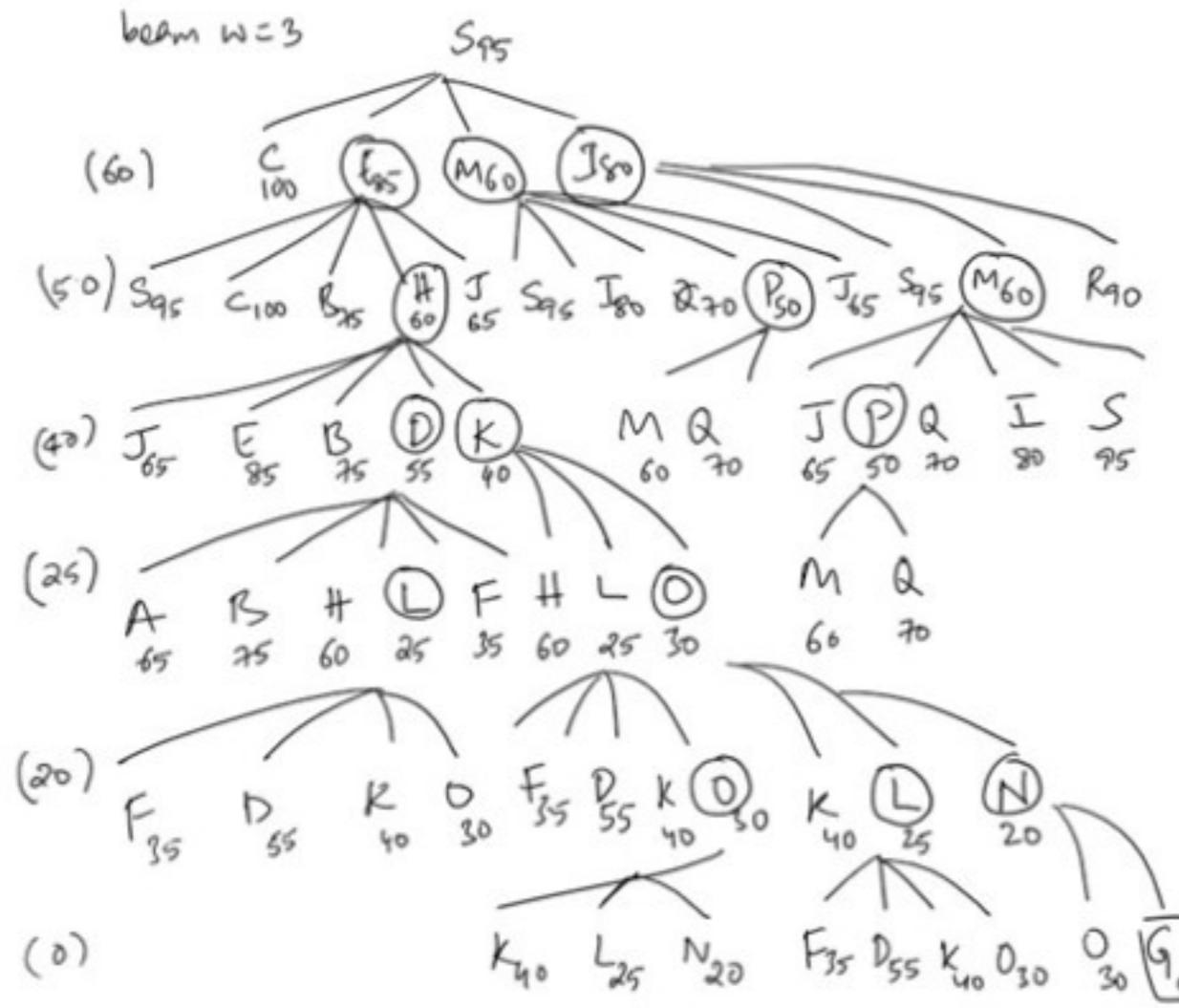
$$A^*: g+h=f$$



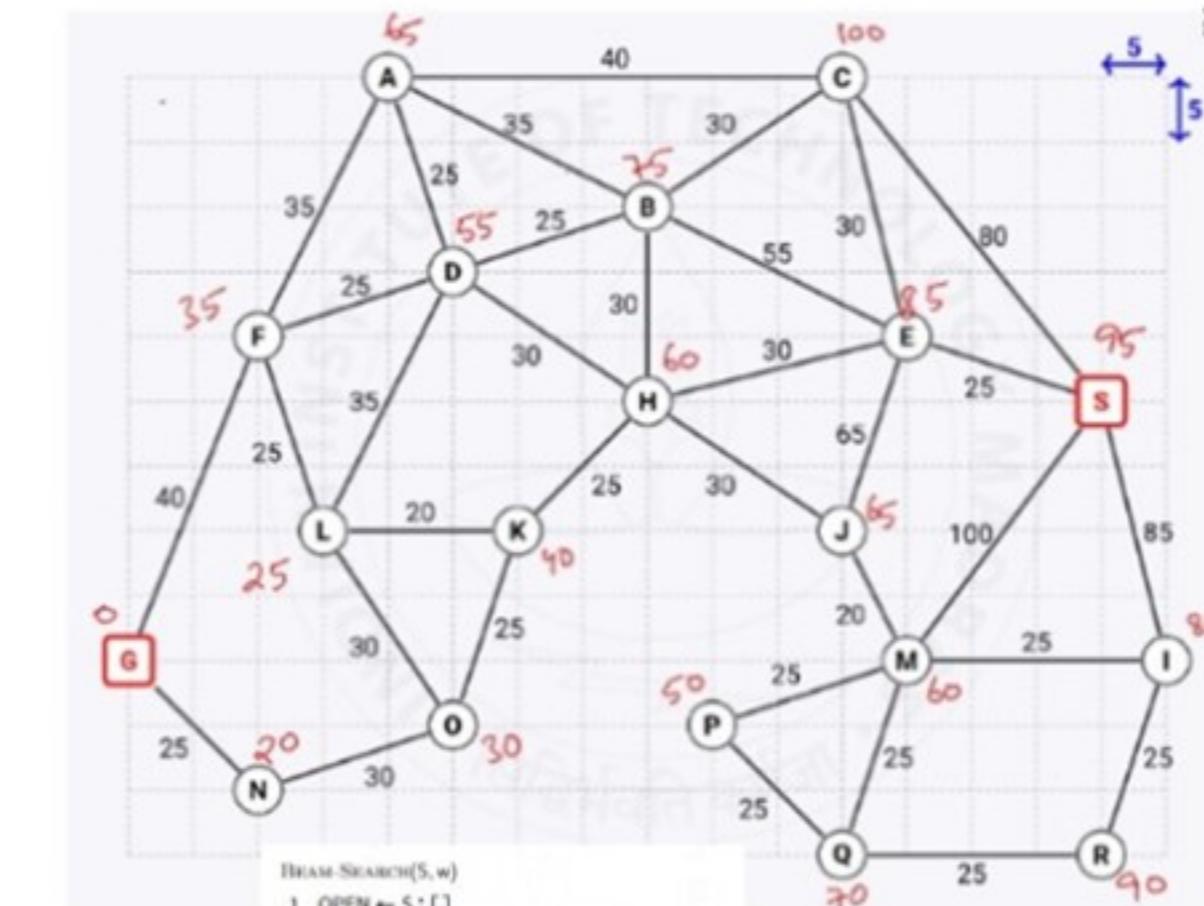
7) Did A* find an optimal path?

- a. Yes
- b. No
- c. Cannot be determined





S 25
E 30
H 25
K 25
O 30
N 25
G 25
 $= 160$



```

beam-search(S, w)
1 OPEN ← S : []
2 N ← S
3 do bestEver ← N
4   if OPEN contains goal node
5     return that goal node
6   else neighbours ← MOVE-GEN(OPEN)
7     OPEN ← take w (sort_h neighbours)
8     N ← head OPEN ▷ best in new layer
9   while h(N) is better than h(bestEver)
10  return bestEver

```

