

10(a)	To find the path between two points on a graph using the algorithm.
10(b)	One mark per point (Max 2) MP1 A* tries to find a better path (between two points) by using a heuristic function // A* finds the adjacent route with the shortest path and continues this until the destination is reached MP2 ... Dijkstra's just explores all possible routes. MP3 The heuristic function on the A* algorithm gives priority to nodes that are supposed to be better than others / less costly than others. MP4 Dijkstra's algorithm cannot work with negative values/weights //A* algorithm can work with negative values/weights.
10(c)	One mark for each mark point (Max 3) MP1 Unsupervised learning uses algorithms to analyse / cluster MP2 ... unlabelled data sets MP3 They discover hidden patterns / data groupings / clusters without the need for human intervention. MP4 It is able to discover similarities and differences in data / information.