

HW 1 notes

- To run the autograder:

```
python3 autograder.py
```

 - The other commands are useful, but the autograder is how we'll test your code
- Questions 1-4: DFS, BFS, UCS, A*
 - All **can be** implemented with a single `genericSearch` function, passed different data structures for `open`
 - See slides "A.4 Generic Search..." for details on the search algorithm and the node data structure
 - Edge cases are important! Think carefully about these
- Question 5: Setting up search problems
 - A **state** contains **all the relevant information about the environment** (more than just location of the agent!) see "AI.2 Agents and State Spaces"
 - Requires BFS to be working
- Question 6: Simple heuristics
 - Problem relaxation should be all you need for this one
 - Implement some simple heuristics first, worry about admissibility/consistency afterwards
- Question 7: Challenging heuristics
 - See "AI.6 Heuristics" for different techniques to try
 - Getting full credit will require some work
 - Getting extra-credit would be very impressive
- Question 8: Using search within an agent
 - Don't overthink it!
 - You have access to your search methods