rmed Search

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er Science
@gmail.com
2016 10:42:15 GMT-0700 (PDT)
28.5 / 71 (40.14%)

	Your Answer	Correct Answer	Points
	11		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - Backtracking search, - Best first search	0.25 - A-star, - Best first search	1 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- B, - C	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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2016 12:29:31 GMT-0700 (PDT)
45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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2016 22:34:04 GMT-0700 (PDT)
24.87 / 71 (35.03%)

	Your Answer	Correct Answer	Points
	8		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SDG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - D, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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er Science
d85@gmail.com
2016 03:06:44 GMT-0700 (PDT)
22 / 71 (30.98%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search, - UCS and	- Best first search and UCS	0 / 3

	BFS		
esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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2016 07:14:23 GMT-0700 (PDT)
31.75 / 71 (44.71%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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26.5 / 71 (37.32%)

	Your Answer	Correct Answer	Points
	14		**Not Graded**
h heuristic ?	**Its represents an admissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**To define admissible states in the state space**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**0 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**Uniform cost search, - Backtracking search, - Iterative deepening**	**0.25 - A-star, - Best first search**	**0 / 4**
llowing statements are true	**Best first algorithm is optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**Best first search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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er Science
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)16 02:10:07 GMT-0700 (PDT)
28.62 / 71 (40.31%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - D, - S, - G	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG, - SBG	0.25 SADG, - SBDG	2.62 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

rmed Search

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ge@yahoo.com
)16 04:25:51 GMT-0700 (PDT)
38 / 71 (53.52%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - D, - S, - G	goal 0.25 A, - B, - C, - G	3.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
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)16 06:51:13 GMT-0700 (PDT)
34 / 71 (47.88%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search	- Best first search and UCS	0 / 3

esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - D, - S, - G	goal 0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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016 22:50:23 GMT-0700 (PDT)
32.37 / 71 (45.59%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SDG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBG**	**0.25 SADG, - SBDG**	**1.12 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-10**	**-8**	**0 / 3**
2. What is the solution to the star ? (Break ties	**- SBDG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

rmed Search

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75@gmail.com
2016 01:39:34 GMT-0700 (PDT)
23 / 71 (32.39%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Best first search	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

	each arc	goal	
2 with the table of heuristic Select the states with ristics	- C	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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er Science
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2016 04:11:18 GMT-0700 (PDT)
30.37 / 71 (42.78%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- B, - C, - S	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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2016 05:37:13 GMT-0700 (PDT)
46.5 / 71 (65.49%)

	Your Answer	Correct Answer	Points
	28		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**Best first search and greedy search, - Best**	**- Best first search and UCS**	**0 / 3**

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - D, - S	0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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ɲ4@gmail.com
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34.12 / 71 (48.06%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	each arc	goal	
	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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25 / 71 (35.21%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - Best first search	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- B	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the tar ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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34.5 / 71 (48.59%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	1 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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48.5 / 71 (68.30%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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54.25 / 71 (76.40%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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32.75 / 71 (46.12%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - S**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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35.5 / 71 (50.00%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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25.25 / 71 (35.56%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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35.75 / 71 (50.35%)

	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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37 / 71 (52.11%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - UCS and BFS	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC10]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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2016 10:43:52 GMT-0700 (PDT)
44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search, - UCS and BFS		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - D, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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43.75 / 71 (61.61%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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2016 11:41:17 GMT-0700 (PDT)
48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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iscilla@gmail.com
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	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	23		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - UCS and BFS**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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37.75 / 71 (53.16%)

	Your Answer	Correct Answer	Points
	16		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm is not optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS, - UCS and BFS**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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	Your Answer	Correct Answer	Points
	20		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - S	goal 0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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2016 14:26:24 GMT-0700 (PDT)
41.37 / 71 (58.27%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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42 / 71 (59.15%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B	goal 0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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2016 16:01:33 GMT-0700 (PDT)
27.75 / 71 (39.08%)

	Your Answer	Correct Answer	Points
	5		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path	- Best first search and UCS	0 / 3

	cost search and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**- SBDG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**6**	**-8**	**0 / 3**
2. What is the solution to the star ? (Break ties	**- SBG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**6**	**-8**	**0 / 3**

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44 / 71 (61.97%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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38 / 71 (53.52%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	- B, - C	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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016 01:18:48 GMT-0700 (PDT)
39.37 / 71 (55.45%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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34.87 / 71 (49.11%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	1 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - D, - G	goal 0.25 A, - B, - C, - G	 1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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016 01:37:07 GMT-0700 (PDT)
34.12 / 71 (48.06%)

	Your Answer	Correct Answer	Points
	11		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B	goal 0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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016 01:40:44 GMT-0700 (PDT)
43.5 / 71 (61.26%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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016 01:44:22 GMT-0700 (PDT)
34.5 / 71 (48.59%)

	Your Answer	Correct Answer	Points
	16		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Iterative deepening, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - S, - G	0.25 A, - B, - C, - G	3.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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016 02:01:03 GMT-0700 (PDT)
35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**- SBDG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**- SBDG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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e Engineering
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016 02:01:27 GMT-0700 (PDT)
33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**- SBDG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

rmed Search

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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32.25 / 71 (45.42%)

	Your Answer	Correct Answer	Points
	15		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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016 02:13:56 GMT-0700 (PDT)
35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**- SBDG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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54.75 / 71 (77.11%)

	Your Answer	Correct Answer	Points
	32		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost**	**- Best first search and UCS**	**0 / 3**

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
o more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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43.25 / 71 (60.91%)

	Your Answer	Correct Answer	Points
	26		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm is not optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS, - Path cost**	**- Best first search and UCS**	**0 / 3**

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- UCS and BFS	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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44.25 / 71 (62.32%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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engo34@gmail.com
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44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	26		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm is not optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS, - Path cost**	**- Best first search and UCS**	**0 / 3**

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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44.25 / 71 (62.32%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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17 / 71 (23.94%)

	Your Answer	Correct Answer	Points
	0		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**To define admissible states in the state space**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**0 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**Uniform cost search, - A-star, - Iterative deepening, - Best first search**	**0.25 - A-star, - Best first search**	**3 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**Best first search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D, - S, - G	goal 0.25 A, - B, - C, - G	2.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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oo3@gmail.com
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26 / 71 (36.61%)

	Your Answer	Correct Answer	Points
	7		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D, - S, - G	goal 0.25 A, - B, - C, - G	2.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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37.75 / 71 (53.16%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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ıkunda@gmail.com
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34.75 / 71 (48.94%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - C, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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er Science
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46 / 71 (64.78%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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27.37 / 71 (38.55%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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34.75 / 71 (48.94%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search, - UCS and BFS		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3

ıl even when the graph ot consistent	false	false	2 / 2
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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48.5 / 71 (68.30%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - D, - S, - G	goal 0.25 A, - B, - C, - G	3.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

VE

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016 05:51:31 GMT-0700 (PDT)
52.75 / 71 (74.29%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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50.75 / 71 (71.47%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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016 05:58:23 GMT-0700 (PDT)
34.62 / 71 (48.76%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SDG, - SBDCG	0.25 SACG, - SDCG	3 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
heuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D, - S	goal 0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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40.5 / 71 (57.04%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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40.75 / 71 (57.39%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - D	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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39.25 / 71 (55.28%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - D	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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016 07:21:52 GMT-0700 (PDT)
38.5 / 71 (54.22%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- C, - G	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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43.5 / 71 (61.26%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - D, - S, - G**	**0.25 A, - B, - C, - G**	**1.5 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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45.75 / 71 (64.43%)

	Your Answer	Correct Answer	Points
	31		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - D, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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016 09:07:05 GMT-0700 (PDT)
20 / 71 (28.16%)

	Your Answer	Correct Answer	Points
	9		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Improve depth first search	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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43.5 / 71 (61.26%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - C, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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46.5 / 71 (65.49%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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43.5 / 71 (61.26%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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ra21@gmail.com
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42.5 / 71 (59.85%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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er Science
en@gmail.com
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36.75 / 71 (51.76%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
heuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - D, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	6	-8	0 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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52.25 / 71 (73.59%)

	Your Answer	Correct Answer	Points
	36		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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40.25 / 71 (56.69%)

	Your Answer	Correct Answer	Points
	20		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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40.5 / 71 (57.04%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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39.37 / 71 (55.45%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - C, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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	Your Answer	Correct Answer	Points
	18		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we ɔsed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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36.87 / 71 (51.93%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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36.37 / 71 (51.23%)

	Your Answer	Correct Answer	Points
	15		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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47.75 / 71 (67.25%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-8**	**-8**	**3 / 3**

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45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	- B, - C, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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ıy@gmail.com
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25.37 / 71 (35.73%)

	Your Answer	Correct Answer	Points
	10		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - UCS and BFS		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**- less than to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - D**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBG**	**0.25 SADG, - SBDG**	**1.12 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-10**	**-8**	**0 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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52.25 / 71 (73.59%)

	Your Answer	Correct Answer	Points
	31		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	27		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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lote03@gmail.com
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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - S, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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r13@gmail.com
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47 / 71 (66.19%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - Backtracking search, - A-star	0.25 - A-star, - Best first search	1 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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34.75 / 71 (48.94%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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33.5 / 71 (47.18%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - S, - G	0.25 A, - B, - C, - G	3.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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28.75 / 71 (40.49%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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37.5 / 71 (52.81%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**- SBG**	**SADG**	**0 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-10**	**-8**	**0 / 3**

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is07@gmail.com
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32.62 / 71 (45.95%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**- C, - D, - S**	**0.25 A, - B, - C, - G**	**0.5 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**- SBDG, - SBG**	**0.25 SADG, - SBDG**	**1.12 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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4@gmail.com
16 00:37:08 GMT-0700 (PDT)
29.75 / 71 (41.90%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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h853@gmail.com
16 00:38:34 GMT-0700 (PDT)
33.5 / 71 (47.18%)

	Your Answer	Correct Answer	Points
	20		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

A
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er Science
stine123@gmail.com
16 00:38:35 GMT-0700 (PDT)
37 / 71 (52.11%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search, - UCS and BFS		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

e Engineering
malie02@gmail.com
16 00:41:38 GMT-0700 (PDT)
44 / 71 (61.97%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B**	**0.25 A, - B, - C, - G**	**2 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-8**	**-8**	**3 / 3**

rmed Search

:VE

e Engineering
mail.com
16 00:49:43 GMT-0700 (PDT)
40.25 / 71 (56.69%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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e Engineering
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16 00:54:07 GMT-0700 (PDT)
45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
:ial@gmail.com
16 01:05:56 GMT-0700 (PDT)
33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - C, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

er Science
ısa@gmail.com
16 01:06:21 GMT-0700 (PDT)
54 / 71 (76.05%)

	Your Answer	Correct Answer	Points
	34		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

ESA
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er Science
@gmail.com
16 01:07:05 GMT-0700 (PDT)
37.12 / 71 (52.28%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path	- Best first search and UCS	0 / 3

	cost search and greedy search, - UCS and BFS		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SDG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - D, - S	0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

NK

er Science
ank@gmail.com
16 01:07:51 GMT-0700 (PDT)
51 / 71 (71.83%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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e Engineering
uel2@gmail.com
16 01:14:39 GMT-0700 (PDT)
39.75 / 71 (55.98%)

	Your Answer	Correct Answer	Points
	20		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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39.5 / 71 (55.63%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - UCS and BFS		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- G	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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16 01:46:07 GMT-0700 (PDT)
37.5 / 71 (52.81%)

	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - D, - S	0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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52 / 71 (73.23%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	6	-8	0 / 3

rmed Search

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48.75 / 71 (68.66%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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16 01:50:34 GMT-0700 (PDT)
48.75 / 71 (68.66%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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16 01:54:13 GMT-0700 (PDT)
37.75 / 71 (53.16%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

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48.75 / 71 (68.66%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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51.25 / 71 (72.18%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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32.25 / 71 (45.42%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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38.75 / 71 (54.57%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search, -	- Best first search and UCS	0 / 3

	UCS and BFS		
esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-8**	**-8**	**3 / 3**

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	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-10	-8	0 / 3

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32.5 / 71 (45.77%)

	Your Answer	Correct Answer	Points
	14		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**Best first search and greedy search, - Best first search and UCS**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-10	-8	0 / 3

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45.87 / 71 (64.61%)

	Your Answer	Correct Answer	Points
	25		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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29.25 / 71 (41.19%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.5 / 71 (69.71%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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43.75 / 71 (61.61%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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38.25 / 71 (53.87%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- B, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the tar ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

rmed Search

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52.75 / 71 (74.29%)

	Your Answer	Correct Answer	Points
	29		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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ris@gmail.com
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40.75 / 71 (57.39%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

	goal for each arc	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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16 03:36:57 GMT-0700 (PDT)
34.25 / 71 (48.23%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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16 03:43:14 GMT-0700 (PDT)
53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 03:48:31 GMT-0700 (PDT)
48.5 / 71 (68.30%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 03:53:50 GMT-0700 (PDT)
49.12 / 71 (69.19%)

	Your Answer	Correct Answer	Points
	34		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - G	goal 0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.5 / 71 (69.71%)

	Your Answer	Correct Answer	Points
	34		**Not Graded**
h heuristic ?	**Function that takes a state and returns a number**	**Function that takes a state and returns a number**	**2 / 2**
use a search heuristic is to:	**Optimize the search process**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 03:59:02 GMT-0700 (PDT)
48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	- B, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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33.75 / 71 (47.53%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
heuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - S, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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41 / 71 (57.74%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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16 04:03:57 GMT-0700 (PDT)
51.75 / 71 (72.88%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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e Engineering
'0@gmail.com
16 04:13:42 GMT-0700 (PDT)
44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3

ıl even when the graph ot consistent	false	false	2 / 2
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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er Science
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16 04:35:24 GMT-0700 (PDT)
56 / 71 (78.87%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

e

er Science
nald10@gmail.com
16 04:37:16 GMT-0700 (PDT)
45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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er Science
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16 04:39:41 GMT-0700 (PDT)
37 / 71 (52.11%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-10	-8	0 / 3

rmed Search

e Engineering
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16 04:44:23 GMT-0700 (PDT)
44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	22		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

rmed Search

VE

er Science
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16 04:47:32 GMT-0700 (PDT)
40 / 71 (56.33%)

	Your Answer	Correct Answer	Points
	20		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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er Science
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16 04:48:05 GMT-0700 (PDT)
35.75 / 71 (50.35%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

:VE

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16 04:48:41 GMT-0700 (PDT)
56 / 71 (78.87%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 05:00:11 GMT-0700 (PDT)
57 / 71 (80.28%)

	Your Answer	Correct Answer	Points
	39		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

ve

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ess13@gmail.com
16 05:09:50 GMT-0700 (PDT)
56 / 71 (78.87%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 05:19:28 GMT-0700 (PDT)
56 / 71 (78.87%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 05:48:10 GMT-0700 (PDT)
37.25 / 71 (52.46%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - Best first search	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 05:48:25 GMT-0700 (PDT)
35 / 71 (49.29%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - S, - G	0.25 A, - B, - C, - G	3.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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26 / 71 (36.61%)

	Your Answer	Correct Answer	Points
	8		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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16 05:51:40 GMT-0700 (PDT)
35 / 71 (49.29%)

	Your Answer	Correct Answer	Points
	20		**Not Graded**
h heuristic ?	**Function that takes a state and returns a number**	**Function that takes a state and returns a number**	**2 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**Best first algorithm is optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**0 / 3**
bination of	**- Best first search and UCS**	**- Best first search and UCS**	**3 / 3**

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
heuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - D, - S, - G	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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16 05:57:17 GMT-0700 (PDT)
35.5 / 71 (50.00%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	A, - G	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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16 05:58:08 GMT-0700 (PDT)
46.75 / 71 (65.84%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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16 06:08:36 GMT-0700 (PDT)
30.75 / 71 (43.30%)

	Your Answer	Correct Answer	Points
	11		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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38.75 / 71 (54.57%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	6	-8	0 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	27		**Not Graded**
h heuristic ?	**Its represents an admissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Optimize the search process**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.75 / 71 (70.07%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3

ıl even when the graph ot consistent	false	false	2 / 2
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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adi@gmail.com
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40.37 / 71 (56.86%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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38.25 / 71 (53.87%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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e Engineering
siima5@gmail.com
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38.25 / 71 (53.87%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SBDCG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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47.5 / 71 (66.90%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- S	0.25 A, - B, - C, - G	0 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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ıbi2@gmail.com
16 07:00:41 GMT-0700 (PDT)
46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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er Science
4@gmail.com
16 07:00:50 GMT-0700 (PDT)
46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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16 07:02:46 GMT-0700 (PDT)
46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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16 07:08:06 GMT-0700 (PDT)
33.5 / 71 (47.18%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B	goal 0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	6	-8	0 / 3

rmed Search

VE

e Engineering
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16 07:14:10 GMT-0700 (PDT)
43.25 / 71 (60.91%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - S, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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er Science
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16 07:18:00 GMT-0700 (PDT)
45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- S	0.25 A, - B, - C, - G	0 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
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16 07:19:07 GMT-0700 (PDT)
40.5 / 71 (57.04%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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16 07:26:06 GMT-0700 (PDT)
39.75 / 71 (55.98%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C**	**0.25 A, - B, - C, - G**	**3 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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	Your Answer	Correct Answer	Points
	9		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Improve depth first search	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - D, - S	0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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	Your Answer	Correct Answer	Points
	22		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C**	**0.25 A, - B, - C, - G**	**3 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-8**	**-8**	**3 / 3**

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	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - S**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

er Science
)gmail.com
16 07:53:00 GMT-0700 (PDT)
46 / 71 (64.78%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - D, - S, - G	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

er Science
thy20@gmail.com
16 07:53:10 GMT-0700 (PDT)
45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - G**	**0.25 A, - B, - C, - G**	**4 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

rmed Search

e

er Science
@gmail.com
16 07:58:23 GMT-0700 (PDT)
35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

A

'S

er Science
rian1144@gmail.com
16 08:01:32 GMT-0700 (PDT)
42.37 / 71 (59.68%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	each arc	goal	
	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

rmed Search

'S

er Science
4@gmail.com
16 08:07:07 GMT-0700 (PDT)
39.37 / 71 (55.45%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	each arc	goal	
	A, - B, - S, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

rmed Search

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e Engineering
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16 08:07:28 GMT-0700 (PDT)
48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

kito

er Science
ıga31@gmail.com
16 08:10:10 GMT-0700 (PDT)
41.5 / 71 (58.45%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search ı search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

S

er Science
ndmuyimba@gmail.com
16 08:12:13 GMT-0700 (PDT)
45.37 / 71 (63.90%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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er Science
iimemaria@gmail.com
16 08:13:10 GMT-0700 (PDT)
46.75 / 71 (65.84%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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@gmail.com
16 08:16:43 GMT-0700 (PDT)
46 / 71 (64.78%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	each arc A, - B, - D, - S	goal 0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
a35@gmail.com
16 08:21:10 GMT-0700 (PDT)
31.62 / 71 (44.54%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
ɓination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - D, - S	goal 0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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er Science
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16 08:23:41 GMT-0700 (PDT)
35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Improve depth first search	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
wa15@gmail.com
16 08:24:47 GMT-0700 (PDT)
48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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1 @gmail.com
16 08:26:55 GMT-0700 (PDT)
31.75 / 71 (44.71%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - C, - S	goal 0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

J

er Science
nx@gmail.com
16 08:29:27 GMT-0700 (PDT)
27.75 / 71 (39.08%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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er Science
ıma@yahoo.com
16 08:30:15 GMT-0700 (PDT)
43 / 71 (60.56%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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er Science
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16 08:30:50 GMT-0700 (PDT)
45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	37		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
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16 08:31:00 GMT-0700 (PDT)
44.25 / 71 (62.32%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

rmed Search

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e Engineering
tha0@gmail.com
16 08:35:03 GMT-0700 (PDT)
53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
ega@gmail.com
16 08:35:59 GMT-0700 (PDT)
53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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43 / 71 (60.56%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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29.75 / 71 (41.90%)

	Your Answer	Correct Answer	Points
	11		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - C, - S	goal 0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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16 08:39:46 GMT-0700 (PDT)
53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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51 / 71 (71.83%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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e Engineering
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16 08:43:20 GMT-0700 (PDT)
43.5 / 71 (61.26%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B	goal 0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 08:44:58 GMT-0700 (PDT)
44 / 71 (61.97%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 08:46:44 GMT-0700 (PDT)
47.25 / 71 (66.54%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - S, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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holas@gmail.com
16 08:49:57 GMT-0700 (PDT)
51.25 / 71 (72.18%)

	Your Answer	Correct Answer	Points
	24		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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51.25 / 71 (72.18%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49 / 71 (69.01%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	- B, - C, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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29 / 71 (40.84%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search ı search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - Backtracking search, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	0.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3

bination of	Best first search and greedy search, - Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3
esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

rmed Search

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48.5 / 71 (68.30%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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47.25 / 71 (66.54%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - S, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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32.75 / 71 (46.12%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search, - UCS and BFS		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - C, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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30.75 / 71 (43.30%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	each arc	goal	
	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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35.25 / 71 (49.64%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC10]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - C, - S, - G**	**0.25 A, - B, - C, - G**	**2.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-10**	**-8**	**0 / 3**

rmed Search

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e Engineering
cknarsh@gmail.com
16 09:08:50 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	27		**Not Graded**
h heuristic ?	**Its represents an admissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Optimize the search process**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

VE

e Engineering
dana@icloud.com
16 09:09:46 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	24		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

:VE

er Science
icowald@gmail.com
16 09:13:17 GMT-0700 (PDT)
45.5 / 71 (64.08%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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e Engineering
bi460@gmail.com
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46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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34.37 / 71 (48.41%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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e Engineering
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32.87 / 71 (46.30%)

	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	- B, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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44.25 / 71 (62.32%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Iterative deepening	0.25 - A-star, - Best first search	1 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - C, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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er Science
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16 09:32:47 GMT-0700 (PDT)
47.75 / 71 (67.25%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break lly)	**-8**	**-8**	**3 / 3**

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n@gmail.com
16 09:37:15 GMT-0700 (PDT)
46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	24		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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ulus73@gmail.com
16 09:38:57 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 10:08:47 GMT-0700 (PDT)
56 / 71 (78.87%)

	Your Answer	Correct Answer	Points
	38		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 09:41:18 GMT-0700 (PDT)
44.75 / 71 (63.02%)

	Your Answer	Correct Answer	Points
	22		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - S**	**0.25 A, - B, - C, - G**	**1.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

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16 09:46:36 GMT-0700 (PDT)
49 / 71 (69.01%)

	Your Answer	Correct Answer	Points
	31		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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16 09:50:19 GMT-0700 (PDT)
49 / 71 (69.01%)

	Your Answer	Correct Answer	Points
	31		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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16 09:54:01 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	27		**Not Graded**
h heuristic ?	**Its represents an admissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Optimize the search process**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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l7@gmail.com
16 09:54:42 GMT-0700 (PDT)
35.5 / 71 (50.00%)

	Your Answer	Correct Answer	Points
	22		**Not Graded**
h heuristic ?	**Its represents an admissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- Iterative deepening, - Best first search**	**0.25 - A-star, - Best first search**	**1.5 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS**	**- Best first search and UCS**	**3 / 3**

esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - D, - S	0.25 A, - B, - C, - G	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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16 09:58:30 GMT-0700 (PDT)
51 / 71 (71.83%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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e07@gmail.com
16 10:00:37 GMT-0700 (PDT)
30 / 71 (42.25%)

	Your Answer	Correct Answer	Points
	8		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - UCS and BFS		
esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - C, - D, - S**	**0.25 A, - B, - C, - G**	**1.5 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**6**	**-8**	**0 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**6**	**-8**	**0 / 3**

rmed Search

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16 10:04:52 GMT-0700 (PDT)
53 / 71 (74.64%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - G	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 10:13:56 GMT-0700 (PDT)
29.5 / 71 (41.54%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Best first search	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

	each arc	goal	
2 with the table of heuristic Select the states with ristics	A, - C, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

rmed Search

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ıka@gmail.com
16 10:19:42 GMT-0700 (PDT)
31.12 / 71 (43.83%)

	Your Answer	Correct Answer	Points
	16		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- A-star, - Iterative deepening**	**0.25 - A-star, - Best first search**	**1.5 / 4**
llowing statements are true	**- Best first algorithm is not necessarily optimal but can be optimal**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

e

e Engineering
nail.com
16 10:20:07 GMT-0700 (PDT)
41.5 / 71 (58.45%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3

ıl even when the graph ot consistent	false	false	2 / 2
ıeuristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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ne123@gmail.com
16 10:27:01 GMT-0700 (PDT)
35 / 71 (49.29%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Best first search	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	- less than to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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VE

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39.25 / 71 (55.28%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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er Science
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16 10:30:58 GMT-0700 (PDT)
16.75 / 71 (23.59%)

	Your Answer	Correct Answer	Points
	7		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC10]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG, - SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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16 10:33:18 GMT-0700 (PDT)
45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS, - Path cost search	- Best first search and UCS	0 / 3

	and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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16 10:33:24 GMT-0700 (PDT)
42.25 / 71 (59.50%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 10:34:05 GMT-0700 (PDT)
43.25 / 71 (60.91%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - B, - C, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 10:36:15 GMT-0700 (PDT)
39.75 / 71 (55.98%)

	Your Answer	Correct Answer	Points
	18		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 10:40:58 GMT-0700 (PDT)
45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	21		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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16 10:45:14 GMT-0700 (PDT)
29.5 / 71 (41.54%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	false	true	0 / 2
re informed search algorithms	- A-star, - Iterative deepening	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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16 10:57:48 GMT-0700 (PDT)
48.75 / 71 (68.66%)

	Your Answer	Correct Answer	Points
	25		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 11:13:32 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search ı search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we ɔsed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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49.5 / 71 (69.71%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 11:23:22 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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u01@gmail.com
16 11:26:39 GMT-0700 (PDT)
39.25 / 71 (55.28%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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16 11:28:49 GMT-0700 (PDT)
38.5 / 71 (54.22%)

	Your Answer	Correct Answer	Points
	23		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C	goal 0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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16 11:38:25 GMT-0700 (PDT)
25 / 71 (35.21%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

	goal for each arc	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S	0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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16 11:45:03 GMT-0700 (PDT)
25 / 71 (35.21%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Improve depth first search	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal	goal	0.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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48.25 / 71 (67.95%)

	Your Answer	Correct Answer	Points
	24		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 11:52:42 GMT-0700 (PDT)
48 / 71 (67.60%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 11:57:59 GMT-0700 (PDT)
33.75 / 71 (47.53%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

neuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-10	-8	0 / 3

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16 12:01:58 GMT-0700 (PDT)
27.87 / 71 (39.26%)

	Your Answer	Correct Answer	Points
	8		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG	0.25 SACG, - SDCG	1.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	- less than or equal to the actual cost to the goal for each arc	less than or equal to the actual cost to the goal	0 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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16 12:04:46 GMT-0700 (PDT)
55.75 / 71 (78.52%)

	Your Answer	Correct Answer	Points
	34		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

ıeuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG**	**0.25 SADG, - SBDG**	**1.5 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ılly)	**-8**	**-8**	**3 / 3**

rmed Search

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e Engineering
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16 12:05:15 GMT-0700 (PDT)
49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

SA

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er Science
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16 12:10:13 GMT-0700 (PDT)
40.5 / 71 (57.04%)

	Your Answer	Correct Answer	Points
	28		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - C, - D, - S, - G	goal 0.25 A, - B, - C, - G	1.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 12:12:15 GMT-0700 (PDT)
32.25 / 71 (45.42%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	- B, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

rmed Search

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e Engineering
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16 12:18:22 GMT-0700 (PDT)
46.25 / 71 (65.14%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - C, - D, - G	goal 0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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45.75 / 71 (64.43%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	3 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-10	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**less than or equal to the actual cost to the goal**	**less than or equal to the actual cost to the goal**	**3 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - D, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**

rmed Search

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16 12:35:51 GMT-0700 (PDT)
32.25 / 71 (45.42%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - D, - G	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

rmed Search

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e Engineering
:ephen@gmail.com
16 12:38:19 GMT-0700 (PDT)
35 / 71 (49.29%)

	Your Answer	Correct Answer	Points
	24		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal - S	goal 0.25 A, - B, - C, - G	0 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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37.75 / 71 (53.16%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC10]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - D, - G	0.25 A, - B, - C, - G	3.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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16 12:39:25 GMT-0700 (PDT)
35.5 / 71 (50.00%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B	goal 0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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16 12:42:36 GMT-0700 (PDT)
31.25 / 71 (44.01%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG, - SBDCG	0.25 SACG, - SDCG	1 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-10	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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20@gmail.com
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26.62 / 71 (37.5%)

	Your Answer	Correct Answer	Points
	16		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**To define admissible states in the state space**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**0 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star**	**0.25 - A-star, - Best first search**	**2 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**Best first search and greedy search, - Best first search and UCS**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC10]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - S, - G	0.25 A, - B, - C, - G	2.5 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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53.5 / 71 (75.35%)

	Your Answer	Correct Answer	Points
	35		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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29.75 / 71 (41.90%)

	Your Answer	Correct Answer	Points
	15		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best first search and UCS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG, - SBDCG	0.25 SACG, - SDCG	1 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - D	goal 0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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29.75 / 71 (41.90%)

	Your Answer	Correct Answer	Points
	13		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search	- Best first search and UCS	0 / 3

esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

	each arc	goal	
2 with the table of heuristic Select the states with ristics	- B, - S, - G	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	29		**Not Graded**
h heuristic ?	**It can represent an admissible or inadmissible distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Optimize the search process**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**false**	**true**	**0 / 2**
:" is a set of states that have ded	**false**	**false**	**2 / 2**
s sacrificed when we osed set	**false**	**true**	**0 / 2**
re informed search algorithms	**- Backtracking search, - A-star, - Best first search**	**0.25 - A-star, - Best first search**	**3.5 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Best first search and UCS, - Path cost**	**- Best first search and UCS**	**0 / 3**

	search and greedy search		
esents	the nearest distance to a goal, - a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

rmed Search

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er Science
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16 13:08:26 GMT-0700 (PDT)
32.75 / 71 (46.12%)

	Your Answer	Correct Answer	Points
	27		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star	0.25 - A-star, - Best first search	1.5 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	- less than to the actual cost to the goal for	less than or equal to the actual cost to the	0 / 3

	each arc	goal	
2 with the table of heuristic Select the states with ristics	A, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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16 13:10:36 GMT-0700 (PDT)
34.5 / 71 (48.59%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - G	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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16 13:12:54 GMT-0700 (PDT)
31.75 / 71 (44.71%)

	Your Answer	Correct Answer	Points
	16		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	Uniform cost search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - D	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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33.25 / 71 (46.83%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - C, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-10	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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20 / 71 (28.16%)

	Your Answer	Correct Answer	Points
	12		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we ɔsed set	false	true	0 / 2
re informed search algorithms	- A-star	0.25 - A-star, - Best first search	2 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
ɔination of	- UCS and BFS	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-12	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - C, - G	goal 0.25 A, - B, - C, - G	 3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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39.25 / 71 (55.28%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG, - SBDCG	0.25 SACG, - SDCG	3.5 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
heuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - S	0.25 A, - B, - C, - G	0.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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37 / 71 (52.11%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- UCS and BFS	- Best first search and UCS	0 / 3

esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	6	6	3 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	6	-8	0 / 3

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49.5 / 71 (69.71%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	Best first algorithm is optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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18.25 / 71 (25.70%)

	Your Answer	Correct Answer	Points
	9		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	[SA, SD, SB, SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SBDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	- B, - C, - S	0.25 A, - B, - C, - G	1.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBG	0.25 SADG, - SBDG	0 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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52.5 / 71 (73.94%)

	Your Answer	Correct Answer	Points
	33		Not Graded
h heuristic ?	Function that takes a state and returns a number	Function that takes a state and returns a number	2 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm is not necessarily optimal but can be optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	- a function that calculates a value for a given state, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B, - C	0.25 A, - B, - C, - G	3 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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46.5 / 71 (65.49%)

	Your Answer	Correct Answer	Points
	32		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Optimize the search process	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- a function that calculates a value for a given state, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	4 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	- less than or equal to the actual cost to the	less than or equal to the actual cost to the	0 / 3

2 with the table of heuristic Select the states with ristics	goal for each arc A, - B, - C, - G	goal 0.25 A, - B, - C, - G	 4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

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49.5 / 71 (69.71%)

	Your Answer	Correct Answer	Points
	29		Not Graded
h heuristic ?	It can represent an admissible or inadmissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we ɔsed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	- the straight line distance to the goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-8	-8	3 / 3

rmed Search

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49.25 / 71 (69.36%)

	Your Answer	Correct Answer	Points
	24		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**Best first search and greedy search, - Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which n the fringe when the search for BFS (Break ties	- [SD, SB, SAC]	- [SD, SB, SAC]	3 / 3
consider tree search, which n the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which n the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which n the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SDCG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A, - B, - S, - G	goal 0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBDG	0.25 SADG, - SBDG	3 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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27.25 / 71 (38.38%)

	Your Answer	Correct Answer	Points
	14		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	[SA2, SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	- SBDCG	0.25 SACG, - SDCG	0 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
euristic is one that is	- less than to the actual cost to the goal	less than or equal to the actual cost to the	0 / 3

		goal	
2 with the table of heuristic Select the states with ristics	A, - C, - D, - G	0.25 A, - B, - C, - G	2.75 / 4
2. What is the solution to the S ? (Break ties alphabetically)	- SBDG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-8	-8	3 / 3

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22.62 / 71 (31.86%)

	Your Answer	Correct Answer	Points
	6		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	true	false	0 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Path cost search and greedy search	- Best first search and UCS	0 / 3

esents	the nearest distance to a goal, - an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	1.5 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	[SA, SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SA4, SB8, SDC8]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDG, - SBDCG	0.25 SACG, - SDCG	1 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	true	false	0 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A	0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG, - SBG	0.25 SADG, - SBDG	1.12 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the tar ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break lly)	-8	-8	3 / 3

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44.5 / 71 (62.67%)

	Your Answer	Correct Answer	Points
	30		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	false	true	0 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we sed set	true	true	2 / 2
re informed search algorithms	- A-star, - Best first search	0.25 - A-star, - Best first search	4 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS	- Best first search and UCS	3 / 3

esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SD, SB, SAC]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-12	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
euristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

	goal	goal	
2 with the table of heuristic Select the states with ristics	A, - B, - C, - G	0.25 A, - B, - C, - G	4 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the star ? (Break ties	- SBG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	-10	-8	0 / 3

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34.5 / 71 (48.59%)

	Your Answer	Correct Answer	Points
	10		**Not Graded**
h heuristic ?	**It represents the shortest distance to the goal**	**Function that takes a state and returns a number**	**0 / 2**
use a search heuristic is to:	**Obtain the cheapest or fastest way of achieving the search goal x**	**Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process**	**3 / 3**
lo more work with tree search search	**true**	**true**	**2 / 2**
:" is a set of states that have ded	**true**	**false**	**0 / 2**
s sacrificed when we osed set	**true**	**true**	**2 / 2**
re informed search algorithms	**- A-star, - Best first search**	**0.25 - A-star, - Best first search**	**4 / 4**
llowing statements are true	**- Best first algorithm can be thought of as a greedy search algorithm**	**- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal**	**3 / 3**
bination of	**- Path cost search and greedy search**	**- Best first search and UCS**	**0 / 3**

esents	- a function that calculates a value for a given state	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	6	-8	0 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2
neuristic is one that is	less than or equal to the actual cost to the	less than or equal to the actual cost to the	3 / 3

2 with the table of heuristic Select the states with ristics	goal A	goal 0.25 A, - B, - C, - G	1 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	-8	-8	3 / 3
2. What is the solution to the tar ? (Break ties	- SBDG	SADG	0 / 3
2. What is the cost of the graph using A-star ? (Break ally)	-10	-8	0 / 3

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33 / 71 (46.47%)

	Your Answer	Correct Answer	Points
	19		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal, - the straight line distance to the goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	false	false	2 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	6	-8	0 / 3

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31 / 71 (43.66%)

	Your Answer	Correct Answer	Points
	17		Not Graded
h heuristic ?	Its represents an admissible distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	To define admissible states in the state space	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	0 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	false	true	0 / 2
re informed search algorithms	- Backtracking search, - A-star, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm is not optimal	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	0 / 3
bination of	Best first search and greedy search, - Best	- Best first search and UCS	0 / 3

	first search and UCS, - Path cost search and greedy search		
esents	the nearest distance to a goal	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	0 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SA, SB, SDC, SDG]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SAC]	- [SAC]	3 / 3
consider tree search, which the fringe when the search for UCS (Break ties	[SA2, SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	0 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SA4, SB8, SDC8]	- [SA4, SB8, SDC8]	3 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG	0.25 SACG, - SDCG	2 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	SACG	SACG	3 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph	true	false	0 / 2

ot consistent			
ıeuristic is one that is	less than or equal to the actual cost to the goal	less than or equal to the actual cost to the goal	3 / 3
2 with the table of heuristic Select the states with ristics	A, - B	0.25 A, - B, - C, - G	2 / 4
2. What is the solution to the S ? (Break ties alphabetically)	SADG	0.25 SADG, - SBDG	1.5 / 3
2. What is the cost of the graph using UCS ? (Break ties	6	-8	0 / 3
2. What is the solution to the star ? (Break ties	SADG	SADG	3 / 3
2. What is the cost of the graph using A-star ? (Break ılly)	6	-8	0 / 3

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45.25 / 71 (63.73%)

	Your Answer	Correct Answer	Points
	26		Not Graded
h heuristic ?	It represents the shortest distance to the goal	Function that takes a state and returns a number	0 / 2
use a search heuristic is to:	Obtain the cheapest or fastest way of achieving the search goal x	Obtain the cheapest or fastest way of achieving the search goal x || Optimize the search process	3 / 3
lo more work with tree search search	true	true	2 / 2
:" is a set of states that have ded	false	false	2 / 2
s sacrificed when we osed set	true	true	2 / 2
re informed search algorithms	- A-star, - Iterative deepening, - Best first search	0.25 - A-star, - Best first search	3.5 / 4
llowing statements are true	- Best first algorithm can be thought of as a greedy search algorithm	- Best first algorithm can be thought of as a greedy search algorithm || - Best first algorithm is not necessarily optimal but can be optimal	3 / 3
bination of	- Best first search and UCS, - Path cost	- Best first search and UCS	0 / 3

	search and greedy search, - UCS and BFS		
esents	- an idea of where the goal is	0.25 - a function that calculates a value for a given state, - an idea of where the goal is	2 / 4
consider tree search, which the fringe when the search for BFS (Break ties	- [SAC]	- [SD, SB, SAC]	0 / 3
consider tree search, which the fringe when the search for DFS (Break ties	- [SA, SB, SDC, SDG]	- [SAC]	0 / 3
consider tree search, which the fringe when the search for UCS (Break ties	- [SD5, SB3, SAC6]	- [SD5, SB3, SAC6]	3 / 3
consider tree search, which the fringe when the search for A* (Break ties	- [SD5, SB3, SAC6]	- [SA4, SB8, SDC8]	0 / 3
consider tree search, what is the graph for the UCS search eak ties alphabetically)	SACG, - SDCG	0.25 SACG, - SDCG	4 / 4
consider tree search, what is solution to the graph for the orithm ? (Break ties	-8	-8	3 / 3
consider tree search, what is the graph for the A-star search eak ties alphabetically)	- SDCG	SACG	0 / 3
consider tree search, what is solution to the graph for the A- orithm ? (Break ties	-8	6	0 / 3
l even when the graph ot consistent	false	false	2 / 2

heuristic is one that is	**- less than or equal to the actual cost to the goal for each arc**	**less than or equal to the actual cost to the goal**	**0 / 3**
2 with the table of heuristic Select the states with ristics	**A, - B, - C, - S, - G**	**0.25 A, - B, - C, - G**	**3.75 / 4**
2. What is the solution to the S ? (Break ties alphabetically)	**SADG, - SBDG**	**0.25 SADG, - SBDG**	**3 / 3**
2. What is the cost of the graph using UCS ? (Break ties	**-8**	**-8**	**3 / 3**
2. What is the solution to the star ? (Break ties	**SADG**	**SADG**	**3 / 3**
2. What is the cost of the graph using A-star ? (Break ally)	**-8**	**-8**	**3 / 3**