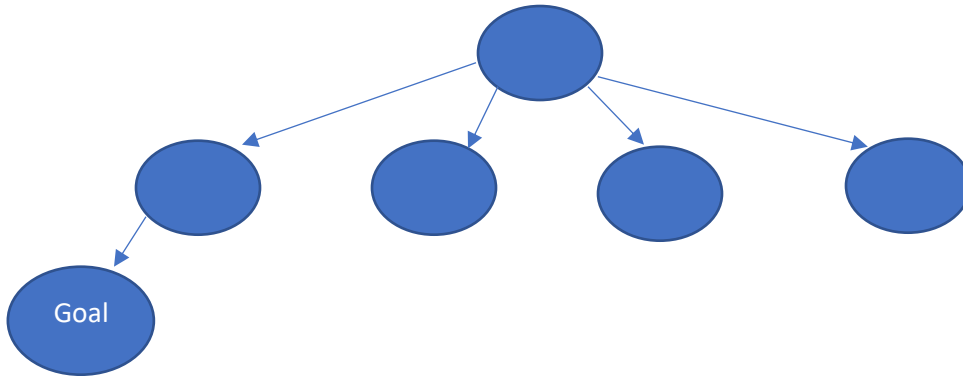
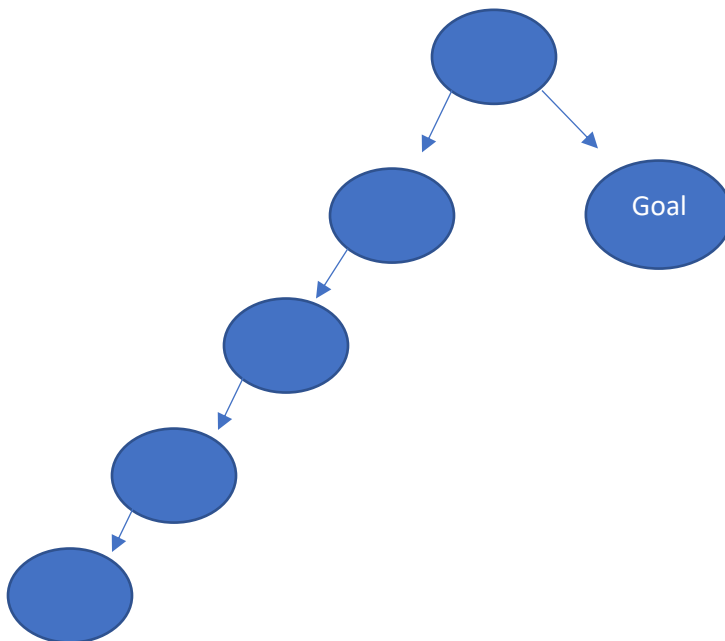


Six Node Search Trees

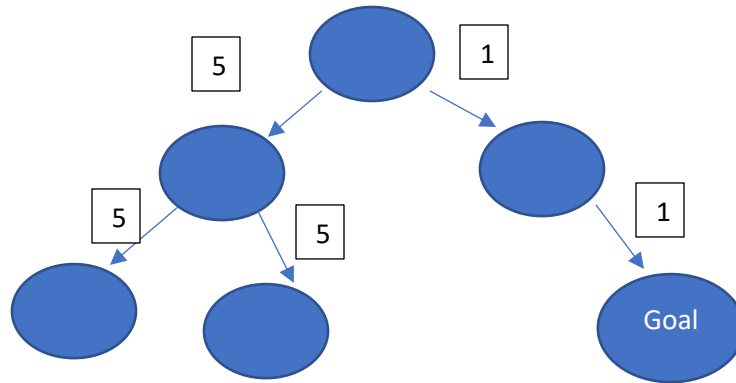
1. Worst-Case BFS, Best-Case DFS



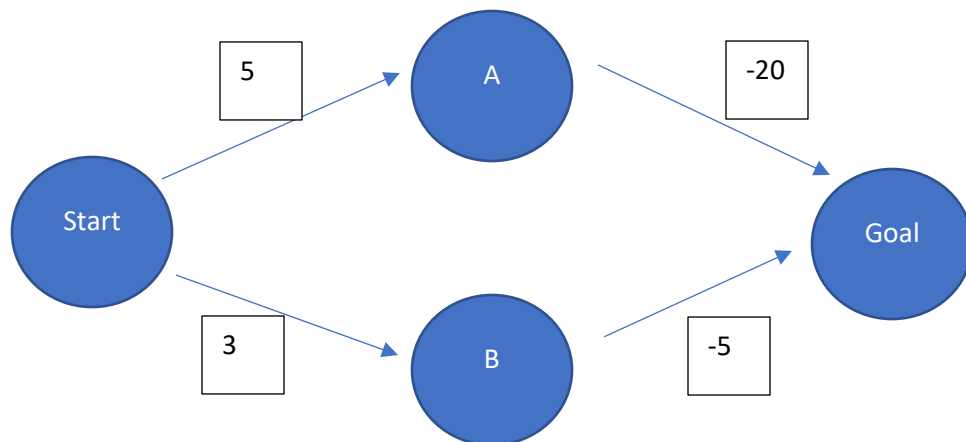
2. Worst-Case DFS, Best-Case BFS



3. Worst-Case DFS & BFS, Best-Case UCS



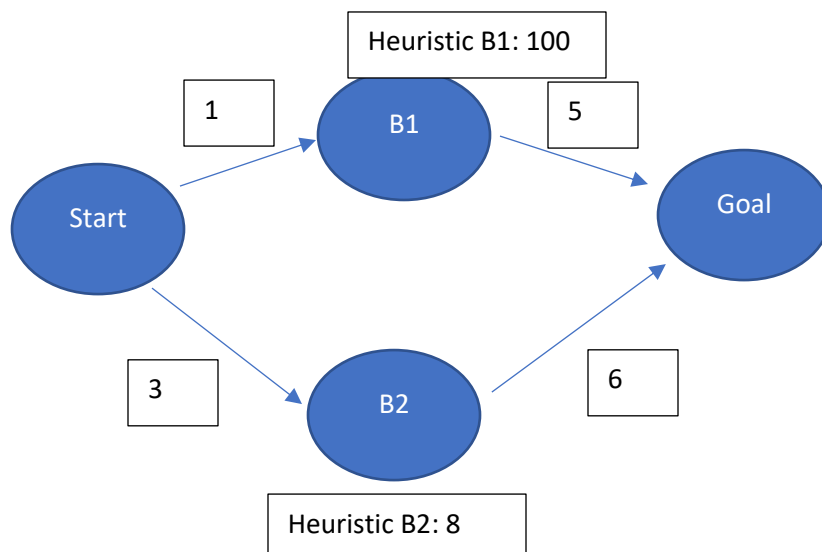
Uniform Cost Search



Uniform Cost Search Path: Start -> B -> Goal. Cost: -2

Optimal Path: Start -> A -> Goal. Cost: -15

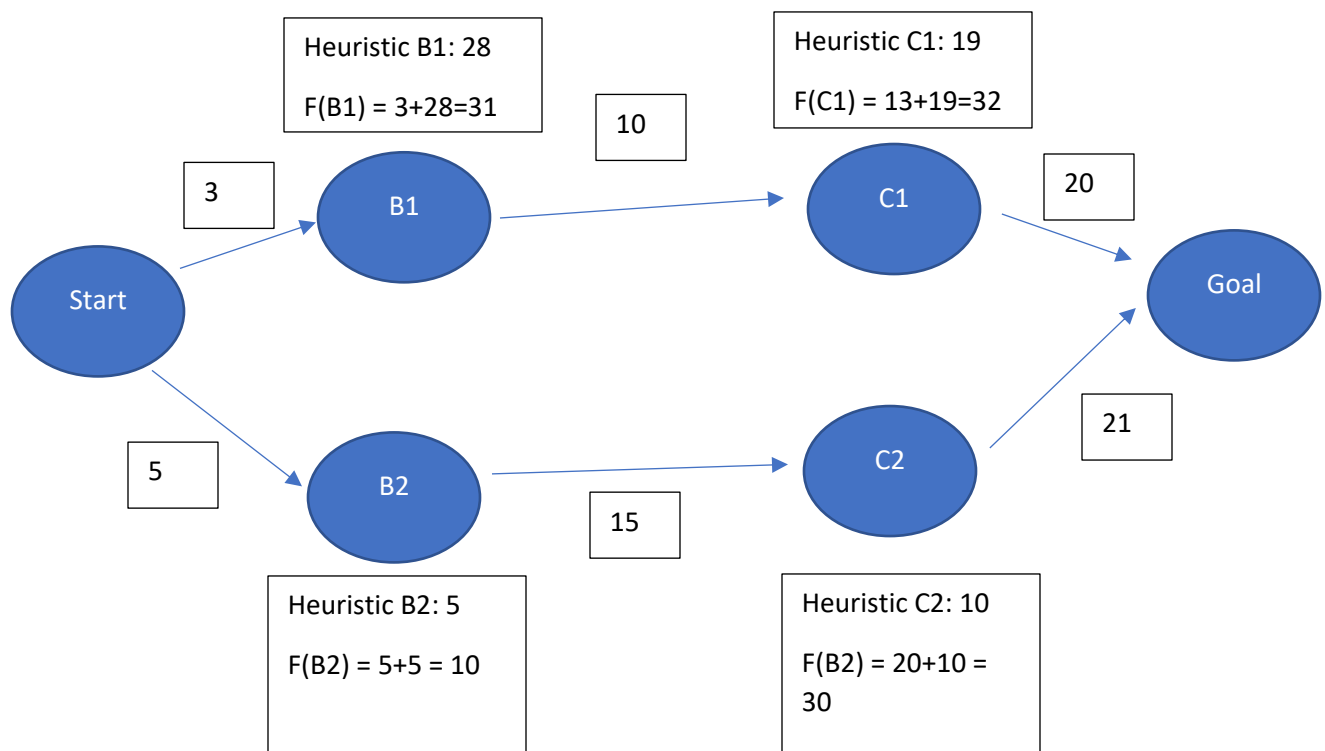
A* Tree Search



Path found: Start->B2->Goal. Path cost: 9

Optimal Path: Start->B1->Goal. Path cost: 6

A* Graph Search



Path Found = Start->B2->C2->Goal. Path Cost: 41

Optimal Path = Start->B1->C1->Goal. Path Cost: 33

PacMan Question

