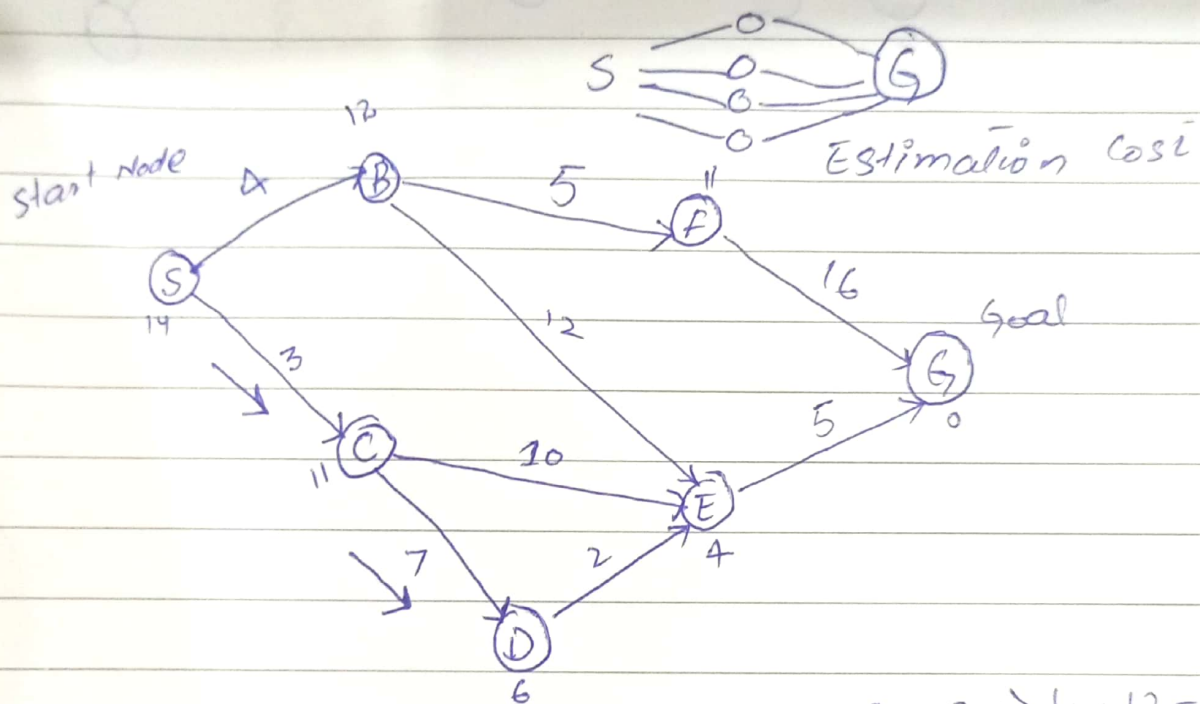


admissible Informed Searching
NO Date Heuristic Search

A* Algorithm → Some knowledge about problem

$$f(n) = g(n) + h(n) \rightarrow \text{Estimation cost from } n \text{ to Goal Node}$$

↓
Actual cost from start node to n



$$S \rightarrow B \Rightarrow 4 + 12 = 16$$

$$S \rightarrow C \Rightarrow 3 + 11 = 14$$

$$SC \rightarrow E \Rightarrow 3 + 10 + 4 = 17$$

$$SC \rightarrow D \Rightarrow 3 + 7 + 6 = 16$$

$$f(s) = 0 + 14$$

$$SB \rightarrow F \Rightarrow 4 + 5 + 11 = 20$$

$$SB \rightarrow E \Rightarrow 4 + 12 + 4 = 20$$

$$TC = O(V + E)$$

$$O(b^d) \text{ Depth}$$

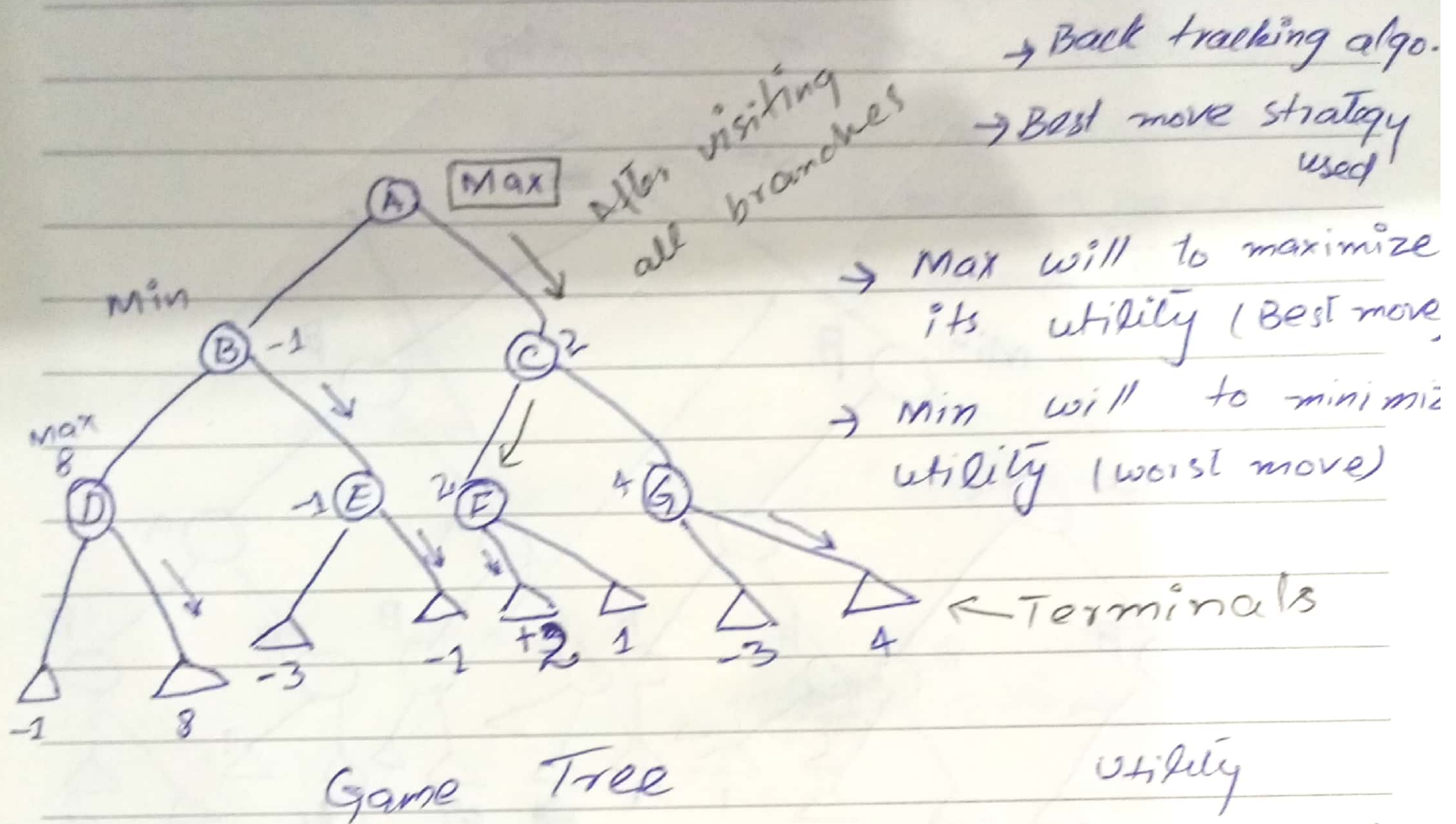
$$SCD \rightarrow E \Rightarrow 3 + 7 + 2 + 4 = 16$$

$$SCDE \rightarrow G \Rightarrow 3 + 7 + 2 + 5 + 0 = 17$$

Branch Factor
بُعد الفرع

$$SC = O(b^d)$$

Minimax Algorithm



Utility

Max Reward

Max Profit

$O(b^d)$

2-dep in

3 = 9
branches

Max: A → BC ✓

35 100

Game Tree for chess

بہترین راہی ہے۔

Alpha-Beta اس کو کم کرنے کے لیے ہے،
پر دیکھ کر جو اس کے

NO

Date

