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Assume we have the following units:

$$Cost = \frac{distance}{speed} = \frac{m}{\frac{m}{s}} = \frac{m * s}{m} = s = time$$

Take this into account :

“Notes:

The order of the actions is determined by the destination state whose identifier is the lowest, that is, if different (partial) destinations can be reached at a given point (intersection), they will be visited in increasing numerical order”.

Understanding Data Input

address: zone of Albacete we are in .

distance: idk

initial: initial state

final: goal state

intersections: a list of dictionaries with attributes **identifier**, **longitude** and **latitude**

segments: a list of dictionaries with attributes **origin**, **destination**, **distance** and **speed**

I just added to the attributes of intersection a list of dictionaries containing destinations where I can go and its respective cost. It would be like this.

intersections: a list of dictionaries with attributes **identifier**, **longitude**, **latitude** and **whereto**.

Where **whereto** is a list of dictionaries.

Statistics and Computational Complexity

	Depth-First	Breadth-First
Expanded nodes	27	25
Explored nodes	36	35
Depth of solution	12	8
Nodes generated	43	42
Total cost	27.519616666666664	20.15843333333333

This is just for ‘paseo_simón_abril_albacete_250_1’ but now imagine our database after solving all the problems. I am thinking on doing the report on LaTeX. If I have time, at the end I will do. Now, let’s just do things as simple as possible.

When we get to heuristics and A* we are going to be able to avoid recursion on recoverPath as we are going to know more or less where is the solution (don’t really mean is going to be the solution 100%).

How is the database going to be?

I don’t know, we will figure out.