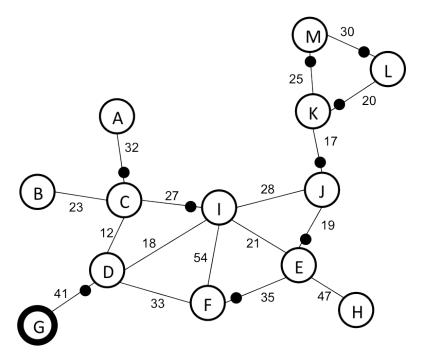
## CS 3600 - Introduction to AI

## **Practice Search Problem**

Consider the search space diagrammed below. Action costs are given next to each arc. Use "E" as the initial state and "G" as the goal state. The successor function for a node starts with the arc with the black dot next to it first, and the generates successors in a counter-clockwise fashion. For example, Successors(E) =  $\{J, I, F, H\}$  and Successors(J) =  $\{K, I, E\}$ .



- 1. What order will nodes be visited using the **breadth-first** algorithm? Ignore action costs. List the visit order and the final solution.
- 2. What order will nodes be visited using the **depth-first** algorithm? Ignore action costs. List the visit order and the final solution.
- 3. What order will nodes be visited using the **uniform cost search** algorithm? List the visit order and the final solution.
- 4. What order will nodes be visited using the best-first algorithm? Use the heuristic function given below. List the visit order and the final solution.

$$h(A) = 65$$
  $h(D) = 41$   $h(H) = 100$   $h(K) = 50$   
 $h(B) = 25$   $h(E) = 85$   $h(I) = 55$   $h(L) = 100$   
 $h(C) = 50$   $h(F) = 30$   $h(J) = 110$   $h(M) = 95$ 

1. What order will nodes be visited using the **breadth-first** algorithm? Ignore action costs. List the visit order and the final solution.

Open: E Closed: nil

Visit E

Open: J I F H Closed: E

Visit J

Open: I F H K I E

Closed: E J

Visit I

Open: FHKIECDFEJ

Closed: E J I

Visit F

Open: H K I E C D F E J D

Closed: E J I F

Visit H

Open: KIECDFEJD Closed: EJIFH

Visit K

Open: I E C D F E J D L M

Closed: E J I F H K

Visit C

\* Note: Skipping I and E, which are already visited

Open: D F E J D L M A B D Closed: E J I F H K C

Visit D

Open: FEJDLMABDGF

Closed: E J I F H K C D

Visit L

\* Can jump straight to G if cost of goal() isn't great.

\* Skip F, E, J, D, all of which are already visited

\* Note: I am placing duplicates on open, but ignore later

Open: M A B D G F M Closed: E J I F H K C D L

Visit M

Open: A B D G F M

Closed: E J I F H K C D L M

Visit A

Open: B D G F M

Closed: E J I F H K C D L M A

Visit B

Open: D G F M

Closed: E J I F H K C D L M A B

Visit G \* Skip D, which is already visited

Open: F M

Closed: E J I F H K C D L M A B G

Visit order: EJIFHKCDLMABG

**Solution:** E->I, I->D, G->D

2. What order will nodes be visited using the **depth-first** algorithm? Ignore action costs. List the visit order and the final solution.

Open: E Closed: nil

Visit E

Open: J I F H Closed: E

Visit J

Open: KIIFH Closed: EJ

Visit K

Open: L M I I F H Closed: E J K

Visit L

Open: M M I I F H Closed: E J K L

Visit M

Open: MIIFH Closed: EJKLM

Visit I

\* Skip M, already visited

Open: C D F I F H Closed: E J K L M I

Visit C

Open: A B D D F I F H Closed: E J K L M I C

Visit A

Open: B D D F I F H Closed: E J K L M I C A

Visit B

Open: D D F I F H Closed: E J K L M I C A B

Visit D

Open: GFDFIFH

Closed: E J K L M I C A B D

Visit G

Open: FDFIFH

Closed: E J K L M I C A B D G

Visit order: EJKLMICABDG

**Solution:** E->I, I->C, C->D, D->G

3. What order will nodes be visited using the **uniform cost search** algorithm? List the visit order and the final solution.

Open: E(0) Closed: nil

Visit E

Open: J(19) I(21) F(35) H(47)

Closed: E

Visit J

Open: I(21) F(35) K(36) H(47)

Closed: E J

Visit I

Open: F(35) K(36) D(39) H(47) C(48)

Closed: E J I

Visit F

Open: K(36) D(39) H(47) C(48)

Closed: E J I F

Visit K

Open: D(39) H(47) C(48) L(56) M(61)

Closed: E J I F K

Visit D

Open: H(47) C(48) L(56) M(61) G(80)

Closed: E J I F K D

Visit H

Open: C(48) L(56) M(61) G(80)

Closed: E J I F K D H

Visit C

Open: L(56) M(61) B(71) G(80) A(80)

Closed: E J I F K D H C

Visit L

Open: M(61) B(71) G(80) A(80)

Closed: E J I F K D H C L

Visit M

Open: B(71) G(80) A(80) Closed: E J I F K D H C L M

Visit B

Open: G(80) A(80)

Closed: EJIFKDHCLMB

Visit G

Open: A(80)

Closed: EJIFKDHCLMBG

Visit order: EJIFKDHCLMBG

**Solution:** E->I, I->D, D->G

4. What order will nodes be visited using the best-first algorithm? Use the heuristic function given below. List the visit order and the final solution.

Open: E(85) Closed: nil

Visit E

Open: F(65) I(76) J(129) H(147)

Closed: E

Visit F

Open: I(76) D(109) J(129) H(147)

Closed: E F

Visit I

Open: D(80) C(98) J(129) H(147)

Closed: E F I

Visit D

Open: G(80) C(98) J(129) H(147) G(80) Closed: E F I D

Visit G

Open: C(98) J(129) H(147) G(80) Closed: E F I D G

Visit order: EFIDG

**Solution:** E->I, I->D, D->G