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| Sl No | Experiment | Date of Completion |
| 1 | Implement Depth-First Search (DFS). | 19/10/22 |
| 2 | Write a program to implement water jug problem. | 26/10/22 |
| 3 | Write a program to implement heuristic search procedure   1. Best First Search algorithm 2. A\* algorithm | 2/11/22 & 9/11/22 |
| 4 | Implement tic tac toe game for 0 and X. | 16/11/22 |
| 5 | Develop a program to construct a pruned game tree using Alpha-Beta pruning. Take the sequence, [5, 3, 2, 4, 1, 3, 6, 2, 8, 7, 5, 1, 3, 4] of MINIMAX values for the nodes at the cutoff depth of 4 plies. Assume that branching factor is 2, MIN makes the first move, and nodes are generated from right to left. | 23/11/22 |
| 6 | Write a program to implement Travelling Salesman Problem using hill climbing algorithm. | 30/11/22 |
| 7 | Write a program to implement genetic algorithm. | 7/12/22 |
| 8 | Write a program to implement production system. | 14/12/22 |
| 9 | Write a program to implement expert system. | 21/12/22 |
| 10 | Write a program to implement search problem of 3X3 puzzles. | 4/01/23 |

**AIL 333 AI ALGORITHMS LAB**

**LIST OF EXPERIMENTS**