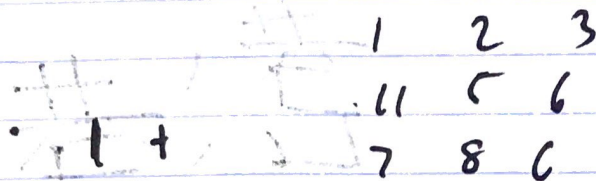


$x \cdot cost + depth$

Manhattan Heuristic

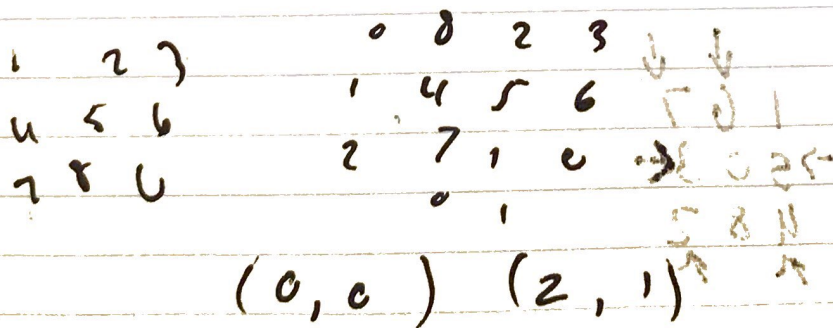


$$abs(x - x') + abs(y - y')$$

goal location in goal puzzle

5 is at (1,0)

Should be at (1,1)



$$(2-0) + (1-0) = 3$$

~~return i, [c, c]~~

~~i = 0~~

	0	1	2
0	1	2	3
1	4	5	6
2	7	8	0

	1	2	3
	4	5	6
	7	8	0

node

	7	0	4
0	1	3	2
1	6	5	8

0 1 2

mH = 0

for i →

for j →

find [i][j] in "real" // find 7 in real

// this will return [2, 0]

// cur is [0][0]

calculate $|2-0| + |0-0|$

mH += calculated value

// mH = 2

0	1	2
1	0	7
5	6	3
4	8	2

{ 1 2 }
 { 4 5 6 }
 { 7 8 0 }
 (2, 0)

~~// mH, i = 0, j = 1~~

~~find 2 in "real"~~

~~// returns [0, 1]~~

~~mH += 0~~

~~// find element @ [i][j]~~

When element at [i][j] is ZERO, skip (?)

if ([i][j] == 0

do nothing

// j will increment.

// this should work

~~count~~

curr = 1

for (row)

for (each val in col)

if $[i][j] \neq \text{curr}$

find (value) in the passed node
increment the count;

uniform cost \rightarrow this looks bad, and tries to find the best solution

\rightarrow optimal & complete

enqueue nodes by cost

$g(n)$

keep expanding

A^* only looks at nodes for uniform cost search

uniform cost search \rightarrow breadth first search

Measure the cost to each node

going to need a new queue function

and a rule of...

a node of each state...?

L_0

$$\begin{matrix} & 0 & 1 & 2 \\ \begin{matrix} 0 \\ 1 \\ 2 \end{matrix} & \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} \end{matrix}$$

$$\leftarrow (f, g) = (1, 2)$$

$$\uparrow (f, g) = (2, 1)$$

$$\downarrow (f, g) = (3, 6) \times$$

BFS → FINISHED

Depth

Manhattan.

Each will

→ sort fun python or sorted

立 浩

z'll need to sort by

how to get total number of row & column in python?

↓ ↓
1 6 7
→ 5 0 3 ←
4 8 2
↑ ↑

* every time you appear,

Generic Search Algorithm

Initial state = given it are

goal state \rightarrow check if all the numbers match

problem :- the entire problem state

problem : initial state
final state
operators

making a problem space

problem space

else, you got to expand on them
there the things

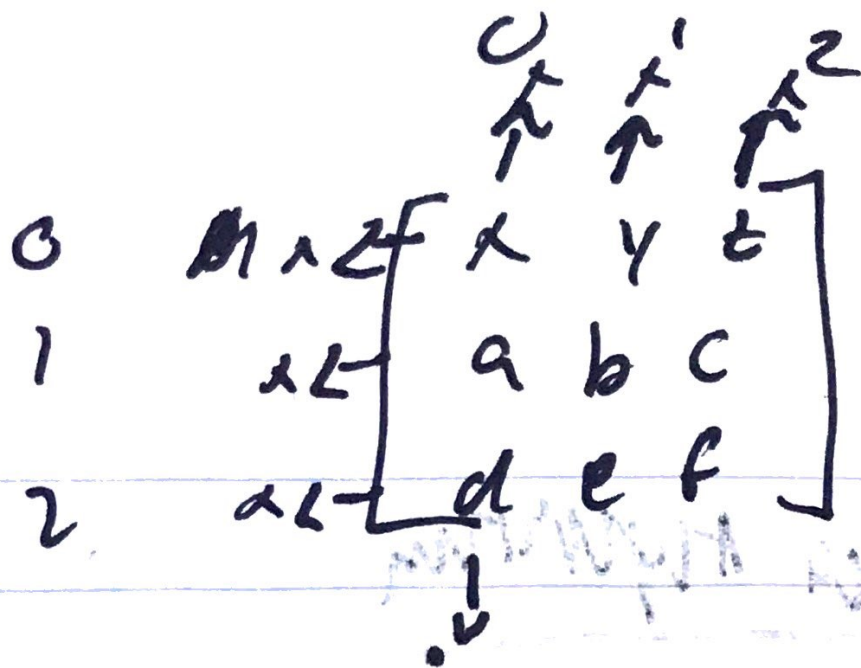
man

we go from c to depth.

move up \rightarrow only
illegal when
ind m is 0

Ch 34

Extend



go up it

G is False

• is True