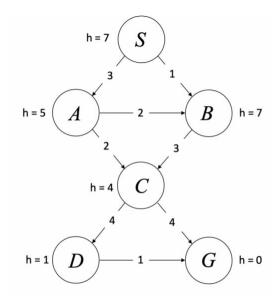
Name:

ID number:

Score:

Remember that your work is graded on the quality of your writing and explanation as well as the validity.

1. (3'+3'+4') Consider A* algorithm on the following graph. Edges are labeled with their costs, and heuristic values h for states are labeled next to the states. S is the start state, and G is the goal state. Assume ties are broken in alphabetical order. Write your answer in the box provided.



(1)	(2)

- (1) The heuristic value is:
 - (A) Admissible
 - (B) Consistent
 - (C) Neither
- (2) Given the above heuristics, what are the states not going to be expanded, assuming we run A* graph search with the heuristic values provided.
 - (A) A
 - (B) B
 - (C) C
 - (D) D
 - (E) S
 - (F) G
- (3) Assuming we run A* graph search with the heuristic values provided, what path is returned?

2. (10') Consider the following implementation of the Floyd-Warshall algorithm. Assume $w_{ij} = \infty$ where there is no edge between vertex i and vertex j, and assume $w_{ii} = 0$ for every vertex i.

Algorithm 1 Floyd-Warshall

```
for i = 1 to n do
  for j = 1 to n do
     A[i,j,0] = w_{ij}
     P[i,j] = -1
  end for
end for
for k = 1 to n do
  for i = 1 to n do
     for j = 1 to n do
       A[i, j, k] = A[i, j, k - 1]
       if A[i, j, k] > A[i, k, k - 1] + A[k, j, k - 1] then
         A[i, j, k] = A[i, k, k - 1] + A[k, j, k - 1]
         P[i,j] = k
       end if
     end for
  end for
end for
```

Assume matrix P, the output of the above algorithm, is given. Design an algorithm for finding the shortest path from u to v by using matrix P, and write its pseudo-code.