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|  | IDS | Simple Manhattan Heuristic | Double Manhattan Heuristic |
| Board1 | 0.014s – 6 steps | 0.008s – 6 steps | 0.004s – 8 steps |
| Board2 | 8.323s – 13 steps | 0.106s – 41 steps | 0.279s – 43 steps |
| Board3 | 1.418s – 12 steps | 0.009s – 12 steps | 0.009s – 12 steps |
| Board4 | 681.191s – 16 steps | 3.746s – 82 steps | 1.537s – 52 steps |

* Experiments were executed in the azure jupyter notebooks server.
* Iterative Deepening Search (IDS) is used as the comparison uninformed search algorithm because it is frequently used in practice due to its low memory requirement and decent performance.
* Simple Manhattan Heuristic evaluates the states by computing the manhattan distance from the movable piece to the target.
* Double Manhattan Heuristic evaluates the states by computing manhattan distance from the movable piece to the target and then summing that to the manhattan distance from the agent to the piece. One is deducted from the final calculation as the agent can never be in the same spot as the piece and its goal is only to be adjacent to it.
* Both heuristics are ran in the greedy\_best\_first\_search method as A\* star method is not useful for this problem due to all nodes having the same path cost.