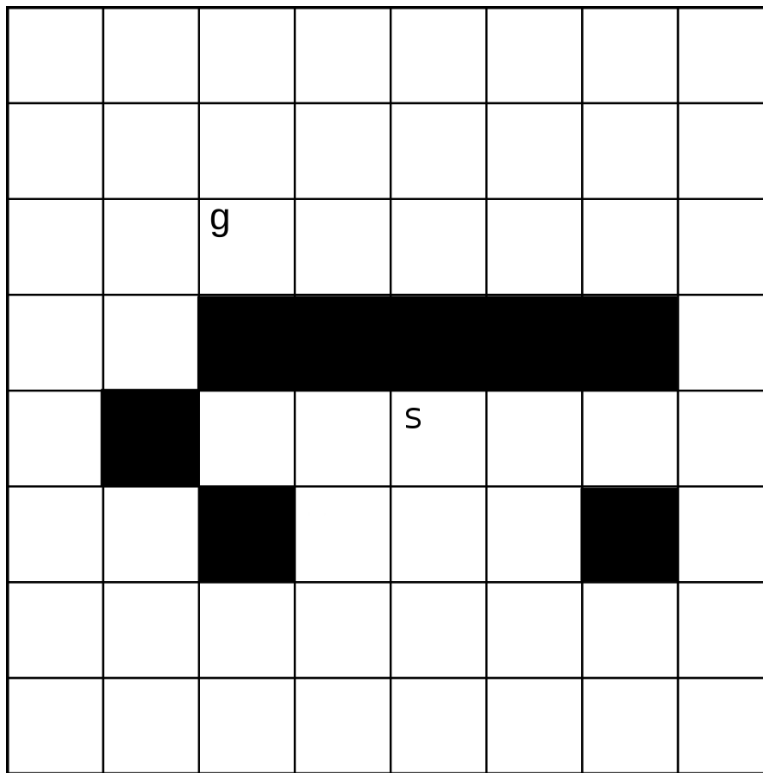


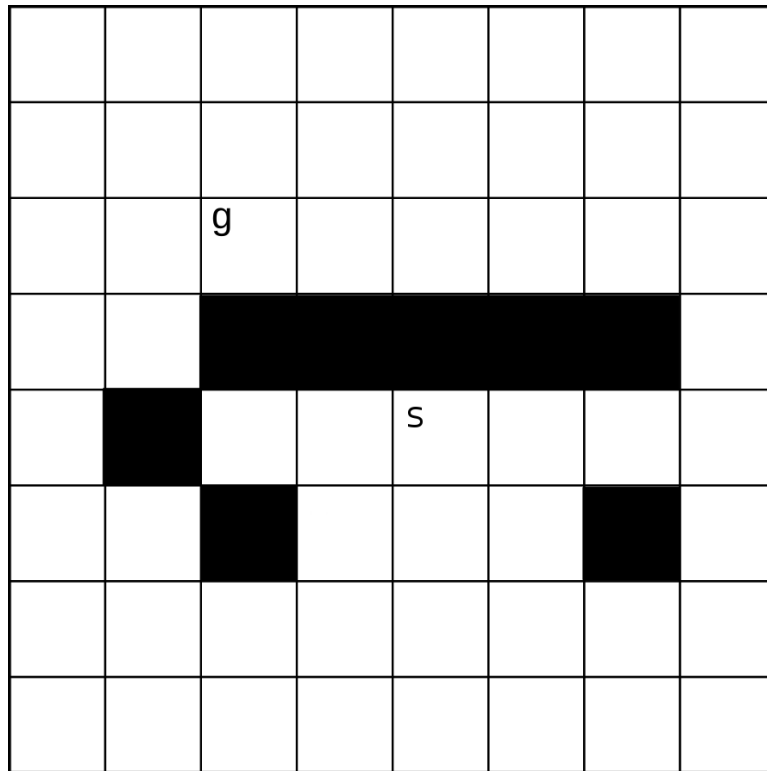
CS444 A* Exercises

1. Consider the problem of finding a path in the grid shown in the figure below from the position *s* to the position *g*. A piece can move on the grid horizontally and vertically, one square at a time. No step may be made into a forbidden shaded area.¹
 - (a) Number the nodes expanded, in order, for a best-first search from *s* to *g*. Manhattan distance should be used as the evaluation function. The Manhattan distance between two points is the distance in the x-direction plus the distance in the y-direction. It corresponds to the distance traveled along city streets arranged in a grid. Assume multiple-path pruning. What is the first path found?

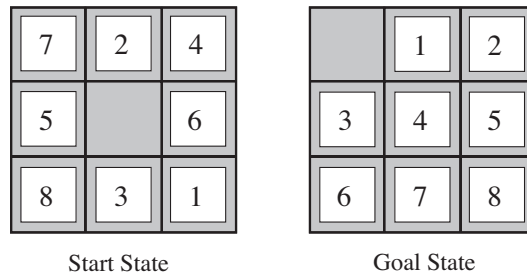


¹This question is adapted from *Artificial Intelligence: Foundations of Computational Agents*, David Poole and Alan Mackworth, Cambridge University Press, 2010.

- (b) Number the nodes in order for an A* search, with multiple-path pruning, for the same graph. What is the path found?



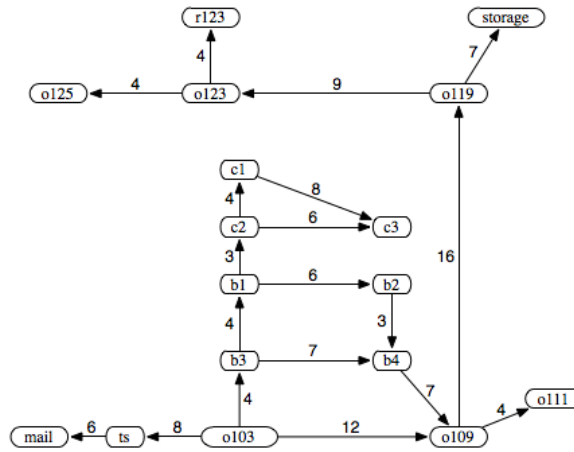
2. The 8-puzzle is a game of sliding tiles in which the player attempts to move the tiles into the correctly ordered sequence from an arbitrary starting position:²



- (a) How many states does this problem have?
- (b) What is the approximate branching factor for this problem?
- (c) Develop an admissible heuristic function for this problem. Your heuristic should never overestimate the true solution cost. A good heuristic will have high values for states that are far from the solution, and low values for states that are near the solution.

²*Artificial Intelligence: A Modern Approach, 3rd Edition.* Stuart Russell and Peter Norvig, Prentice Hall, 2009

3. Recall the office delivery robot problem from our textbook:



The authors provide the following heuristic function, based on straight line distances in the building:

$h(\text{mail}) = 26$	$h(\text{ts}) = 23$	$h(\text{o103}) = 21$
$h(\text{o109}) = 24$	$h(\text{o111}) = 27$	$h(\text{o119}) = 11$
$h(\text{o123}) = 4$	$h(\text{o125}) = 6$	$h(\text{r123}) = 0$
$h(\text{b1}) = 13$	$h(\text{b2}) = 15$	$h(\text{b3}) = 17$
$h(\text{b4}) = 18$	$h(\text{c1}) = 6$	$h(\text{c2}) = 10$
$h(\text{c3}) = 12$	$h(\text{storage}) = 12$	

Imagine we ran out of time in developing this heuristic function, and only had data for some of the rooms. We decide to use an estimate of 0 for all of the remaining rooms:

$h(\text{mail}) = 26$	$h(\text{ts}) = 23$	$h(\text{o103}) = 21$
$h(\text{o109}) = 24$	$h(\text{o111}) = 27$	$h(\text{o119}) = 11$
$h(\text{o123}) = 4$	$h(\text{o125}) = 6$	$h(\text{r123}) = 0$
$h(\text{b1}) = 13$	$h(\text{b2}) = 0$	$h(\text{b3}) = 0$
$h(\text{b4}) = 0$	$h(\text{c1}) = 0$	$h(\text{c2}) = 0$
$h(\text{c3}) = 0$	$h(\text{storage}) = 0$	

(a) Is this alternate heuristic admissible? Justify your answer.

(b) Is this alternate heuristic monotonic? Justify your answer.