## Deliverable Lab Work 1 - Group 3E1

## My rule design:

Global variable ?\*nod-gen\*: Stores the number of nodes generated to do the search Facts bot: Includes all the facts needed to do the search(excep the max level, introduced by the user in the start)

Init: Ask the user for the max level to solve the bot

Right, left, up, down: Checks if we already reached the max level and if the movement is possible, if true then it moves the bot to the rule's name

Load: Checks if we already reached the max level and if the bot is in a warehouse position and it can carry more bulls it loads bulls from it

Replace: Checks if we already reached the max level and if the bot is in a lamp position that needs replacement and it has enough bulls he replaces them

Solution: Checks if we already reached the max level and there are no lamps no be fixed Nosolution: Checks if we already reached the max level if so it stop the execution, the bot failed

Evaluation of breadth, depth and heuristic search:

|         | Breadth                     | Depth                       | Heuristic                |
|---------|-----------------------------|-----------------------------|--------------------------|
| 1 lamp  | 114 nodes 5 movements       | 145 nodes 5 movements       | 7 nodes 5 movements      |
| 2 lamps | 935 nodes 12<br>movements   | 1037 nodes 12<br>movements  | 20 nodes 12 movements    |
| 3 lamps | 4159 nodes 21 movements     | 4260 nodes 21 movements     | 39 nodes 21 movements    |
| 4 lamps | 11157 nodes 25<br>movements | 11290 nodes 25<br>movements | 43 nodes 25 movements    |
| 5 lamps | 28829 nodes 29<br>movements | 28872 nodes 29<br>movements | 71 nodes 29<br>movements |

As we can see Breadth and Depth searching are mostly equal when using bot.clp(no heuristic). Their number of facts for each number of nodes generated are very similar(depth is always with a few more). If we enter the exact level where the solution is the depth would be more efficient.

Heuristic search is nothing similar to Breadth and Depth in terms of execution cost, it reduces tremendously the number of facts needed to solve the problem, it uses the same number of movements(level reached) but with a dramatically less number of nodes generated, even with a not admissible heuristic it has the best execution

Concluding we can say that the Heuristic search is the best option to choose, all the search strategies find the solution and have a similar level (Breadth and Heuristic) but the Heuristic reduces dramatically the number of nodes generated, making the execution faster.

Jaime Ferrando Huertas