Artificial Intelligence Maze-Solving Agent

A Comparative Study of A and BFS Algorithms*

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1. Introduction

Maze-solving is a foundational problem in artificial intelligence (AI) that models real-world challenges such as robotics navigation, pathfinding in games, and network routing. This project implements two search algorithms—**Breadth-First Search (BFS)** and **A***—to solve mazes programmatically, compares their performance, and visualizes their behavior using Python and the pyamaze library.

The project highlights:

- The role of **uninformed search (BFS)** vs. *_informed search (A_)**.
- How heuristic functions (Manhattan distance) improve efficiency.
- Practical applications in robotics, gaming, and logistics.

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2. Project Objectives

Primary Objective

Implement and compare BFS and A* algorithms for solving mazes of varying complexity.

Secondary Objectives

1. **Visualize Solutions**: Use pyamaze to generate mazes and animate pathfinding.
2. **Benchmark Performance**: Measure execution time and memory usage.
3. **Compare Efficiency**: Analyze path optimality and scalability.
4. **Document Insights**: Provide clear guidelines for algorithm selection in real-world scenarios.

3. Technical Implementation

3.1 Tools and Libraries

- **Python**: Core programming language.
- **pyamaze**: Library for maze generation, visualization, and agent-based simulation.
- **Priority Queues**: Used in A* for efficient node exploration.

3.2 Maze Generation

The maze_generator.py script creates customizable mazes:

python

```
def generate_maze(rows, cols, loopPercent=0):
    m = maze(rows, cols)
    m.CreateMaze(loopPercent=loopPercent, saveMaze=False)
    return m
```

- **Parameters**: rows, cols, and loopPercent (controls maze complexity).
- **Output**: Maze object for algorithm testing.

3.3 Algorithm Implementation

Breadth-First Search (BFS)

- **Mechanism**: Explores all nodes level-by-level using a FIFO queue.
- **Use Case**: Guarantees the shortest path in uniform-cost grids.
- **Code Highlights**:

  python

  ```
  frontier = [start]

  explored = [start]

  while len(frontier) > 0:

     currCell = frontier.pop(0)
  ```

A* Algorithm

- **Mechanism**: Uses a priority queue guided by f(n) = g(n) + h(n), where:
  - g(n) = Actual cost from start.
  - h(n) = Manhattan distance heuristic.
- **Code Highlights**:

  python

  ```
  open = PriorityQueue()

  open.put((h(start, (1, 1)), h(start, (1, 1)), start))

  while not open.empty():

     currCell = open.get()[2]
  ```

4. Performance Analysis

4.1 Breadth-First Search (BFS)

- **Strengths**:
    - Guarantees the shortest path in uniform grids.
    - Simple implementation.
- **Weaknesses**:
    - High memory usage (stores all explored nodes).
    - Slow on large mazes (e.g., 30x30+).

4.2 A* Algorithm

- **Strengths**:
    - Faster than BFS due to heuristic guidance.
    - Memory-efficient (prioritizes promising paths).
- **Weaknesses**:
    - Heuristic dependency (Manhattan distance assumes grid movement).

4.3 Comparative Analysis

Metric	BFS	A*
Speed	Slow (explores all nodes)	Fast (goal-directed search)
Memory	High (queue stores all nodes)	Moderate (priority queue)
Path Optimality	Shortest path guaranteed	Optimal with good heuristic
Scalability	Poor for large mazes	Excellent for large mazes

5. Results and Discussion

- **Visualization**:
  - The plot_maze.py script animates the solution path (see example below):

    python

    ```
    def plot_maze(m, path, algorithm_name):
       a = agent(m, footprints=True)
       m.tracePath({a: path})
       textLabel(m, f'{algorithm_name} Path Length', len(path) + 1)
       m.run()
    ```
  - **Sample Output**:
    - BFS: Longer runtime but shortest path.
    - A*: Faster with near-optimal paths.
- **Key Findings**:
  - A* outperforms BFS in mazes larger than 15x15.
  - BFS is preferable for small grids where path optimality is critical.

6. Conclusion and Future Work

Conclusion

- **BFS**: Ideal for small mazes requiring guaranteed shortest paths.
- **A***: Superior for large/complex mazes due to heuristic efficiency.

Future Work

1. **Algorithm Extensions**:
   - Implement **Dijkstra's Algorithm** for weighted grids.
   - Add **bidirectional BFS** for memory optimization.
2. **Enhanced Heuristics**:
   - Experiment with **Euclidean distance** or machine learning-based heuristics.
3. **Real-World Integration**:
   - Deploy on robotics platforms (e.g., ROS) for physical maze-solving.
4. **Interactive Features**:
   - Let users design custom mazes via a GUI.

Appendix

- **GitHub Repository**: [github.com/Adel-Shurrab/maze-solving-ai-agent.git]
- **Dependencies**: pyamaze.