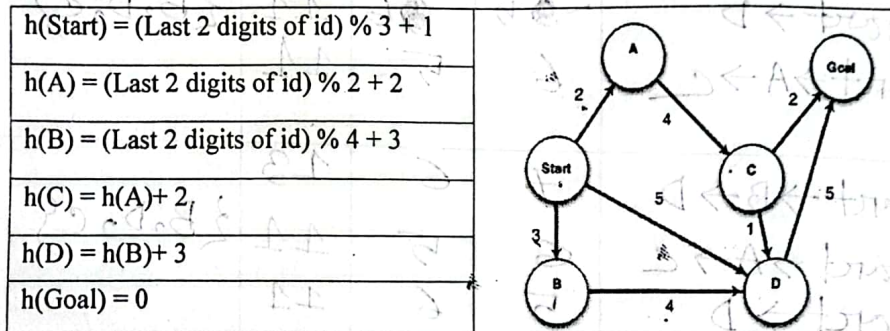


10

Answer the following Question

1. Your target is to reach the goal node 'G' from the start node 'Start' with the optimum cost. [10]
Simulate the following graph problem with A* search algorithm and show the shortest path with the fringe for each iteration. Assume that states with earlier alphabetical order are expanded first. There are 6 nodes in the graph where the heuristics values of the 5 nodes are as follows. Here % refers to mod operation. You have to draw the Search Tree.



Here,

$$h(\text{Start}) = (29 \% 3) + 1 = 2 + 1 = 3$$

$$h(A) = (29 \% 2) + 2 = 1 + 2 = 3$$

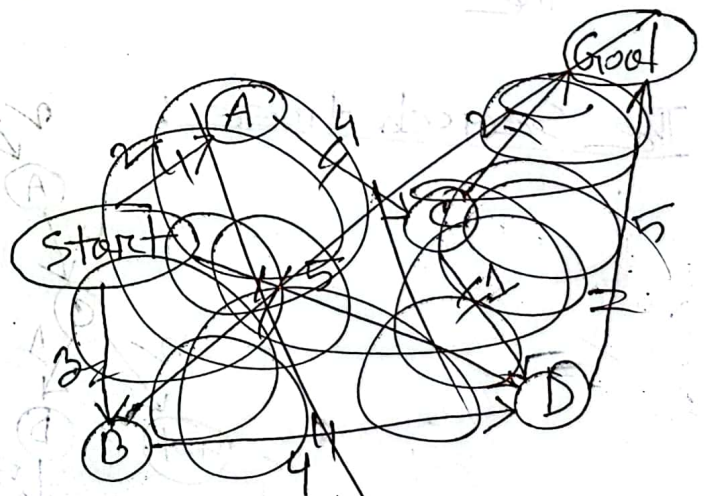
$$h(B) = (29 \% 4) + 2 = 1 + 2 = 3$$

$$h(C) = h(A) + 2 = 3 + 2 = 5$$

$$h(D) = h(B) + 3 = 3 + 3 = 6$$

$$h(\text{Goal}) = 0$$

n	Cost
Start	3
A	3
B	3
C	5
D	6
Goal	0



Iteration	Path	g(n)	h(n)	f(n)	O-F	C-F
Start Initialize	Start	0	3	3		
Iteration 1	Start → A Start → B Start → D	2 3 5	3 3 6	5 6 11	{A, B, D}	{5}
Iteration 2	Start → B Start → D Start → A → C	3 5 6	3 6 5	6 11 11	{B, D, C}	{5, A}
Iteration 3	Start → B → D Start → A → C Start → D	7 6 5	6 5 6	13 11 11	{B, D, C}	{5, A}
Iteration 4	Start → B → D Start → A → D Start → A → C → Goal	7 6 8	6 6 0	13 11 8	{B, D}	{5, A, C}

The minimal path will be $\text{Start} \rightarrow A \rightarrow C \rightarrow \text{Goal}$

The minimal cost will be $= 8$

The Search tree:

