

Pacman Project 2

Search

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- Layouts
 - Objectives
 - Grading
- 

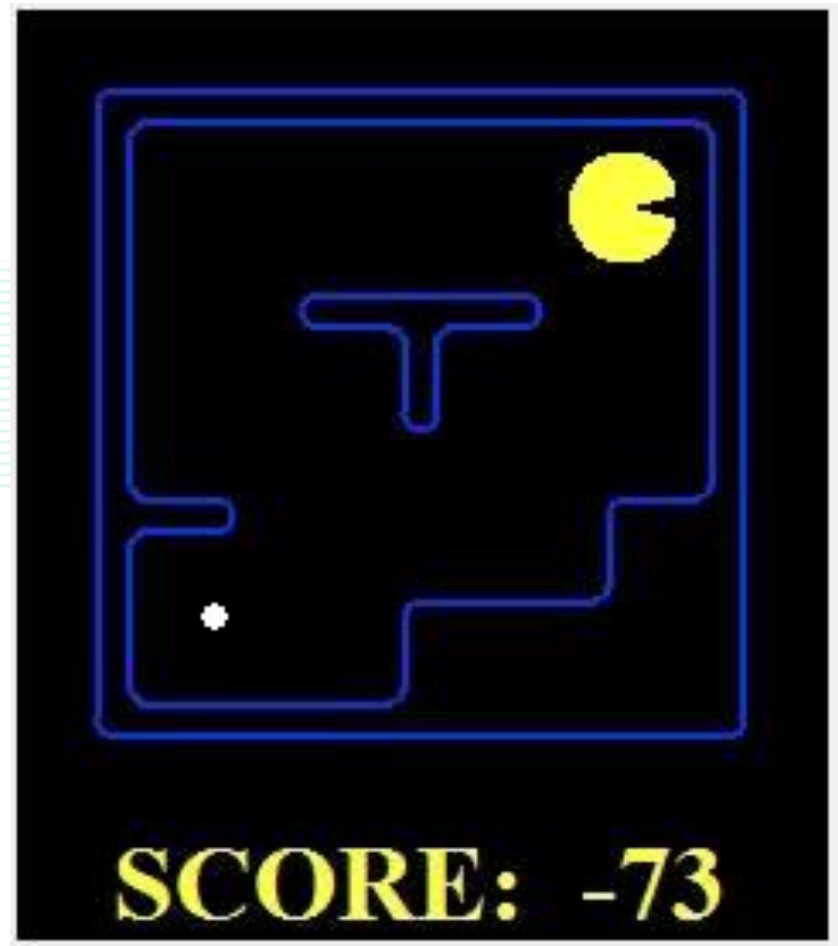
Layouts

- tinyMaze
- smallMaze
- mediumMaze
- bigMaze

Layouts (1/4)

tinyMaze

- -I tinyMaze



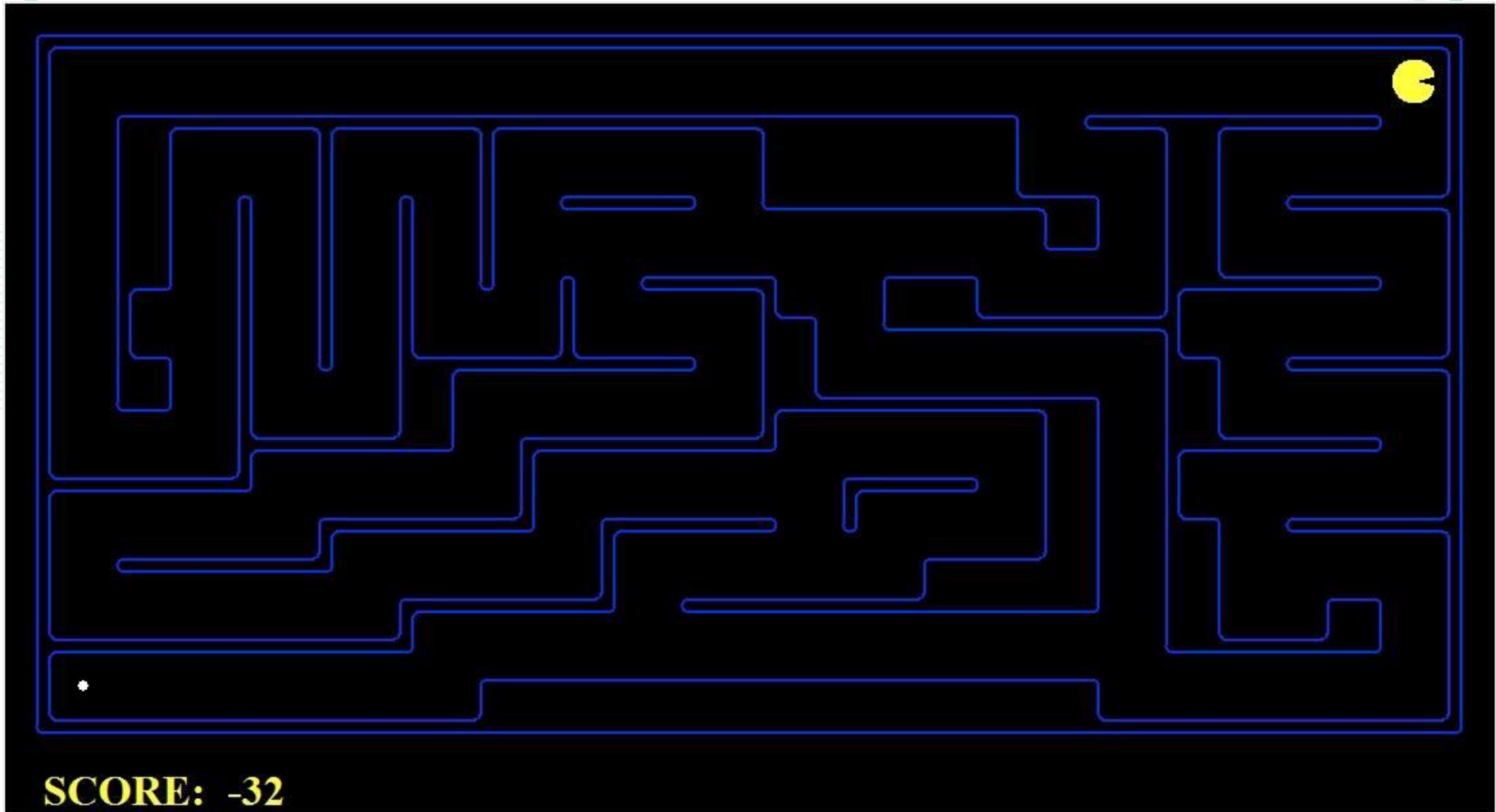
Layouts (2/4)

smallMaze



Layouts (3/4)

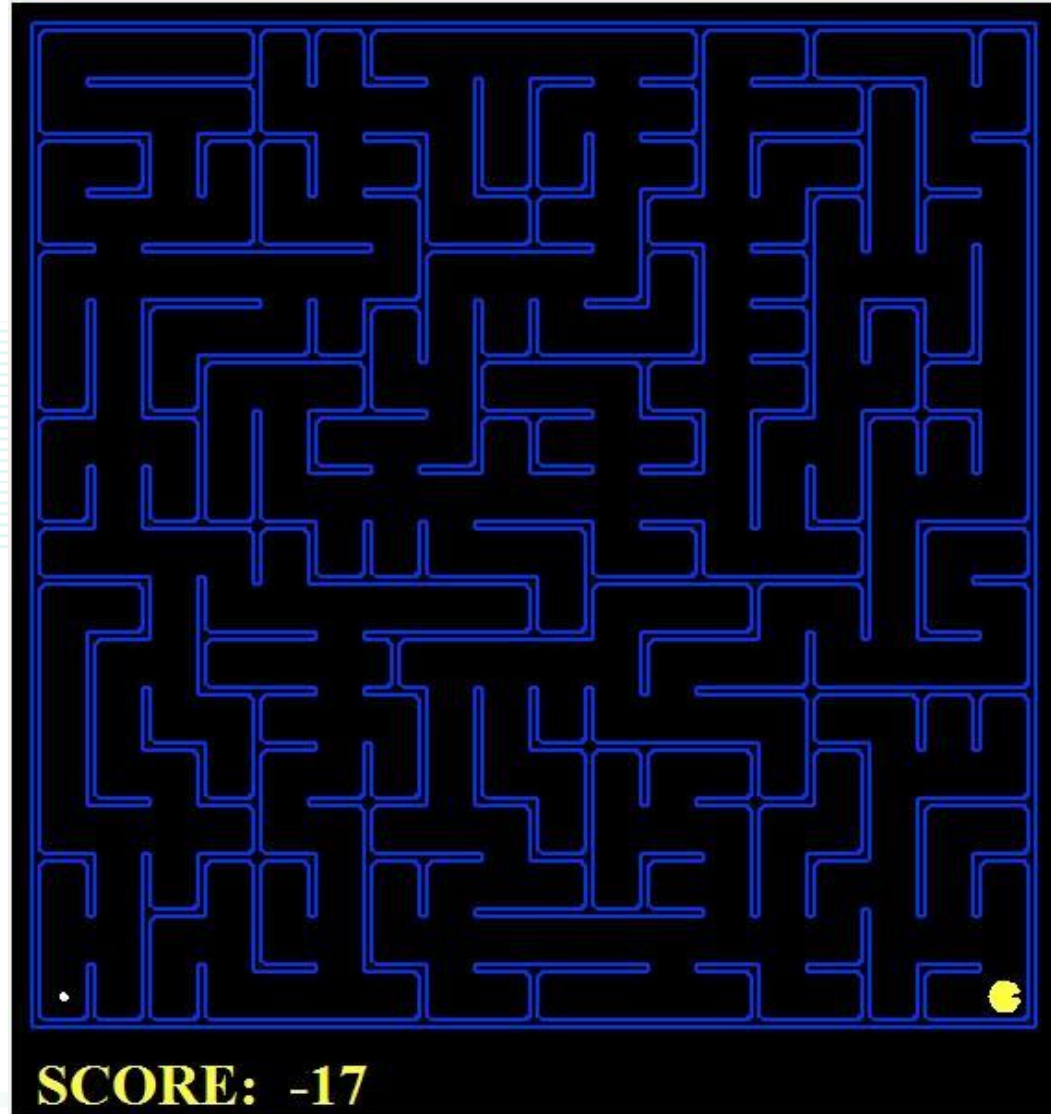
mediumMaze



Layouts (4/4)

bigMaze

- -l bigMaze -z 0.5



Objectives

- P2-1 Depth-First Search (DFS)
- P2-2 Breadth-First Search (BFS)
- P2-3 A* Search

Objectives (1/3)

Depth-First Search (DFS)

- 35%
- python pacman.py
 - l mediumMaze
 - p SearchAgent
 - a fn=dfs

Objectives (2/3)

Breadth-First Search (BFS)

- 35%
- python pacman.py
 - l mediumMaze
 - p SearchAgent
 - a fn=bfs

Objectives (3/3)

A* Search

- 30%
- python pacman.py
 - l mediumMaze
 - p SearchAgent
 - a fn=**astar**,heuristic=**manhattanHeuristic**

Grading

- Edit and upload **search.py** (P2_##.zip)
- Search for “[Project 2] YOUR CODE HERE”
- Deadline: **4/13** 23:59 (3 weeks)
- Late Policy: 80%

Hints

- DFS / mediumMaze
 - cost = 130, nodes = 146
- Use the data structures in `util.py`.
- Use `print` to understand everything.

Contacts

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