Actividad

- Revisa el código del Laboratorio de búsqueda no informada.
- Realiza modificaciones al código de BFS y DFS para mejorarlo.

Link:

https://github.com/lfsalasnu/IA explorador/blob/main/Laboratorio B %C3%BAsqueda no informada Explorador IA%20 soluci%C3%B3n.ip ynb

Link acortado

https://acortar.link/h4M2Aw

Calcula la heurística

- 1. Distancia de manhattan (h1)
- 2. Piezas mal ubicadas (h2)

5	4	5
8	1	
3	7	2

1	2	3
4	5	6
7	8	

Piezas mal ubicadas (h2)

1	2	3
4	5	6
7	8	

6	4	5
8	1	
3	7	2

6	2	7
4	5	
3	8	1

1	4	3
5	8	
7	2	6

5	2	3
4	6	
7	8	1

•
$$H2 = 4$$

•
$$H2 = 3$$

Distancia Mnahattan =19

1	2	3		6	4	5		6	4	5
4	5	6		8	1			8	1	
7	8			3	7	2		3	7	2
			ī		•	1	7			
6	4	5		6	4	5		6	4	5
8	1			8	1			8	1	
3	7	2		3	7	2		3	7	2
			ı				1			
6	4	5		6	4	5		6	4	5
8	1			8	1			8	1	
3	7	2		3	7	2		3	7	2

Distancia Mnahattan = 7

1	2	3		1	4	3		1	4	3
4	5	6		5	8			5	8	
7	8			7	2	6		7	2	6
			_							
1	4	3		1	4	3		1	4	3
5	8			5	8			5	8	
7	2	6		7	2	6		7	2	6
]				Ī			
1	4	3		1	4	3		1	4	3
5	8			5	8			5	8	
7	2	6		7	2	6		7	2	6

Distancia Mnahattan = 15

			_	
1	2	3		
4	5	6		
7	8			
6	2	7		

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

6	2	7
4	5	
3	8	1

Distancia Manhattan = 7

1	2	3
4	5	6
7	8	

5	2	3
4	6	
7	8	1

5	2	3
4	6	
7	8	1

5	2	3
4	6	
7	8	1

5	2	3
4	6	
7	8	1

5	2	3
4	6	
7	8	1

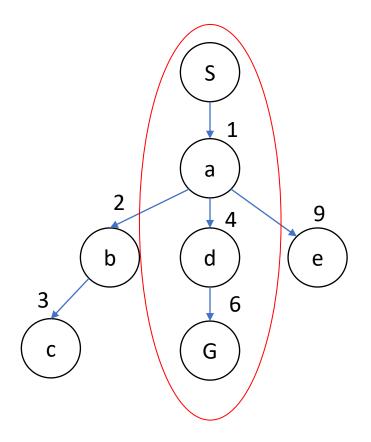
5	2	3
4	6	
7	8	1

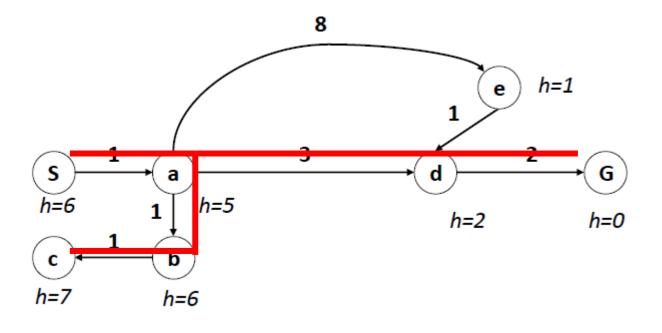
5	2	3
4	6	
7	8	1

5	2	3
4	6	
7	8	1

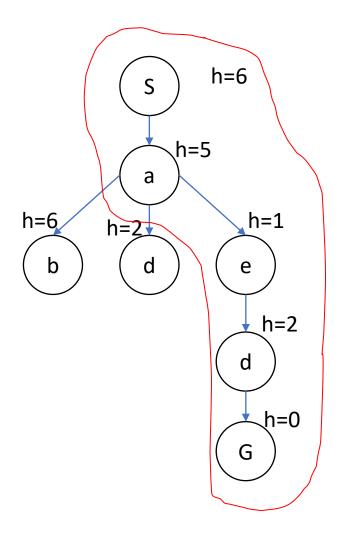
Búsqueda Informada

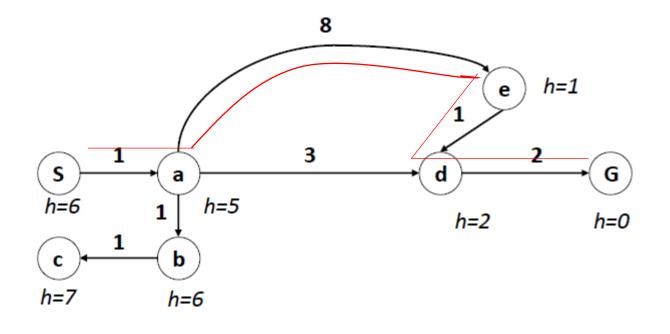
Costo uniforme

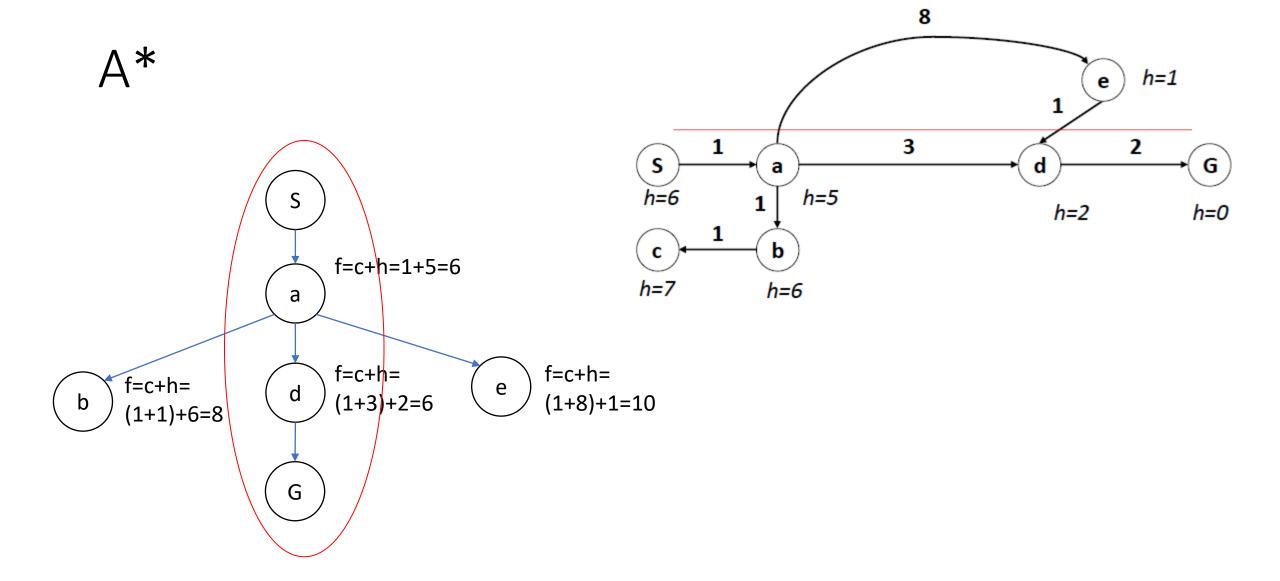




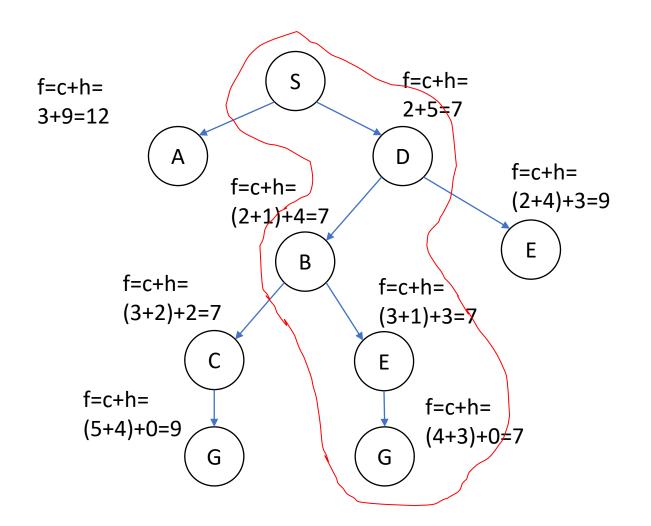
Búsqueda voraz

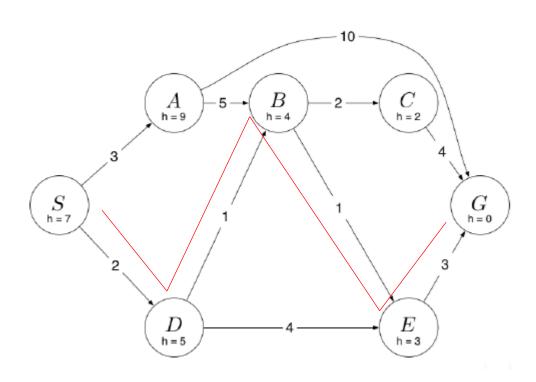






Algoritmo A*





Calcular la consistencia

 $h(S)-h(A) \le C(S,A)$

SA= 7-9<=3, -2<=3, True

SD= 7-5<=2, 2<=2, True

AB= 9-4<=5, 5<=5, True

AG=9-0<=10, 9<=10, True

DB=5-4<=1, 1<=1, True

DE=5-3<=4, 2<=4, True

BC=4-2<=2, 2<=2, True

EG=3-0<=3, 3<=3, True

CG=2-0<=4, 2<=4, True

