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AI Question Two “Analysis and Comparison”

1. The map size I found worked best is 1000. I found this size by using an approach not dissimilar to binary search. I doubled the size until it took too long, and then halved it once. The algorithm I used this on was BFS, as that algorithm would take the longest and would be the bottleneck. But I ran in to problems with viewing the path and maze of this size. The lines would loop back on themselves and the graph would be incomprehensible. So I settled on 100, a size that could both be visualized and took some time to solve.