

1.a)

Initializare:

Closed = lista goala

Open = (a 0 0 null)

pasi:

closed = (a 0 0 null)

open = (e 5 14 a) (b 7 15 a) (f 17 17 a)

closed = (a 0 0 null) (e 5 14 a)

open = (b 7 15 a) (f 17 17 a) (g 14 19 e)

closed = (a 0 0 null) (e 5 14 a) (b 7 15 a)

open = (g 10 15 b) (d 11 16 b) (f 17 17 a)

closed = (a 0 0 null) (e 5 14 a) (b 7 15 a) (g 10 15 b)

open = (c 12 15 g) (d 11 16 b) (f 17 17 a)

closed = (a 0 0 null) (e 5 14 a) (b 7 15 a) (g 10 15 b) (c 12 15 g)

open = (f 15 15 c) (d 11 16 b)

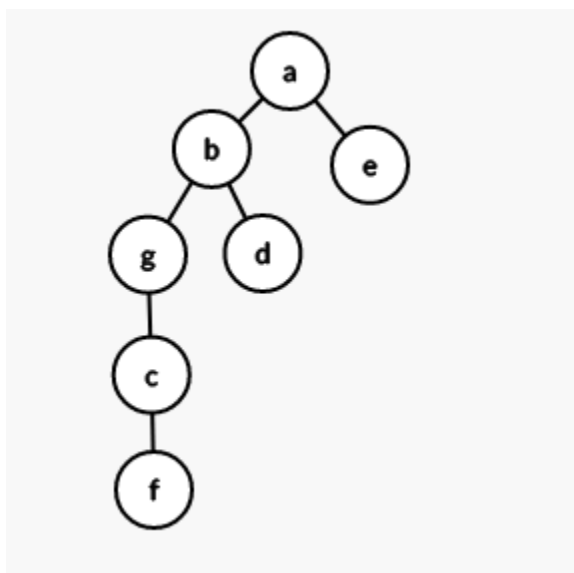
extrag (f 15 15 c), e nod scop, opresc cautarea

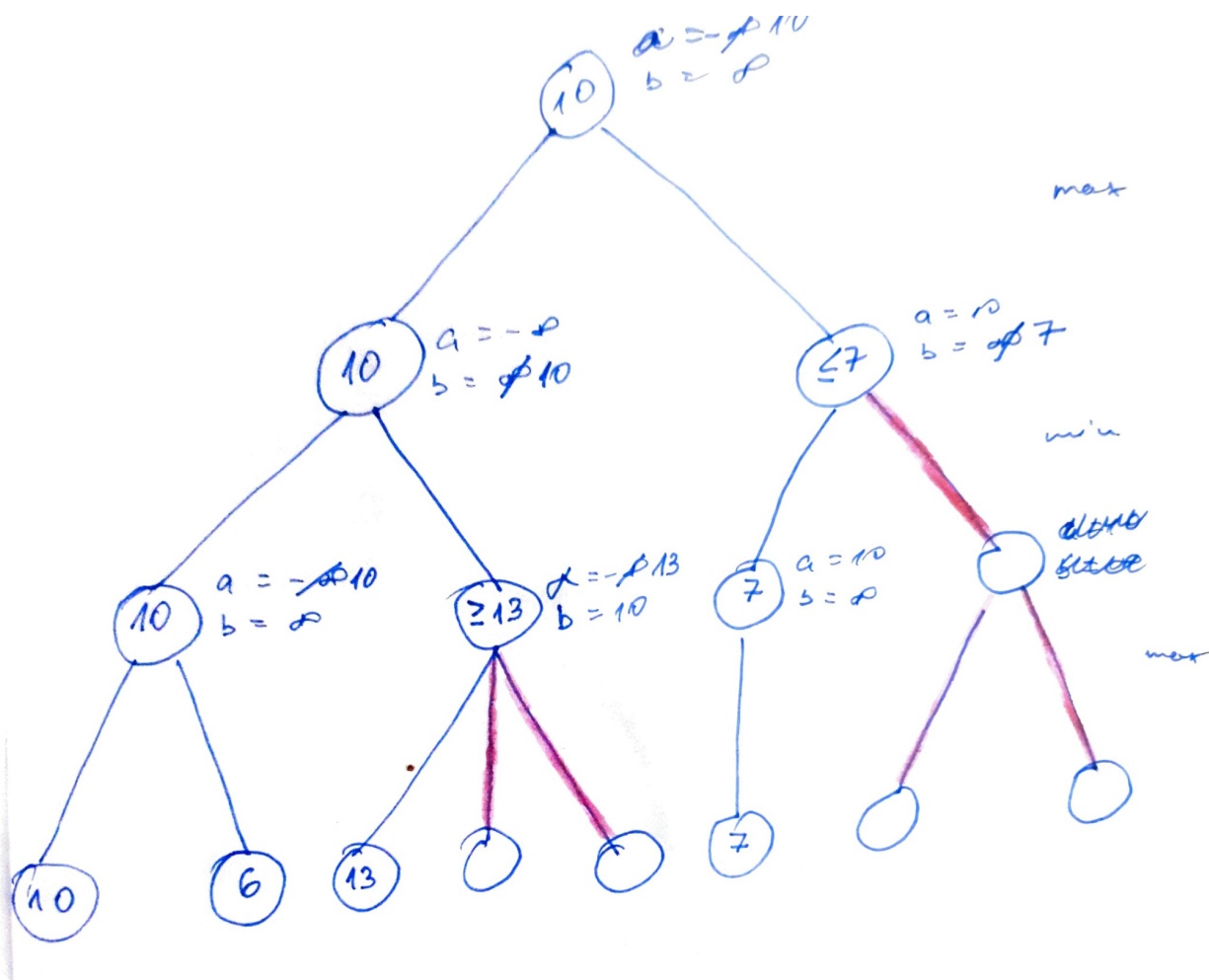
concluzie:

drum = a -> b -> g -> c -> f

cost = 15

b)





- Muchiile eD, eE nu au mai fost parcurse deoarece in urma mersului pe eC am obtinut in nodul parinte $a = 13, b = 10$. Practic, dupa parcurgerea lui eC, in e aveam garantia ca jucatorul care maximizeaza va obtine o solutie cu valoarea cel mult 13, ceea ce insemna ca in pasul de dinainte jucatorul care minimizeaza nu va alege niciodata acea mutare, deoarece cealalta ramura ii garanteaza scorul 10.
- Muchia cg a fost retezata deoarece in c aveam garantia ca voi obtine o solutie ≤ 7 , asa ca nu ma mai intereseaza subarborile din partea aceea, caci, daca joaca optim, jucatorul care maximizeaza nu ar alege niciodata o solutie cu scor ≤ 7 cand facand cealalta mutare are scor garantat 10. ($a=10, b=7$)