

# Heuristic Analysis

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## Discussion

I want to use following four different aspects to evaluate the performance of algorithms

- **Completeness**: Is the algorithm guaranteed to find a solution when there is one?
- **Optimality**: Does the strategy find the optimal solution?
- **Time Complexity**: How long does it take to find a solution?
- **Space Complexity**: How much expanded node is needed to perform the search?

For non-heuristic search:

- Completeness: All algorithms are guaranteed to find a solution in these 3 problems.
- Optimality: Based on the length of plan, only breadth-first and uniform-cost can give the optimal solution.
- Time Complexity: Based on the time elapsed, depth-first outperforms than other 2 algorithms in these 3 problems.
- Space Complexity: Based on the number of node expansions, depth-first still outperforms than other 2 algorithms in these 3 problems.

For heuristic search:

- Completeness: All algorithms are guaranteed to find a solution in these 3 problems.
- Optimality: Based on the length of plan, all algorithms can give the optimal solution.
- Time Complexity: Based on the time elapsed, ignore-preconditions can do better than level-sum.
- Space Complexity: Based on the number of node expansions, level-sum can do better than ignore-preconditions.

In my situation, the order of importance of aspects is **Optimality > Time Complexity > Space Complexity**. So these are the algorithms I will use

- For Air\_Cargo\_P1: Breadth First.
- For Air\_Cargo\_P2: Breadth First.
- For Air\_Cargo\_P3: A\* with ignore preconditions.

Reference:

- [Measuring Problem Solving Performance](#)

Table 1 - Non-heuristic Search

Air_Cargo_P1				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length

Breadth First	43	56	0.045	6
Depth First	21	22	0.025	20
Uniform Cost	55	57	0.068	6

Air_Cargo_P2				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length
Breadth First	3343	4609	16.805	9
Depth First	624	625	4.042	619
Uniform Cost	4852	4854	48.604	9

Air_Cargo_P3				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length
Breadth First	14663	18098	125	12
Depth First	408	409	2.092	392
Uniform Cost	18235	18237	625.505	12

Table 2 - Heuristic Search

Air_Cargo_P1				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length
A* with ignore preconditions	41	43	0.060	6
A* with level-sum	11	13	2.581	6

Air_Cargo_P2				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length
A* with ignore preconditions	1506	1508	20.316	9
A* with level-sum	86	88	315.120	9

Air_Cargo_P3				
Algorithm	Node Expansions	Goal Tests	Time Elapsed(Sec)	Plan Length
A* with ignore preconditions	5118	5120	113.950	12
A* with level-sum	408	410	1894.661	12

### Optimality of Solution for Air Cargo Problems

Problem	Air_Cargo_P1	Air_Cargo_P2	Air_Cargo_P3
Algorithm	Breadth First	Breadth First	A* with ignore preconditions
Plan	<ol style="list-style-type: none"> <li>1. Load(C1, P1, SFO)</li> <li>2. Load(C2, P2, JFK)</li> <li>3. Fly(P2, JFK, SFO)</li> <li>4. Unload(C2, P2, SFO)</li> <li>5. Fly(P1, SFO, JFK)</li> <li>6. Unload(C1, P1, JFK)</li> </ol>	<ol style="list-style-type: none"> <li>1. Load(C1, P1, SFO)</li> <li>2. Load(C2, P2, JFK)</li> <li>3. Load(C3, P3, ATL)</li> <li>4. Fly(P2, JFK, SFO)</li> <li>5. Unload(C2, P2, SFO)</li> <li>6. Fly(P1, SFO, JFK)</li> <li>7. Unload(C1, P1, JFK)</li> <li>8. Fly(P3, ATL, SFO)</li> <li>9. Unload(C3, P3, SFO)</li> </ol>	<ol style="list-style-type: none"> <li>1. Load(C2, P2, JFK)</li> <li>2. Fly(P2, JFK, ORD)</li> <li>3. Load(C4, P2, ORD)</li> <li>4. Fly(P2, ORD, SFO)</li> <li>5. Unload(C4, P2, SFO)</li> <li>6. Load(C1, P1, SFO)</li> <li>7. Fly(P1, SFO, ATL)</li> <li>8. Load(C3, P1, ATL)</li> <li>9. Fly(P1, ATL, JFK)</li> <li>10. Unload(C3, P1, JFK)</li> <li>11. Unload(C1, P1, JFK)</li> <li>12. Unload(C2, P2, SFO)</li> </ol>