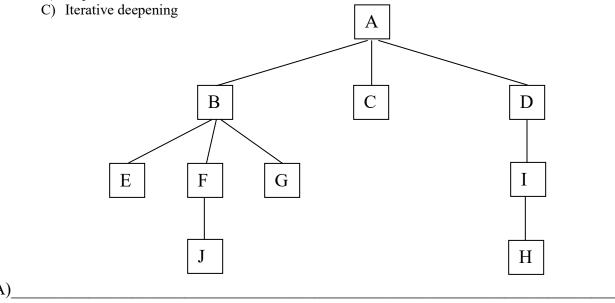
- 1) In what order would the following algorithms visit the nodes of the search tree below? You can assume that all operators have the same cost. (For clarity, "visit" means dequeue from the queuing structure). Hint, for one of these algorithms, we would dequeue 'A" more than once.
 - A) Breadth first search
 - B) Depth first search



A)

- 2) Suppose we need to optimally solve a problem using blind search, for which the goal node is known to be at a depth of exactly 17 (i.e. d = 17). What algorithm would you use, and why?
- 3) Suppose we need to optimally solve a problem using blind search, for which the goal node is known to be at a depth of no more than 29 (i.e. $d \le 29$). What algorithm would you use, and why?
- 4) What is the *diameter* of a search problem? You could answer with a single English sentence.
- 5) What is the diameter of the **countdown numbers game**? (in general, not just the game I show below as an example). Justify your answer with two or three English sentences, https://www.youtube.com/watch?v= JQYYz92-Uk&ab channel=RussellBabidge
- 6) Explain the difference between *optimality* and *completeness* for search (one or two sentences)
- 7) Suppose we are trying to solve the *Ballyfermot-by-Bike* problem. The branching factor is 17, the only solution is known to be at depth 22. You solve it two ways, Breadth First Search and Iterative Deepening.
 - What was the greatest number of nodes in the queue when doing Breadth First Search?
 - What was the greatest number of nodes in the queue when doing Iterative Deepening?

I don't need an exact answer, I would accept something like...

"About $(\sin(17) * \tan(22-17))^{(22-17)}$ which is about 362.", or

"About $O(\log(\log(d*b))*d)$ which here is $O(\log(\log(22*17))*22)$, which is about 40."