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Q6: A* Search: Batch Node Expansion

Problem 6: A* Search: Batch Node Expansion

Part 1

8/8 points (ungraded)

Recall that A* graph search can be implemented in pseudo-code as follows:

```
1: function A*-Graph-Search(problem, fringe)
       closed \leftarrow an empty set
 2:
       fringe \leftarrow Insert(Make-Node(Initial-State[problem]), fringe)
 3:
       loop do
 4:
           if fringe is empty then return failure
 5:
           node \leftarrow \text{Remove-Front}(fringe)
 6:
           if Goal-Test(problem, State[node]) then return node
 7:
           if State[node] is not in closed then
 8:
              add State[node] to closed
9:
              child\text{-}nodes \leftarrow \text{Expand}(node, problem)
10:
              fringe \leftarrow Insert-All(child-nodes, fringe)
11:
```

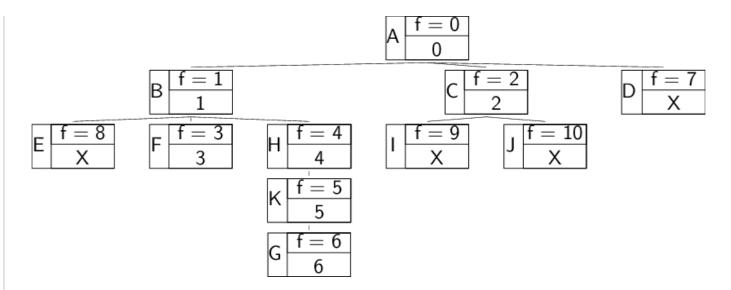
Now consider the following batch version of A* graph search.

```
1: function A*-BATCH(problem, fringe, k)
        closed \leftarrow an empty set
 2:
        fringe \leftarrow Insert(Make-Node(Initial-State[problem]), fringe)
 3:
        loop do
 4:
           i \leftarrow 0
 5:
           next\text{-}set \leftarrow \text{an empty set}
 6:
           while i < k and fringe is not empty do
 7:
                next\text{-}set \leftarrow \text{Insert}(\text{Remove-Front}(fringe))
 8:
                i \leftarrow i + 1
 9:
            for node in next-set do
10:
               if Goal-Test(problem, State[node]) then
11:
                   return node
12:
               if State[node] not in closed then
13:
                   closed \leftarrow Insert(State[node])
14:
                   child-nodes \leftarrow Expand(node, problem)
15:
                   fringe \leftarrow Insert-All(child-nodes, fringe)
16:
```

Rather than process the nodes from the fringe one at a time, this code instead pulls k nodes off the fringe, and processes them in a random order.

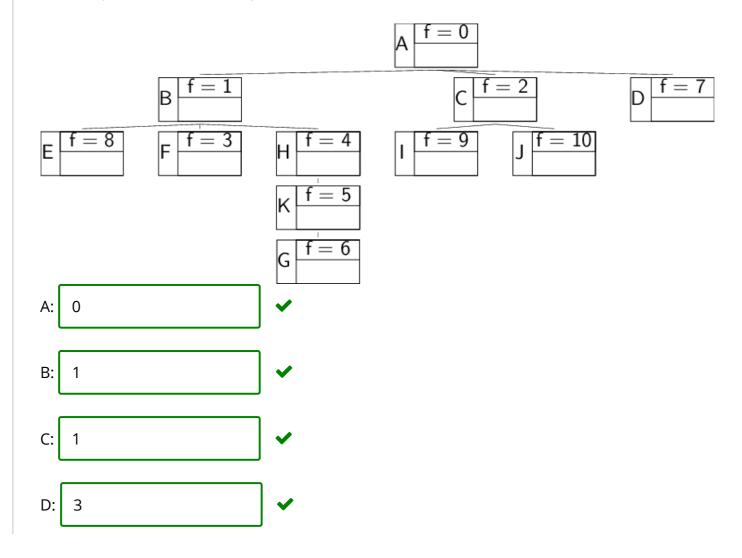
For this problem, we are interested in determining the iteration of the outermost loop at which each node is expanded.

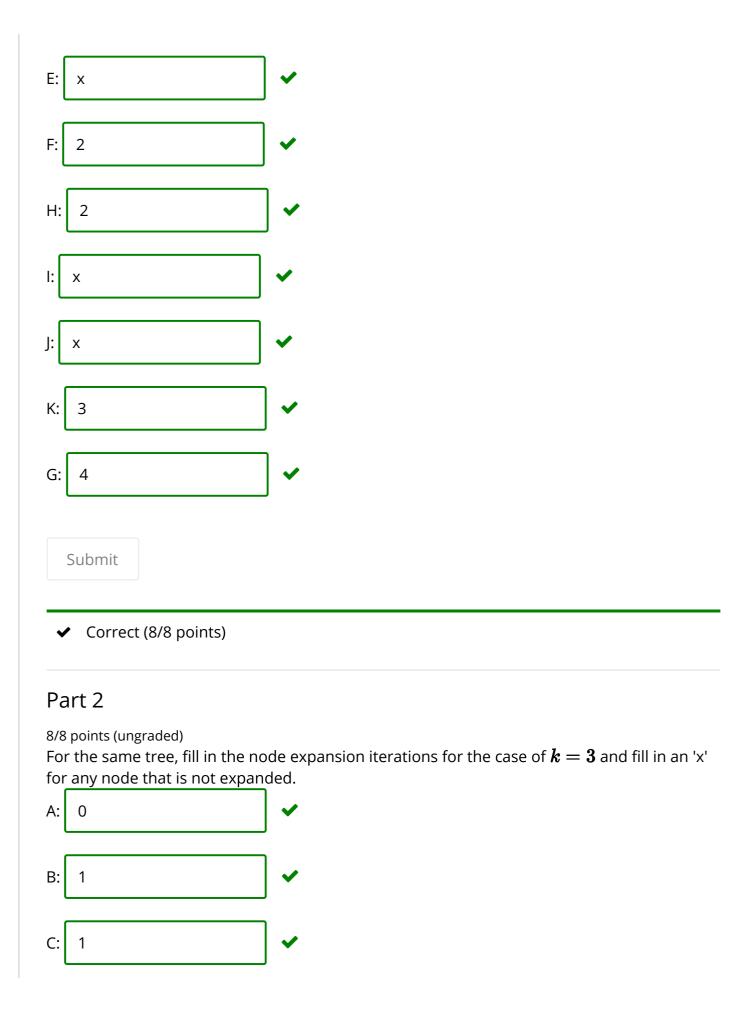
Consider running this new A*-BATCH algorithm on a search problem with the search tree shown in the diagram below with k=1. Each node is drawn with the state at the left, the f-value at the top-right (f(n)=g(n)+h(n)), and the iteration at which a node was expanded is at the bottom-right, with an 'X' if that node was not expanded. G is the unique goal node. In the diagram below, we can see that the start node A was expanded during iteration 0, then node B was expanded during iteration 1, node C was expanded during iteration 2, node F was expanded during iteration 3, node H was expanded during iteration 4, node K was expanded during iteration 5, and node G was expanded during iteration 6. Nodes D,E,I,J were never expanded.



In this question you'll complete similar diagrams by filling in the node expansion iterations for the cases of k=2 and k=3. Note that now multiple nodes can (and typically will!) be expanded during any given iteration.

For each node below, fill in the node expansion iterations for the case of k=2 and fill in an 'x' for any node that is not expanded.





D: 1	
E: 2	
F: 2	
H: 2	
l: 3	
J: 3	
K: 3	
G: 4	
Submit	
✓ Correct (8/8 points)	