**Artificial Intelligence Assignment – 01**

**Report**

**Q1)** Heuristics – Describe the two heuristics you used for A\*. Show why they are admissible or consistent?

Answer) I used the following two heuristics for running the A\* algorithm:

Source: <https://heuristicswiki.wikispaces.com/Manhattan+Distance>;<http://theory.stanford.edu/~amitp/GameProgramming/Heuristics.html>

1. Manhattan Distance: It is the distance between two points measured along the axes at right angles. The name alludes to the grid layout of the streets of Manhattan, which causes the shortest path a car could take between two points in the city.