Name Abhishek Kumar Tiwari

Entry No. 2013CSB1001

For BFS and DFS, standard algorithm is used.

For Greedy Best first search, I used Euclidian distance from the destination to the current node as the Heuristic function and for Astar and IDAstar algorithms, I used Manhattan distance as the heuristic.

Few observations:

For a big input, IDAstar takes a lot of time compared to other algorithms when the path is not very straight forward (having too many obstacles along the way).

And similarly, GBFS works very fast in case there are very less obstacles in the way. Astar works 'well' in any case!

I have included 4 extra maps having interesting paths to check the performance of the algorithms in adverse environments. One can run the algorithm on this map by replacing the 'input.txt' file with one of the map's content.