

Romanian Path Finding											
HEURISTIC VALUES											
Table 1	Heuristic Iterative Vals for Straight line	Algorithms	A*	IDA*	Best First						
	1st Iteration	-	-	-	-						
	2nd Iteration	-	None	253	366	253					
	3rd Iteration	-		193	253	176					
	4th Iteration	-		100	193	0					
	5th Iteration	-		0	100						
	6th Iteration	-			0						
	Heuristic Iterative Vals for Crows Jump Heuristic	-	-	-	-						
	1st Iteration	-	None		None						
	2nd Iteration	-		176	253	176					
	3rd Iteration	-		100	176	0					
	4th Iteration	-		0	100	0					
	5th Iteration	-		0	0						
	6th Iteration	-			0						
Table 2											
Heuristic of Straight line	Max Fringe Length	Algorithm	Breadth First	Depth First	Uniform Cost	Best First Search	A*	Iterative Deepening	IDA*		
	Number of Nodes Generated	-	41	61	32	79	7	11	7	5	
Heuristic of Crows Jump	Max Fringe Length	-	63	61	129	9	15	32	62		
	Number of Nodes Generated	-	41	32	79	7	12	7	5		
		-	63	61	129	9	17	32	59		
8 - Puzzle Stats											
Table 3											
HEURISTIC VALUES	Heuristic Iterative Vals for Manhattan Distance	Algorithms	A*	IDA*	Best First						
	1st Iteration	-	None		Infinity						
	2nd Iteration	-		10	10						
	3rd Iteration	-		8	8						
	4th Iteration	-		8	8						
	5th Iteration	-		6	6						
	6th Iteration	-		4	4						
	7th Iteration	-		4	4						
	8th Iteration	-		4	4						
	9th Iteration	-		2	2						
	10th Iteration	-	0	0	None						
	Heuristic Iterative Vals for Tiles Out of Place	-	-	-	-						
	1st Iteration	-	None		6 Infinity						
	2nd Iteration	-		6	6						
	3rd Iteration	-		6	6						
	4th Iteration	-		6	6						
	5th Iteration	-		5	5						
	6th Iteration	-		3	3						
	7th Iteration	-		4	4						
	8th Iteration	-		3	3						
	9th Iteration	-		2	2						
	10th Iteration	-		0	0						
	Heuristic Iterative Vals for Column-Row	-	-	-	-						
	1st Iteration	-	None		7 Infinity						
	2nd Iteration	-		9	9						
	3rd Iteration	-		7	7						
	4th Iteration	-		8	8						
	5th Iteration	-		6	6						
	6th Iteration	-		4	4						
	7th Iteration	-		4	4						
	8th Iteration	-		4	4						
	9th Iteration	-		2	2						
	10th Iteration	-		0	0						