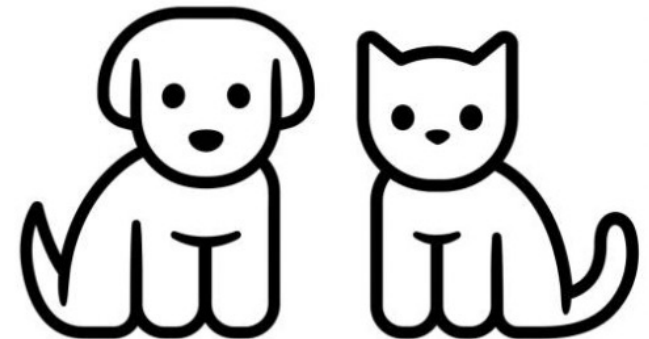


HW2 heuristic help

FED => BED ... => BOX

- Consider finding optimal paths from **FED** to **BOX**
- Assume the first step is **FED => BED**
- How can our **heuristic** estimate the cost to go from **BED** to **BOX**?
- If `self.cost == 'steps'`:
 - At least two letters must change
- If `self.cost == 'scrabble'`:
 - The 2nd letter eventually must be changed to an O
 - The 3rd letter eventually must be changed to an X
- If `self.cost == 'frequency'`:
 - At least two letters must change (with cost 1+?)
 - We'll need to use the word BOX
 - (We'll need to use some word with an O in position 1)



>> python dcsolve.py fed box steps

dc(fed,box,steps) cost:3.00; time:0.000;

solution:fed bed bod box; deltas:[0.0, 0.0, 0.0]; ADMISSIBLE

>> python dcsolve.py fed box scrabble

- dc(fed,box,scrabble) cost:12.00; time:0.000;

solution:fed bed bod box; deltas:[0.0, 0.0, 0.0]; ADMISSIBLE

>> python dcsolve.py fed box frequency

dc(fed,box,frequency) cost:23.15; time:0.068;

solution:fed few new now bow box; deltas:[-15.21, -11.609, -9.274, -7.698, 0.0]; ADMISSIBLE