**CSE 473 Spring 2018 – Project 1Name:**

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**Project 1: Search**

This non-programming problem is part of Project 1. Please add your answers to this document and submit your completed document along with your solution to the Pac-Man project.

Look at the following graph. A is the start node (indicated with the arrow) and G is the goal (indicated by the double circle).

The table gives you the heuristics *h* for each node, however *h(B)* is unknown.

|  |  |  |
| --- | --- | --- |
| *n* | *h(n)* |  |
| A | 5 |
| B | ? |
| C | 4 |
| D | 3 |
| E | 3 |
| F | 1 |
| G | 0 |

Provide the range of values for *h(B)* for which *h* would be admissible.

If you were to follow the search strategies listed in the table, which of the listed paths are possible? Indicate valid paths by marking an X in the appropriate row(s). You may assume that h is admissible in each case. In some cases, more than one path may be a valid result, and you should mark all such paths.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Search algorithm | A – C – E – G | A – B – C – E – G | A – B – D – G | A – B – D – F – G |
| Depth first |  |  |  |  |
| Breadth first |  |  |  |  |
| *A\** with heuristic *h* |  |  |  |  |