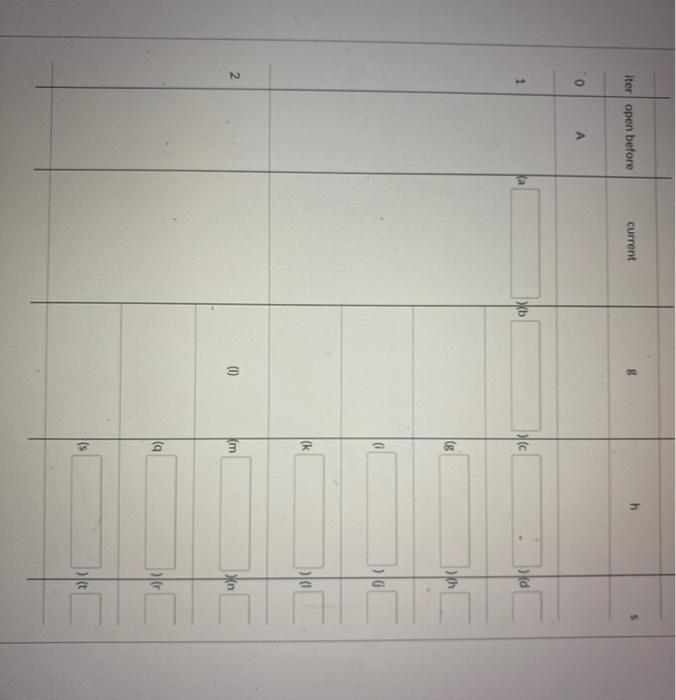
This is a State Space Search problem. Consider a fifteen puzzle game with on initial state, and 2 level of expansions given below. To solve this puzzle, we want to develop the Astar algorithm, which looks at 2 parameters: g - the distance moved from the initial state, and heuristie h - the estimated distance to the goal state, computes the sum: = g + h, and selects the smallent f value node at en iteration In the figure below, each state is identified with a unique letter ranging froc A thru I.

This is a State Space Search problem. Consider a fifteen puzzle game with an initial state, and 2 levels
of expansions given

Follow the instructions and fill the cells marked (a). .(t) in the table below For each iteration sort the column sucessor in incresing order of their fvalue and fill in the table appropriante g,h values in the requried fileds.



SO I do not have full picture of tables this is not full table this one I found from online looks like this question coming to exam. So I provided pdf of my class as a references has donein class. you can use as references that to fulfill entire table. This question above asking for a search algorithm way but also wanted you complete depth and breath and a search 3 of them if possible. Make sure you have done first a search brcause that’s what question asking. Plus pdf you will see and get idea how to complete tables explain me on separate page beside table how it table fulfill in steps.

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