

# Pacman Project 2

# Search

授課教師 / 孫春在

助教 / 傅昱翔、蔣承翰、黃柏皓、呂學昱

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- Layouts
  - Objectives
  - Grading
- 

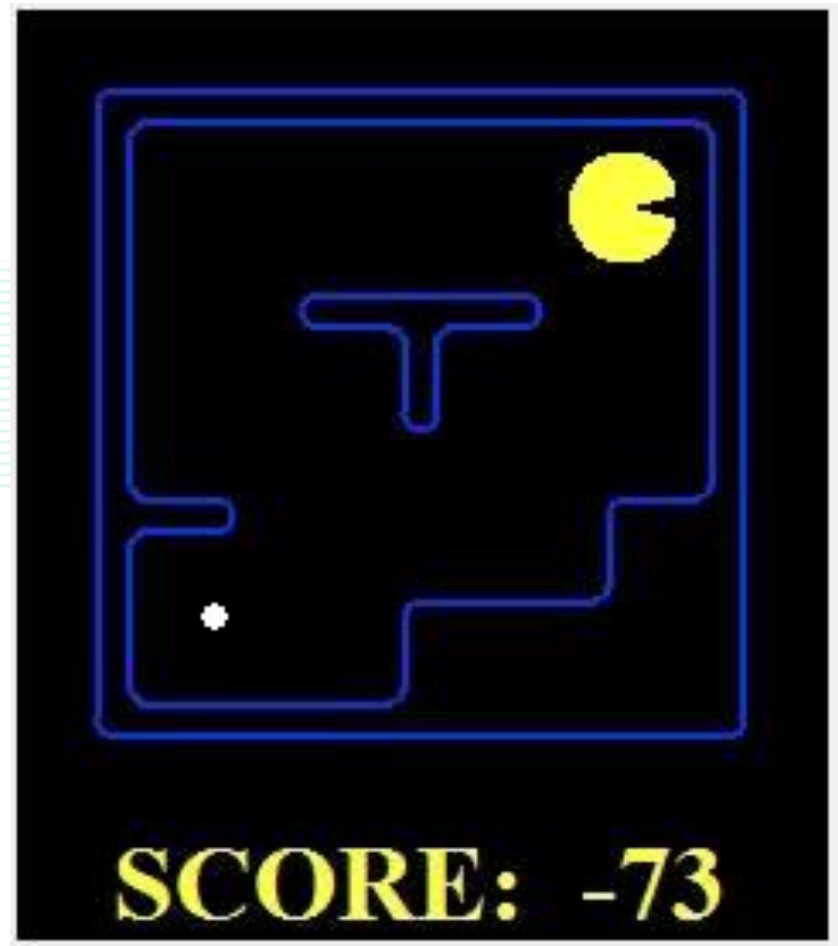
# Layouts

- tinyMaze
- smallMaze
- mediumMaze
- bigMaze

# Layouts (1/4)

## tinyMaze

- -I tinyMaze



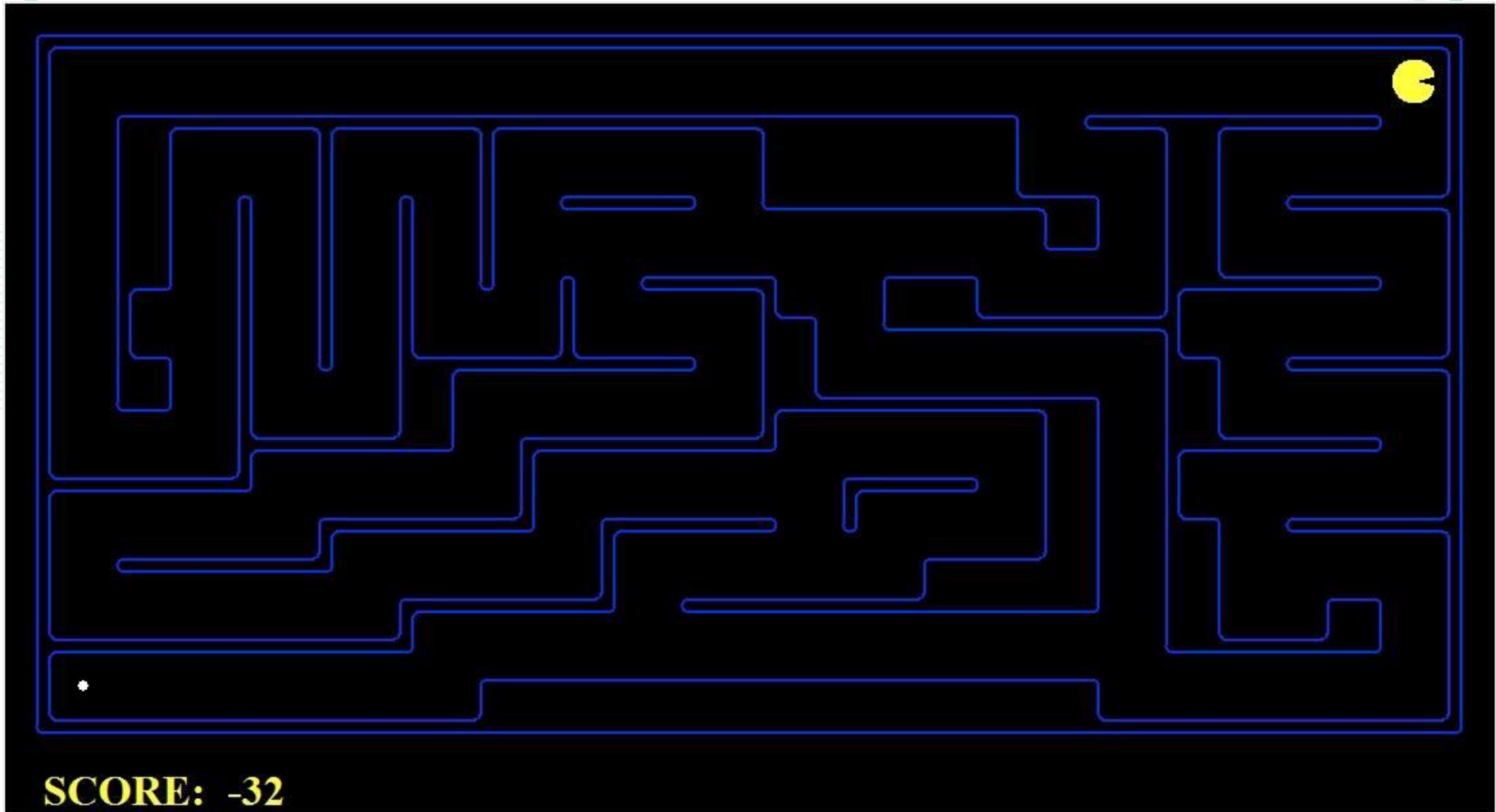
## Layouts (2/4)

# smallMaze



Layouts (3/4)

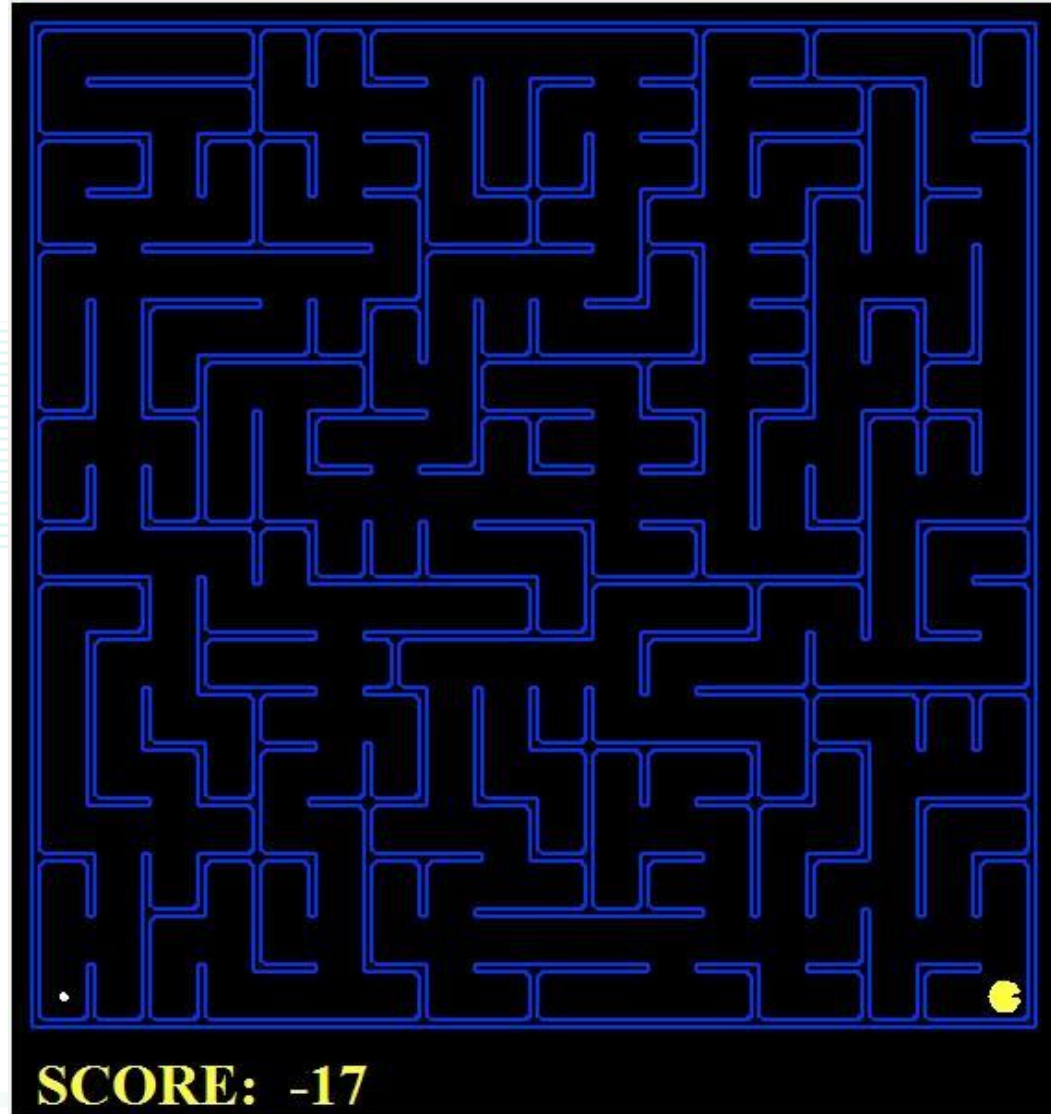
# mediumMaze



## Layouts (4/4)

# bigMaze

- -l bigMaze -z 0.5



# Objectives

- P2-1 Depth-First Search (DFS)
- P2-2 Breadth-First Search (BFS)
- P2-3 A\* Search



## Objectives (1/3)

# Depth-First Search (DFS)

- 35%
- python pacman.py
  - l mediumMaze
  - p SearchAgent
  - a fn=dfs

## Objectives (2/3)

# Breadth-First Search (BFS)

- 35%
- python pacman.py
  - l mediumMaze
  - p SearchAgent
  - a fn=bfs

## Objectives (3/3)

# A\* Search

- 30%
- python pacman.py
  - l mediumMaze
  - p SearchAgent
  - a fn=**astar**,heuristic=**manhattanHeuristic**

# Grading

- Edit and upload **search.py** (P2\_##.zip)
- Search for “[Project 2] YOUR CODE HERE”
- Deadline: **4/13** 23:59 (3 weeks)
- Late Policy: 80%

# Hints

- DFS / mediumMaze
  - cost = 130, nodes = 146
- Use the data structures in `util.py`.
- Use `print` to understand everything.

# Contacts

- 傅昱翔

[yuhsiangfu.cs98g@nctu.edu.tw](mailto:yuhsiangfu.cs98g@nctu.edu.tw)