

- 1) What is  $A^*$  search algorithm?
- 2) What are methods used to calculate distance approximation heuristically?
- 3) What is a heuristic function?
- 4) What are agents?
- 5) How does an agent use sensors?
- 6) Why IDS is better than other search algorithm?
- 7) Where are ~~these~~ <sup>$A^*$  & IDS</sup> algorithms implemented in real life.

Answers

- 1)  $A^*$  search algorithm is a technique used in graphs and path finding problems. It uses different heuristics and makes its job easier.
- 2) The methods are →
  - (a) Euclidean distance
  - (b) Manhattan distance
- 3) A heuristic function is a function used to decide on which path to follow when a ~~lot~~ number of paths or ways are possible. It finds the best path to go on.
- 4) An agent is anything ~~is~~ that can sense its environment using its sensors and act upon it using Actuators.

- 5) Agent uses sensors to sense its environment. Each sensor senses a particular entity and provides the information to the agent.
- 6) IDDFS always provides optimal answers in the same space and time complexity as DFS and BFS.
- 7) In real life  $A^*$  algorithm are used in Maps as in Google maps when finding the path, ~~and~~ also some games used this. IDDFS is also used to find paths and optimal solutions.