

# **CITS3001 Algorithms, Agents and Artificial Intelligence**

## **Labsheet 5: Informed search algorithms**

Implement  $A^*$  for the “word chess” puzzle from Lab 4.

You will need to invent one or more heuristics for the puzzle. One obvious heuristic is to measure the difference between each word generated and the target word. Try this heuristic first – but maybe you can do better?

Compare the performance of your  $A^*$  implementation with the uninformed strategies that you implemented for Lab 4, using the effective branching factor logic from Lecture 7.