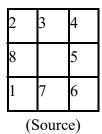
Homework/Pop Quiz #2 of the course: Theory of Computer Games.

1. Illustrate the A* tree search by finding the shortest pathfinding (#nodes = 10) for the following 8-puzzles. (Hint: use Manhattan distance.)



1	2	3
8		4
7	6	5
	_	

(Target)

- 2. If you have only memory space with M, how do you design an efficient bi-directional search?
- 3. If you want to use additive pattern databases for 1-7 and 8-15, how do you design the pattern databases and what sizes do you need?

	1	2	3	
4	5	6	7	
8	9	10	11	
12	13	14	15	