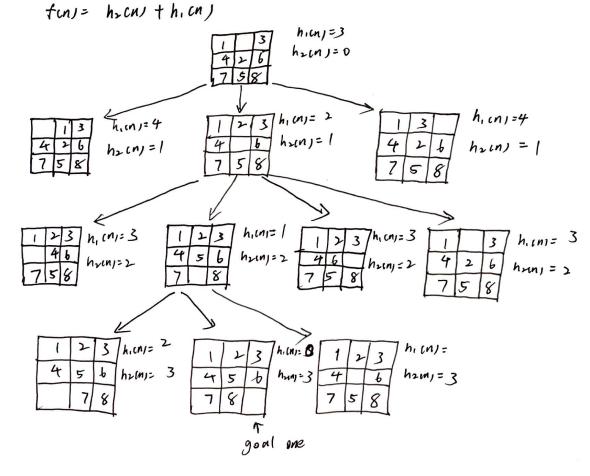
1. a) BFS travels the path level by level. It will check all path that are one edge away then check the two edges away path, until it tind the sink node. So it's guarantee to find path 1 path 1 shortest solution.

by example Bible Di A Bit will find path 2 on the path 2 on the consumer.

In this example, in path 1, the length is 3 but in path 2 the length is 101. However, the porth 2 has 2 edge, that the path 1 has 3 edge. The BFS will find which path can first get the sink node. So BFS will find D first on path 2. It means it doesn't work for varying cost edge.

2. For given in the question



```
PLB, E, A) = P(a/B, E)*P(B) * P(E)
            A
B
     E
                       0- 95 X 0.01 X 0.02 = 1.9 X 10 -6
           T
                         1×10-7
      Τ
                         9.38 1 X10-4
TEF
                         5-988 X10-5
    FF
                          Be 5.794 X10-4
      T
 T-
                          1. 418 x10-3
                         9.97x10-4
                          0.996
 F
 PLA) = PLAIB, E) PLBIPCEI+ PLAIB, -E)PLB)PL-EI+ PLAI-B. FIPL-B) PLEI
         + P(A|-B=E)+ P(A)-B, E) P(-B) P(-E) = 0.005/
         P ( Jab) = 0.9
                         PCM1=0.7
   P(B) J, m) = & P(B, j, m)
               = & Ie, a PLB, e, a,i, m)
               = a Eea FIBI PCe) PCa1B,0) PCj1a) PCm1a) = a (0.00059224, 0.00149,
                                                         = [0.84,0.716)
    PIMIB) =
    PIBIM) =
    PCAls,mj = aP(A,j,m) = P(A,J)xPCA,B)
```

= (0.003, 0.0018)

3.

```
4. 0) = Green 02 = B/Ne, 03 = Yellow
          a,(1)= 元, b,(0,)= 0.3x8.2=0.06
           0,12) = Tab, (0,)= 0.4xs.6= 0.24
            0, (3) = R3 b3 c0, )= 0.3x0.1 = 0.03
           \alpha_{\nu}(1) = \frac{3}{2} \alpha_{i}(i) \alpha_{i}, b_{i}(0_{\nu}) = (0.06 \times 0.4 + 0.24 \times 0.2 + 0.03 \times 0.3) \times 0.2 = 0.0162
           q_{2}(2) = \sum_{i=1}^{3} q_{1}(i) \alpha_{52} b_{2}(0_{2}) = (0.06 \times 0.3 + 0.24 \times 0.7 + 0.03 \times 0.2) \times 0.7 = 0.0384
           az(3) = = (1) dis bz (02) = (0.06×0.3+0.24×0.1+0.03×0.5)×0.2 = 0.0114
           \alpha_3(1) = \frac{1}{5} \alpha_2(i) \alpha_{ij} b_1(0_3) = (0.016) \times 0.4 + 0.0384 \times 0.2 + 0.0114 \times 0.3) \times 0.1 = 1.758 \times 10^{-3}
           azu) = = (0.016x0-3+ 0.0384x0.7+ 0.0114x0.2) x 0.1 = 3.402x10-3
            03(3)= [0.0162x 0.3 + 0.0384x 0.1 + 0.0114x 0.5) x 0-3= 4.32x10-3
                      PLOID = 03 111 + 03 (2) + 03 (3) = 9.48x103
            8,(1)=0.06
             f, (2) = 0.24
             8, (3) = 0.03
           8211) = max c 0.06 x 0.4, 0.24 x 0.2, 0.03 x 0.3 x 0.3 x 0.2 = 9.6 x 10-3 42(1)= 2
           82(2) = max (S, (i) av. 1 b2 co2) = 0.0336
                                                                                          P2(21=2
          82 (3) = max ( SI (1)) a = 37 b = (03) = 4.8 × po -3
                                                                                        P2131=2
                                                            4.(1)=2
          83(1) = 0.1 x 0.0384 x0.2 = 7.68x10-4
          83(2) = 0.1 × 0.0384 x0.7 = 2.688x10-3
                                                           42621=2
          83(3)= 0.3 × 0.0114×0.5 = 1.71×10-3 43(3)=3
                          93 = 3
                          92 = 42 (23) = 3
```

9, = 4, (9\$) = 2

seguence 3->3->2

6)

5. "Variables: { large rectangle width wheight H; small rect width xheigh y}

domain: i for Small rectangle Ri

constraints: $R_{i,x} > 0$ $R_{i,x} + R_{i,w} \le W$ $R_{i,y} > 0$ $R_{i,y} + R_{i,h} \le H$

Variables: { each stop: such as stop: A B C D - ... 3 domain: neighbour city connect, such as X, Y, Z costraint: in A = X, B = Y situation each stop connect to a city and all different.