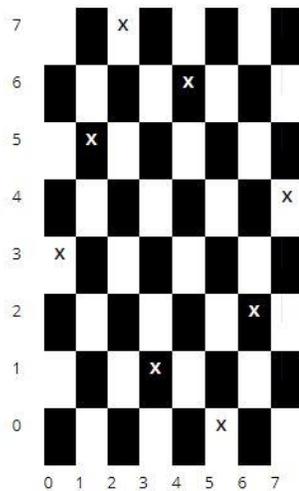
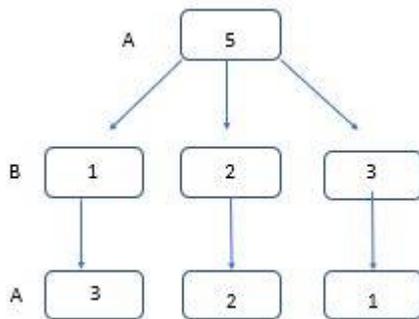


Sample Problems

- 1) Describe the search space and suggest A*-procedure for 8-queens problem. Show that your heuristic function $h(n)=g(n)+h(n)$ satisfies the monotonic restriction $[h(n) \leq h(n^*)]$.



- 2) The game NIM is played as follows: Two players alternate in removing one, two, or three pennies from a stack initially containing five pennies. The player who picks up the last penny loses. Show, by drawing the game graph, that the player who has the second move can always win.



What about if the stack contains 9 pennies?

- 3) Consider a sliding block puzzle with the following initial configuration:

b	b	b	w	w	w	e
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There are three black tiles (B), three white tiles (W), and an empty cell (E). The puzzle has the following moves:

- a tile may move into an adjacent empty cell with unit cost.
- a tile may hop over at most two other tiles into an empty cell with a cost equal to the number of tiles hopped over.

The goal of the puzzle is to have all of the white tiles to the left of all of the black tiles (without regard for the position of the blank cell).

Describe the search space and suggest A*-procedure for the sliding block puzzle. Show that your heuristic function $h(n)=g(n)+h(n)$ satisfies the monotonic restriction $[h(n) \leq h(n^*)]$.

