

# Artificial Intelligence

## CSC 361

Tutorial  
Informed Search

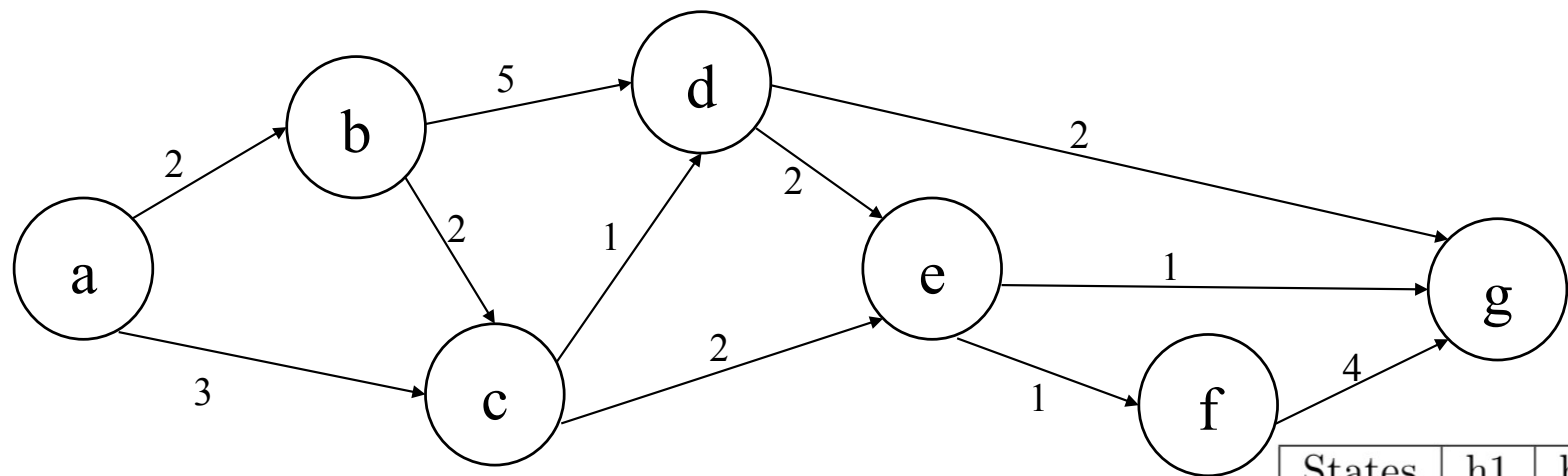
Question 1: Consider the search space of Figure 1, where state **a** is the initial state and **g** is the goal state. Table 1 gives a list of heuristic functions for this space.

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1. For each function, tell whether it is admissible.

States	h1	h2	h3	h4	h5	h6
a	6	6	5	5	7	5
b	3	5	2	3	3	4
c	2	3	1	2	2	2
d	0	2	3	1	1	1
e	1	1	1	1	1	1
f	1	2	1	1	1	1
g	0	0	0	1	0	0

Table 1: Heuristics for the search space of Figure 1

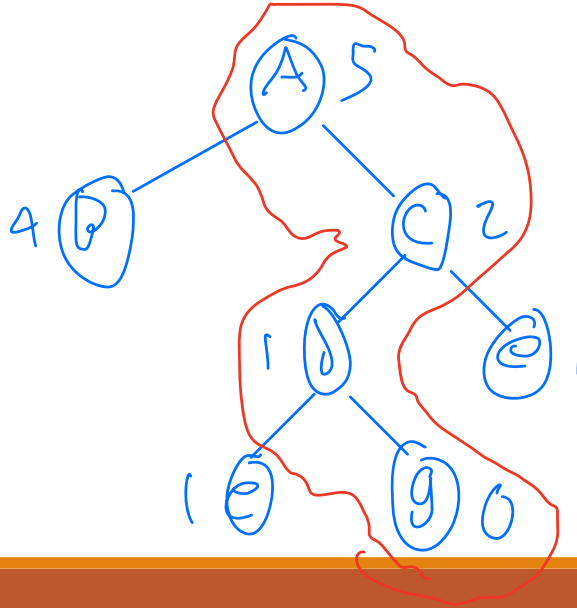


States	h1	h2	h3	h4	h5	h6
a	6	6	5	5	7	5
b	3	5	2	3	3	4
c	2	3	1	2	2	2
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e	1	1	1	1	1	1
f	1	2	1	1	1	1
g	0	0	0	1	0	0

# Answer

1. Applying the definitions, we get:

- Admissible functions:  $h_1, h_2, h_6$ .



Flügel



$\hookrightarrow$

6

*D*

9



0. E

A

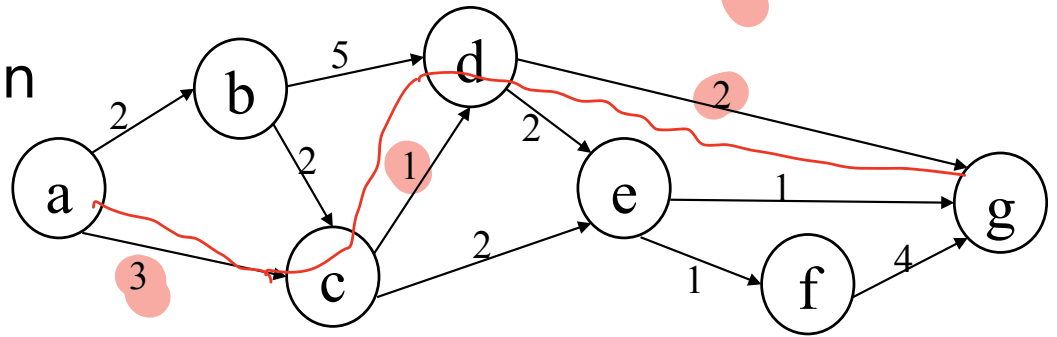
C

2

## Question 2:

Use  $h_g$  to Find:

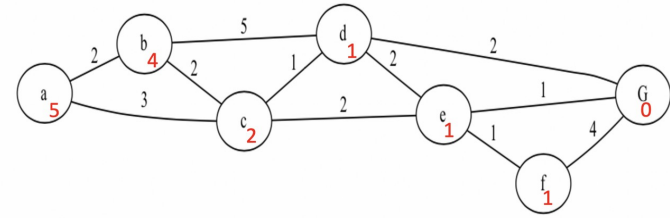
- the order of node expansion
- the final fringe
- the solution path,
- the solution cost



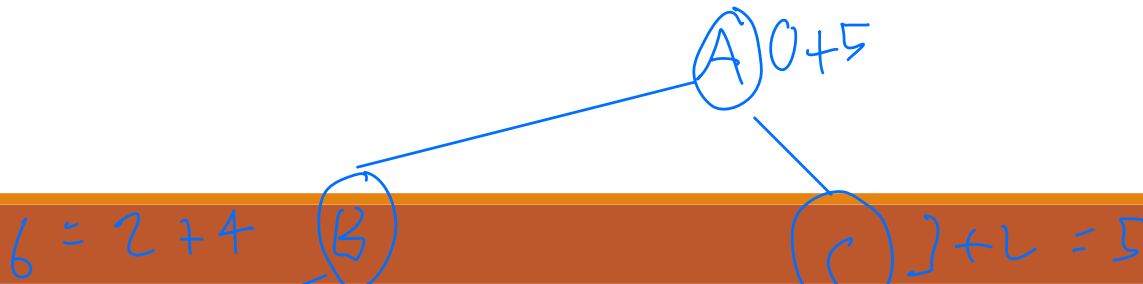
Using each of the following 2 strategies:

1. Greedy best first search
2.  $A^*$

# Greedy best-first



Tree Search	
the order of node expansion	<b>a, c, d.</b>
the final fringe	<b>{e, e, b}.</b>
the solution path,	<b>(a, c, d, g)</b>
the solution cost	<b>6</b>

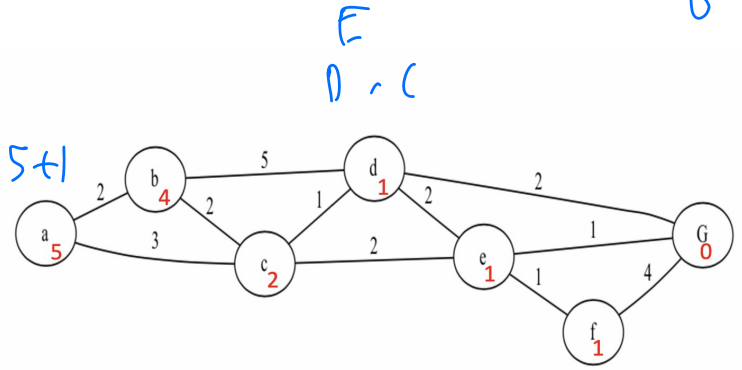
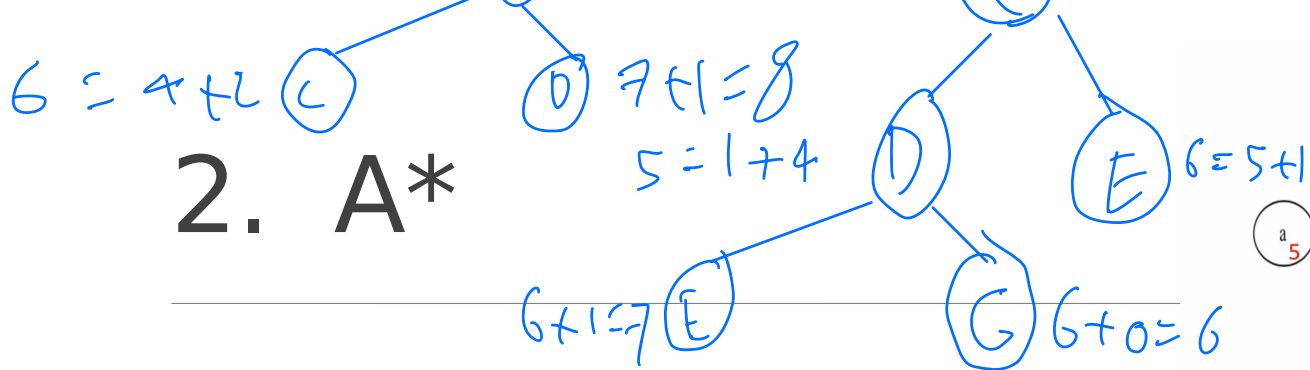


Fringe

~~A~~  
~~B~~ - ~~D~~  
~~E~~  
 G

O.F

A  
 C  
 D  
 E



Tree Search	
the order of node expansion	<b>a, c, d, b, e</b>
the final fringe	<b><math>\{c_6, g_6, e_7, f_7, d_8\}</math>.</b>
the solution found,	<b>(a, c, d, g).</b>
the cost of the solution	<b>6</b>

# Question 2

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1. Describe a heuristic function that will make  $A^*$  search behave like uniform-cost search for a given cost function.

- **$h = 0$  for all nodes.**

2. Describe a heuristic function that will make greedy search behave like breadth- first search

- **The depth function.**

تخرج الذي تخرجه  
رئيساً أقل