Introduction to Artificial Intelligence

Program – Search in Pac-Man (b)

Oct 18, 2023

Objectives

Practice and get familiar with the way to solve problem by searching. In this assignment you need to make use of the taught subject matters about Solving Problem by Searching (ch. 3) and Informed Search and Exploration (ch. 4).

Program

Write Python programs to solve the following three questions of the [Search in Pac-Man] project indicated in the course website.

- A* search

  Q4: Implement and test the A* search algorithm.

- Finding All the Corners

  Q5: Use an uninformed search (e.g., BFS).

  Q6: Use the A* search algorithm and design a heuristic for it.

Report

- Explain your methods (e.g., design of heuristics)

Submission

- **2023/10/29 24:00 (degrade by 10 points for each day delay)**

- Zip the source code (`*.py`) and report. Upload it to eeclass.