Introduction to AI
Practical Assignment 2

Uzi Friedman, Lior Siag

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We chose to use the state's game score as the static heuristic evaluation function for all game types. We do not know how many more people the players would be able to save, therefore, we choose to base our decisions on what is already guaranteed to be possible by the search tree. We also chose this heuristic function due to its short run-time and its performance on our example.

Figure 1 shows the graph that we used to test the algorithm's behaviour with (input file also attached to the submission). The deadline was set to 4, players 0 and 1 start the game at nodes 0 and 1, respectively.

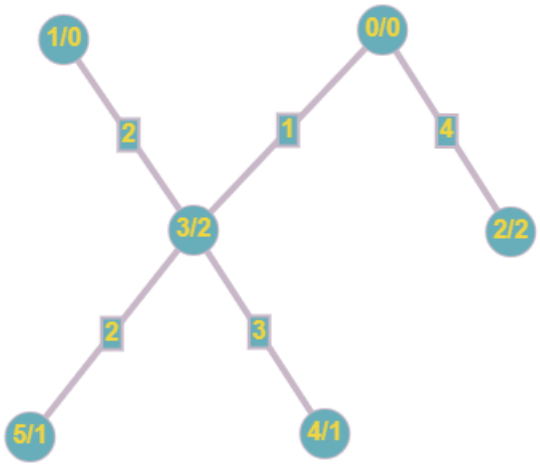

Figure 1: Game graph. Nodes are label with (node id\number of people) and edges are labeled with their weight.

Also attached to the submission are 3 text files with the outputs produced in three separate runs on this graph, each with a cutoff of 13 and each in a different game type.