

#A* search algorithm -
Solve = given, G = goal node
S = start node

2 last digit =

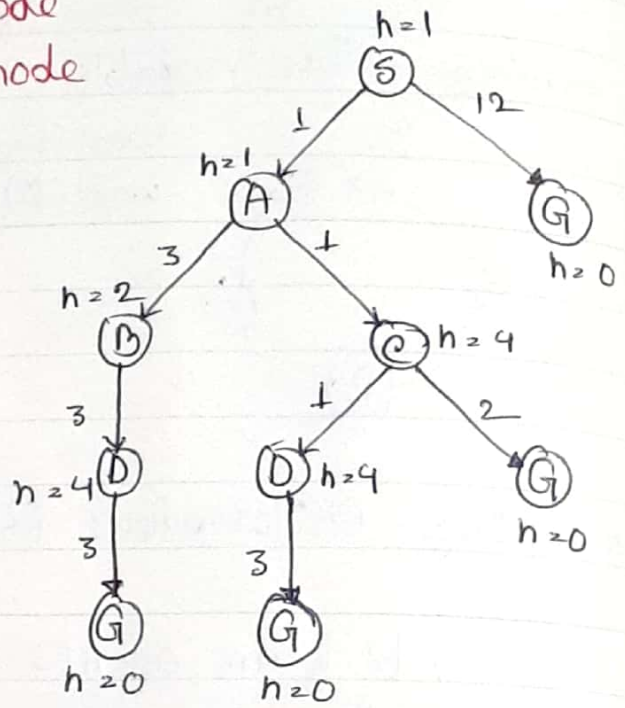
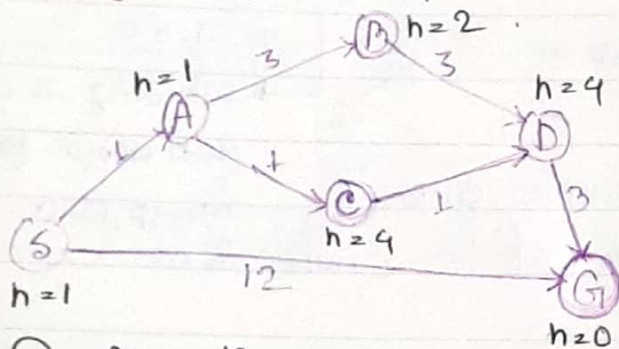
$$h(S) = 84 \% 3 + 1 = 1$$

$$h(A) = 84 \% 2 + 1 = 1$$

$$h(B) = 84 \% 4 + 2 = 2$$

$$h(C) = 2 + 2 = 4$$

$$h(D) = 1 + 3 = 4$$



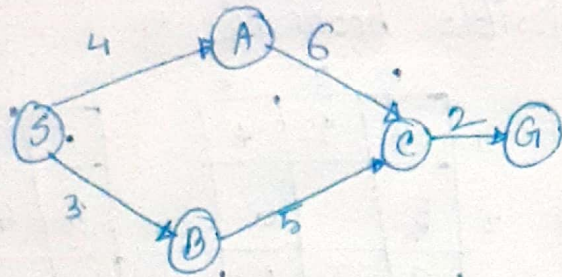
for iteration -

knowing, $f(n) = h(n) + g(n)$

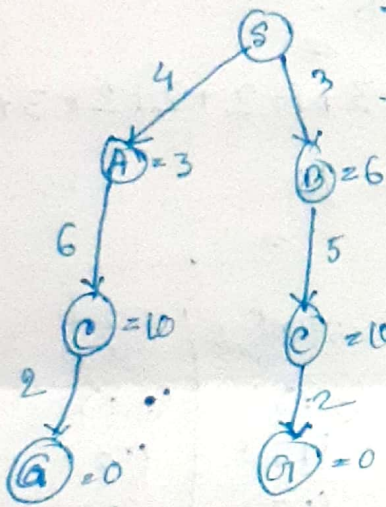
iteration	state expand	$h(n)$	$g(n)$	$f(n)$	close fringe	Open
0	S	1	0	1	{ }	{S}
1	S → A ✓ S → G	1 0	1 12	2 12	{S}	{A, G}
2	S → A → B ✓ S → A → C S → G	2 4 0	4 2 12	6 6 12	{S, A}	{B, C, G}
3	S → A → B → D S → A → C ✓ S → G	4 4 0	7 2 12	11 6 12	{S, A, B}	{D, C, G}
4	S → A → B → D S → A → C → D S → A → C → G ✓ S → G	4 4 0 0	7 3 4 12	11 7 4 12	{S, A, B, C}	{D, D, G, G}

5

=11 A* search



search tree -



Node $h(n)$

$S = 1$	$h(S) = 1$
$A = 3$	$h(A) = 3$
$B = 6$	$h(B) = 6$
$C = 10$	$h(C) = 10$
$G = 0$	$h(G) = 0$

it	state expand	$h(n)$	$g(n)$	$f(n)$	fringe	open
0	S	1	0	1	{S}	{S}
1	S → A ✓ S → B	3 6	4 3	7 9	{S}	{A, B}
2	S → A → C	10	10	20	{S, A}	{C}
3	S → A → C → G	0	12	12	{S, A, C}	{G}

$$f(n) = h(n) + g(n)$$

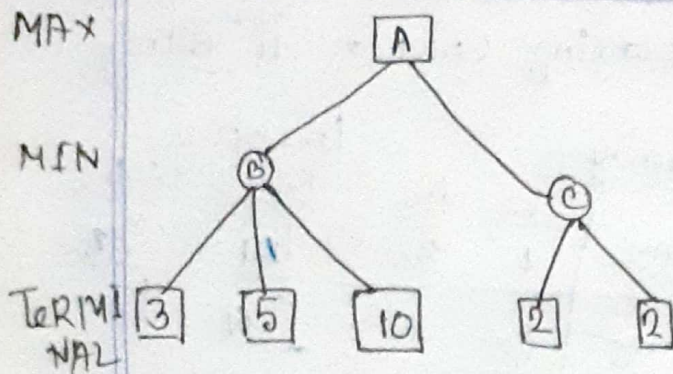
after 3 iteration, we find goal state G from minimum $f(n)$ in optimal path cost

so, shortest path = $S \rightarrow A \rightarrow C \rightarrow G$

optimal path cost = 12

Ans

$\alpha \geq \beta$ pruning

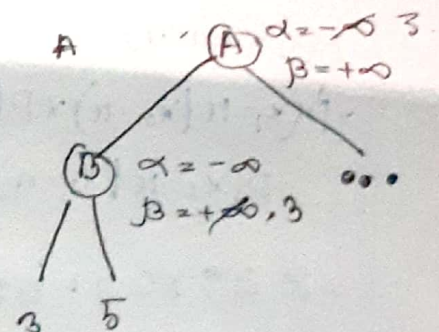


step 1 = $\alpha = -\infty$
 $\beta = +\infty$

pass it $\boxed{A/B}$

step 2 = for B, $\alpha = -\infty$
 $\beta = \text{Min}((3, +\infty), (5, +\infty))$
 $= \text{Min}(3, 5)$
 $= 3$

Branching B to A, then A pass C.

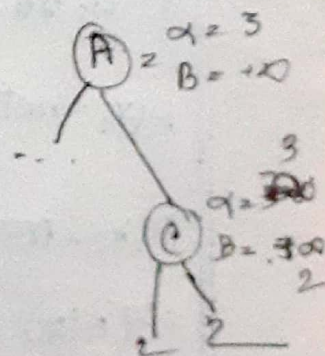


step 3 = for C,

$\alpha = 3$
 $\beta = \text{Min}((2, +\infty), (2, +\infty))$
 $= \text{Min}(2, 2)$
 $= 2$

$\alpha \geq \beta$ so it's pruning.

'A node $\alpha = 3$ so, C bad
 $\beta = +\infty$
 path = $A \rightarrow B \rightarrow \boxed{3}$



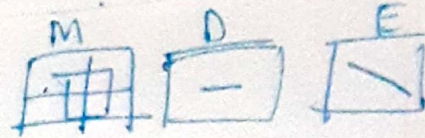
Matina

xover

offspring

n

fitness



~ a

8-Puzzle game has admissible heuristic ?

$h_1(s)$ = misplaced tiles

$h_2(s)$ = total Manhattan distance

	1	2	3
1	7	2	4
2	5		6
3	8	3	1

	1	2
3	4	5
6	7	8

Solve =

node	start state	goal state	
1	(3,3)	(1,2)	x
2	(1,2)	(1,3)	x
3	(3,2)	(2,1)	x
4	(1,3)	(2,2)	x
5	(2,1)	(2,3)	x
6	(2,3)	(3,1)	x
7	(1,1)	(3,2)	y
8	(3,1)	(3,3)	y

$$h_1(s) = 8$$

$$h_2(s) = 3 + 1 + 2 + 2 + 2 + 3 + 3 + 2 = 18$$

node	start state	goal state	
1	(2,1)	(1,1)	x
2	(1,1)	(1,2)	x
3	(1,3)	(1,3)	✓
4	(1,2)	(2,1)	x
5	(3,1)	(3,1)	✓
6	(2,2)	(3,2)	x
7	(3,3)	(3,3)	✓
8	(2,3)	(2,3)	✓

x

2	4	3
1	6	8
5		7

1	2	3
4		8
5	6	7

$$h_1(s) = 4$$

$$h_2(s) = 1 + 1 + 1 + 1 + 1 + 2 = 5$$

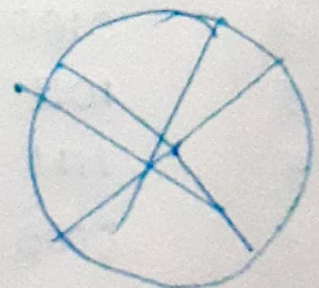
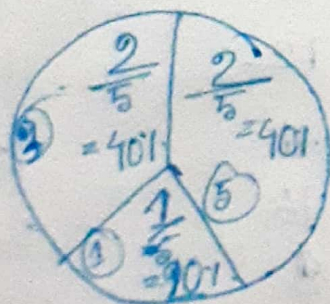
GA.

$f(x) = \{ \text{MAX}(x^2) : 0 \leq x \leq 15 \}$ over $\{0, 1, \dots, 15\}$.

x value 4 bits, Population Size = 5.

Selection

string no	initial Population	x value	x^2 fitness	Probability $\frac{x^2}{\text{sum}}$	expected count, $\text{Pro} \times \text{size}$	Actual count
1	0100	4	16	0.117	0.585	1
2	0010	2	4	0.029	0.145	0
3	0111	7	49	0.358	1.79	2
4	0010	2	4	0.029	0.145	0
5	1000	8	64	0.467	2.335	2
sum			137	1.00	5.00	5
Avg			27	0.2	1.00	1
MAX			64	0.467	2.335	2



Crossover

string	Mating pool	Xover point	offspring after Xover	n value	fitness n^2
1	010 0	1	0101	5	25
3	011 1	1	0110	6	36
3	011 1	2	0100	4	16
5	100 0	2	1011	11	121
5	1 000	3	1111	16	256
3	0 111	3	0000	0	0
SUM					454
AVRG					90.8
MAX					256

mutation

string no	offspring after Xover	offspring after mutation	n value	fitness n^2
1	0101	1101	13	169
3	0110	1110	14	196
3	0100	1100	12	144
5	1011	1011	11	121
5	1111	1111	16	256
3	0000	1000	8	64
SUM				950
AVR				190
MAX				256

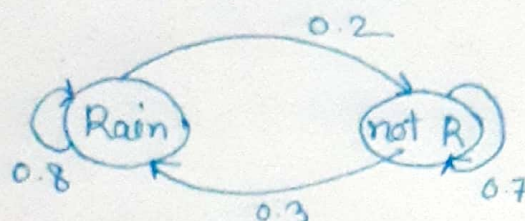
①

Markov

Sunday = rain = 0.5

Tuesday = not rain = ?

Rain, Rain = 0.8



$$P(x_0 = \text{rain}) = 0.5$$

$$P(x_0 = \text{not rain}) = 1 - 0.5 = 0.5$$

$$P(x_1 = \text{rain})$$

$$= P(x_1 = r | x_0 = r) \times P(r) + P(x_1 = r | x_0 = n) \times P(n)$$

$$= 0.8 \times 0.5 + 0.3 \times 0.5$$

$$= 0.55$$

$$P(x_1 = \text{not rain}) = 1 - 0.55 = 0.45$$

$$P(x_2 = \text{rain})$$

$$= P(r|r) \times P(r) + P(r|n) \times P(n)$$

$$= 0.8 \times 0.55 + 0.3 \times 0.45$$

$$= .576$$

$$\therefore P(\text{not rain}) = 0.425$$

Naïve

X = playing Cricket if cloudy

frequency

likelihood

	Yes	No	$P(Y)$	$P(N)$
Rainy	1	2	$\frac{1}{4}$	$\frac{2}{5}$
Sunny	2	1	$\frac{2}{4}$	$\frac{1}{5}$
Cloudy	1	2	$\frac{1}{4}$	$\frac{1}{5}$

$$\text{total} \quad | \quad 4 \quad 5 \quad \frac{4}{9} \quad \frac{5}{9}$$

$$P(\text{Yes} | \text{cloudy}) = \frac{P(c | \text{Yes}) \cdot P(\text{Yes})}{P(c)}$$

$$= \frac{\frac{1}{4} \times \frac{4}{9}}{\frac{3}{9}}$$

$$= 0.53$$

