Wednesday, September 23, 2020 2:03

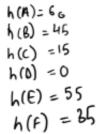
Task 2 - Breadh First Search $A \rightarrow D \rightarrow E \rightarrow B \rightarrow G$ - Depth Porot Search A - D - G - Iterative depending Sewich Limit 1: ADEB Limit 2: ADG - Uniform Cost Search Wet = 8+2+4+2+3=14 Port = ADECFG Task 3: i) Herative depending search, it's organized based on lively Choû stîne Level 2: Helen Level 3: John Mary John iii) No, one-to-one does not exist. Ex Mary & Pete

New Section 2 Page

iii) No, one-to-one does not exist. Ex Mary & Peter Christine - Peter 2 John 3 Crarge 4 Mary Helin Christine ν) John vi) 196 = L00000 KB

to prevent from excuding ICB, BFS node it visits and had everisit marke since revising the node

Task 4:



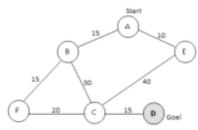


Figure 4: A search graph showing states and costs of moving from one state to another. Costs are undirected.

Consider the search space shown in Figure 4. D is the only goal state. Costs are undirected. For each of the following heuristics, determine if it is admissible or not. For non-admissible heuristics, modify their values as needed to make them admissible.

Heuristic 1: h(A) = 5 h(B) - X 46 h(C) = 15h(D) = 0 h(E) = 10 h(F) = 0 ~ Heuristic 2: h(A) = 27 60 h(B) = 27 46 h(C) = 24 15 h(D) = 27 55 h(F) = 27 35 Heuristic 3: h(A) = 35 h(B) = 30 h(C) = 30 15 h(D) - X & h(F) = 30 2 All admissible Heuristic 4: h(A) = 0h(B) = 0h(C) = 0h(D) = 0h(E) = 0h(F) = 0 Task 5:

h(mountain) = 0 h (farm) = 1 h (village) = 2 h (suburb) = 3 h (city) = 4 sburt village Suburt

form Housein