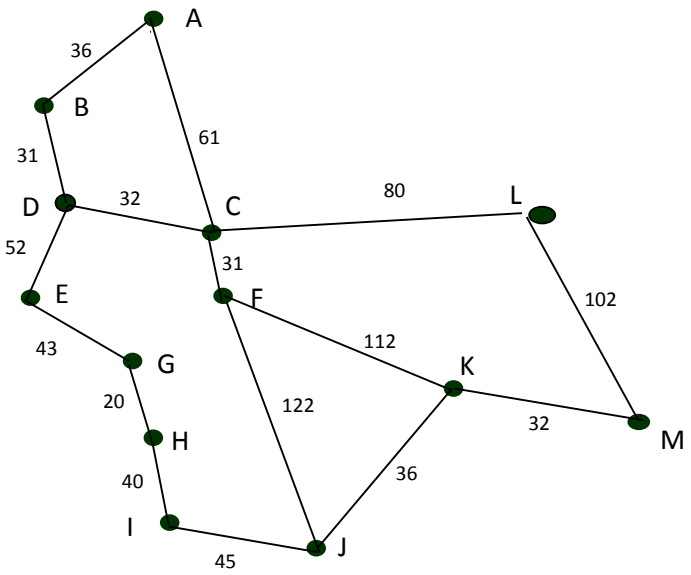
PSG College of Technology

Department of Applied Maths & Computational Sciences

15XW87 Soft Computing Lab : Search Problem Sheet

1. Apply Uninformed Search Algorithms on the following map from A to M:



- G(n) = The cost of each move as the distance between each town (shown on map).
- H(n) = The Straight Line Distance between any town and town M. (the table below).

Provide the search tree, path, path cost as well as solution and solution cost.

Straight Line Distance to M

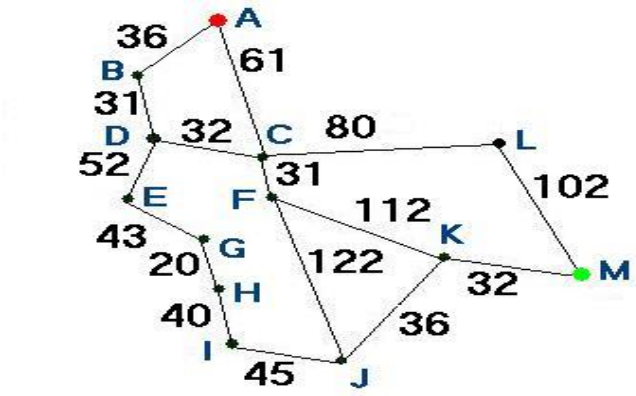
A	223
B	222
C	166
D	192

E	165
F	136
G	122
H	111

I	100
J	60
K	32
L	102

M	0

2. Apply blind search algorithms to the graph from A to M :



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