Analyzing Path finding Algorithms

COMP 4202 Project Report

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Introduction

Talk about the project and the idea behind it

Method

Talk about how it was implemented:

- NetworkX

- anaconda

Talk about the dataset:

-Line data that represents roads from any part can be used. For this project I used downtown Ottawa and downtown torronto as tests. (Maybe also try Manhattan for Manhattan distance)

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Talk about the different algorithms used:

- DFS

- BFS

- A\* with Euclidian distance

- A\* with Manhattan distance

- Dijkstra’s

Findings

Show the graphs that are generated. One for Ottawa and one for Toronto. Also analyze execution time.

Talk about non consistent A\* heuristics

Talk about how DFS does not always find the optimal path (Which is known).

Insights

Talk about best case big O and worstcase bigO