

Introduction to Artificial Intelligence

Program 1(b) – Search in Pac-Man

Oct 26, 2017

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.

Submission

- **2017/11/05 24:00 (degrade by 10 points for each day delay)**
- Zip the source code (*.py) and report. Upload it to eCourse system