

REPORT

보고서 작성 서약서

1. 나는 타학생의 보고서를 복사(Copy)하지 않았습니다.
2. 나는 타학생의 보고서를 인터넷에서 다운로드 하여 대체하지 않았습니다.
3. 나는 타인에게 보고서 제출 전에 보고서를 보여주지 않았습니다.
4. 보고서 제출 기한을 준수하였습니다.

나는 보고서 작성시 위법 행위를 하지 않고,
성.균.인으로서 나의 명예를 지킬 것을 약속합니다.

과 목 : 컴퓨터 구조
과 제 명 : Project phase 1
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제 출 일 : 2015 / 5 / 12 (화)

-Target Problem

In this project you find a shortest tour starting from City-1 and finally reaching City-7, while visiting the cities only once. The coordinates of the cities are City-1(5,5), City -2(2,3), City -3(8,4), City -4(7,2), City -5(1,6), City -6(9,6), City -7(3,2).

You need to find the tour in terms of the sequence of the cities visited and the traveling distance.

- The algorithm adopted

Since start and goal are given, we consider A* algorithm superior to Dijkstra algorithm. So we choose A* algorithm.

[Description]

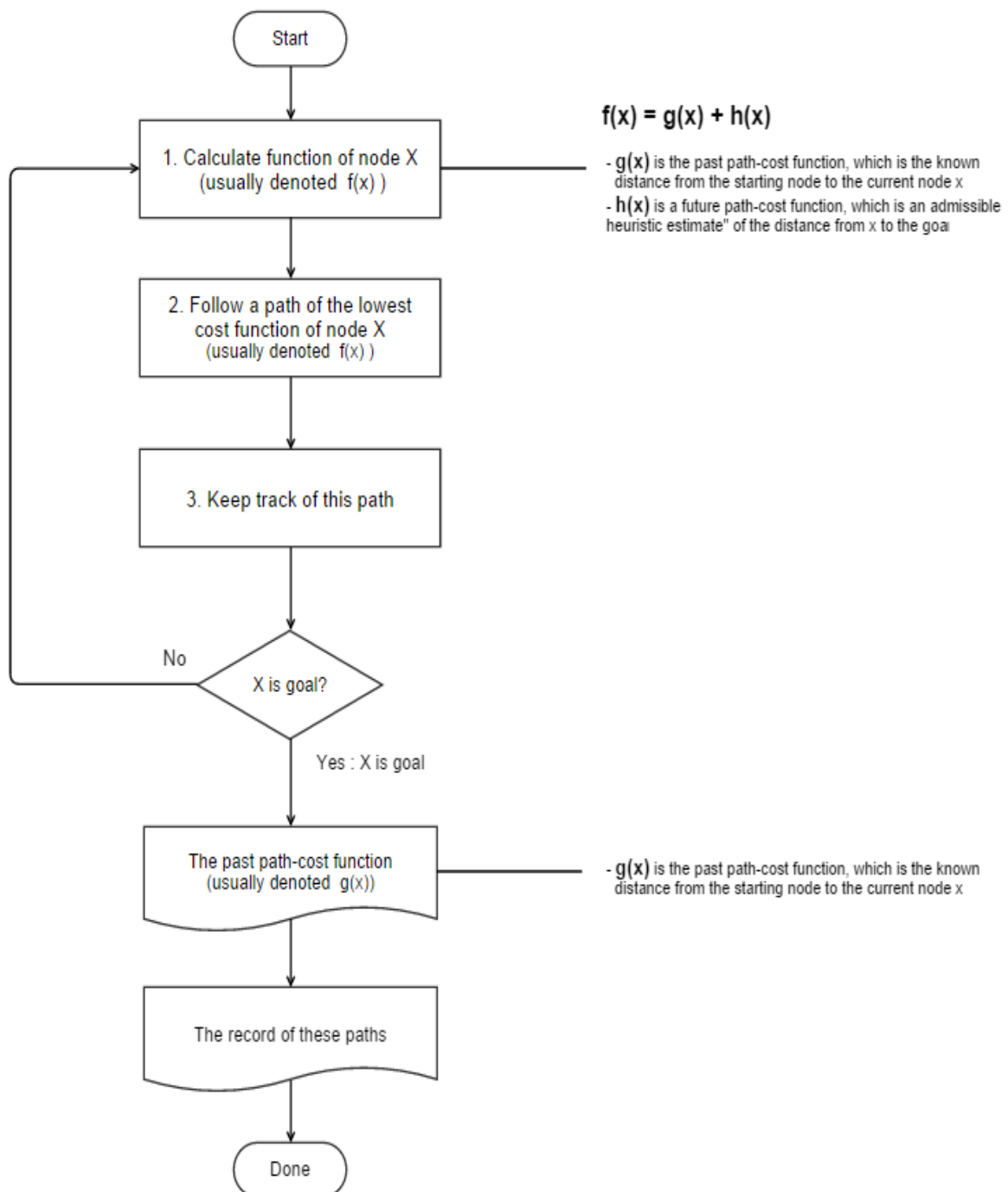
A* uses a breadth-first search and finds a least-cost path from a given initial node to one goal node. As A* traverses the graph, it follows a path of the lowest expected total cost or distance, keeping a sorted priority queue of alternate path segments along the way.

It uses a knowledge-plus-heuristic cost function of node x () to determine the order in which the search visits nodes in the tree.

$$f(x) = g(x) + h(x)$$

- $g(x)$ is the past path-cost function, which is the known distance from the starting node to the current node x
- $h(x)$ is a future path-cost function, which is an admissible "heuristic estimate" of the distance from x to the goal

- Flow chart



*We used gliffy- tool. Why don't you try this?

<https://www.gliffy.com/go/html5/launch?app=1b5094b0-6042-11e2-bcfd-0800200c9a66>

- Source code

```
#include <iostream>
#include <math.h>
#include <queue>
#include <math.h>
using namespace std;

struct city{
    int x;
    int y;
};

struct path{
    double city[7];
    double cost;
    double distant;
    int current;
    int size;
    int list[7];
};

priority_queue < path, vector<path>, less<path>> P_pq;

bool operator< (const path& structp1, const path&structp2)
{
    return structp1.cost > structp2.cost;
}

city Travel[7];
void make_distant(path* p){
    for (int i = 0; i < 7; i++){
        if (p->list[i] != -1)
            p->distant += p->city[p->list[i]];
    }
}

double dist(city a, city b){
    return sqrt((a.x - b.x)*(a.x - b.x) + (a.y - b.y)*(a.y - b.y));
}

bool is_visited(path P, int a){
    for (int i = 0; i < 7; i++){
        if (P.list[i] == a)
            return true;
    }
    return false;
}

void PUSH(path now, int n_city){
    path next = now;
    next.city[n_city] = dist(Travel[now.current], Travel[n_city]);
```

```

        next.current = n_city;
        next.cost = next.city[0] + next.city[1] + next.city[2] + next.city[3] + next.city[4] +
next.city[5] + next.city[6];
        next.list[now.size] = n_city;
        next.size = now.size + 1;
        make_distant(&next);
        P_pq.push(next);
    }

```

```

void move(path P){
    if (!P_pq.empty())
        P_pq.pop();
    for (int i = 0; i < 7; i++){
        if (P.size != 7 ){
            if (is_visited(P, i) == false)
                PUSH(P, i);
        }
    }
}

```

```

}

```

```

bool check_goal(path P){
    if (P.list[6] == 6)
        return true;
    else
        return false;
}

```

```

void A_star(path P){
    int end;

    for (int i = 0; i < 7; i++)
        cout << P.list[i]+1 << "    ";
    cout << "distant : " << P.distant;
    cout << endl;
    if (check_goal(P)){
        cout << "Goal!" << endl;
        cin >> end;
    }

    move(P);

    A_star(P_pq.top());
}

```

```

int main(void){

    Travel[0].x = 5, Travel[0].y = 5;
    Travel[1].x = 2, Travel[1].y = 3;
    Travel[2].x = 8, Travel[2].y = 4;
    Travel[3].x = 7, Travel[3].y = 2;
    Travel[4].x = 1, Travel[4].y = 6;
    Travel[5].x = 9, Travel[0].y = 6;
}

```

```

Travel[6].x = 3, Travel[0].y = 2;

path Sholtest;
Sholtest.city[0] = 0;
Sholtest.current = 0;
Sholtest.list[0] = 0;
Sholtest.size = 1;
Sholtest.distant = 0;

for (int i = 1; i < 7; i++){
    Sholtest.city[i] = 100;
    Sholtest.list[i] = -1;
    for (int j = 1; j < 7; j++){
        if (j != i){
            if (Sholtest.city[i] > dist(Travel[j], Travel[i]))
                Sholtest.city[i] = dist(Travel[j], Travel[i]);
        }
    }
}

P_pq.push(Sholtest);
A_star(Sholtest);

cin >> Travel[0].x;
}

```

- The output

```
1      0      0      0      0      0      0      distant : 0
1      3      0      0      0      0      0      distant : 3.16228
1      3      4      0      0      0      0      distant : 5.39835
1      3      6      0      0      0      0      distant : 5.39835
1      5      0      0      0      0      0      distant : 4.12311
1      4      0      0      0      0      0      distant : 3.60555
1      4      3      0      0      0      0      distant : 5.84162
1      4      3      6      0      0      0      distant : 8.07769
1      6      0      0      0      0      0      distant : 4.12311
1      6      3      0      0      0      0      distant : 6.35917
1      6      3      4      0      0      0      distant : 8.59524
1      7      0      0      0      0      0      distant : 3.60555
1      7      2      0      0      0      0      distant : 5.01976
1      7      2      5      0      0      0      distant : 8.18204
1      2      0      0      0      0      0      distant : 3.60555
1      2      5      0      0      0      0      distant : 6.76783
1      2      7      0      0      0      0      distant : 5.01976
1      5      2      0      0      0      0      distant : 7.28538
1      5      2      7      0      0      0      distant : 8.6996
1      3      6      4      0      0      0      distant : 9.87048
1      3      4      6      0      0      0      distant : 9.87048
1      2      7      5      0      0      0      distant : 9.4919
1      7      5      0      0      0      0      distant : 8.07769
1      3      4      7      0      0      0      distant : 9.39835
1      3      4      7      2      0      0      distant : 10.8126
1      3      4      7      2      5      0      distant : 13.9748
1      4      6      0      0      0      0      distant : 8.07769
1      4      6      3      0      0      0      distant : 10.3138
1      7      4      0      0      0      0      distant : 7.60555
1      7      4      3      0      0      0      distant : 9.84162
1      7      4      3      6      0      0      distant : 12.0777
1      4      7      0      0      0      0      distant : 7.60555
1      2      7      4      0      0      0      distant : 9.01976
1      4      7      2      0      0      0      distant : 9.01976
1      2      7      4      3      0      0      distant : 11.2558
1      4      7      2      5      0      0      distant : 12.182
1      2      7      4      3      6      0      distant : 13.4919
1      5      7      0      0      0      0      distant : 8.59524
1      5      7      2      0      0      0      distant : 10.0095
1      6      4      0      0      0      0      distant : 8.59524
1      6      4      3      0      0      0      distant : 10.8313
1      5      2      7      4      0      0      distant : 12.6996
1      6      3      4      7      0      0      distant : 12.5952
1      5      2      7      4      3      0      distant : 14.9357
1      6      3      4      7      2      0      distant : 14.0095
1      5      2      7      4      3      6      distant : 17.1717
1      6      3      4      7      2      5      distant : 17.1717
1      3      4      2      0      0      0      distant : 10.4974
1      3      4      2      5      0      0      distant : 13.6596
1      3      4      2      7      0      0      distant : 11.9116
1      3      4      7      5      0      0      distant : 13.8705
1      3      7      0      0      0      0      distant : 8.54744
1      3      7      2      0      0      0      distant : 9.96166
1      3      7      2      5      0      0      distant : 13.1239
1      3      4      5      0      0      0      distant : 12.6094
1      3      5      0      0      0      0      distant : 10.4424
1      2      4      0      0      0      0      distant : 8.70457
1      7      2      4      0      0      0      distant : 10.1188
1      2      4      3      0      0      0      distant : 10.9406
1      7      2      4      3      0      0      distant : 12.3549
1      2      4      3      6      0      0      distant : 13.1767
1      4      2      0      0      0      0      distant : 8.70457
1      7      2      4      3      6      0      distant : 14.5909
1      4      2      5      0      0      0      distant : 11.8668
1      4      2      7      0      0      0      distant : 10.1188
1      2      5      7      0      0      0      distant : 11.24
1      7      5      2      0      0      0      distant : 11.24
```

1	4	7	5	0	0	0	distant : 12.0777
1	4	3	7	0	0	0	distant : 11.2268
1	7	3	0	0	0	0	distant : 8.99072
1	4	3	7	2	0	0	distant : 12.641
1	7	3	4	0	0	0	distant : 11.2268
1	7	3	6	0	0	0	distant : 11.2268
1	4	3	7	2	5	0	distant : 15.8033
1	2	7	3	0	0	0	distant : 10.4049
1	2	7	3	4	0	0	distant : 12.641
1	2	7	3	6	0	0	distant : 12.641
1	4	5	0	0	0	0	distant : 10.8167
1	4	3	5	0	0	0	distant : 13.1217
1	5	2	4	0	0	0	distant : 12.3844
1	6	3	4	2	0	0	distant : 13.6943
1	5	2	4	3	0	0	distant : 14.6205
1	6	3	4	2	5	0	distant : 16.8565
1	6	3	4	2	7	0	distant : 15.1085
1	5	2	4	3	6	0	distant : 16.8565
1	3	2	0	0	0	0	distant : 9.24504
1	3	2	5	0	0	0	distant : 12.4073
1	3	2	7	0	0	0	distant : 10.6593
1	3	6	4	7	0	0	distant : 13.8705
1	3	6	4	7	2	0	distant : 15.2847
1	3	6	4	7	2	5	distant : 18.447
1	3	6	5	0	0	0	distant : 13.3983
1	5	7	4	0	0	0	distant : 12.5952
1	5	7	4	3	0	0	distant : 14.8313
1	5	7	4	3	6	0	distant : 17.0674
1	6	3	4	7	5	0	distant : 17.0674
1	5	2	7	3	0	0	distant : 14.0848
1	6	3	7	0	0	0	distant : 11.7443
1	5	2	7	3	4	0	distant : 16.3208
1	5	2	7	3	6	0	distant : 16.3208
1	6	3	7	2	0	0	distant : 13.1586
1	6	3	7	2	5	0	distant : 16.3208
1	3	4	2	7	5	0	distant : 16.3837
1	6	3	4	5	0	0	distant : 15.8063
1	5	4	0	0	0	0	distant : 11.3342
1	5	4	3	0	0	0	distant : 13.5703
1	5	4	3	6	0	0	distant : 15.8063
1	6	3	5	0	0	0	distant : 13.6393
1	5	3	0	0	0	0	distant : 11.4032
1	5	3	4	0	0	0	distant : 13.6393
1	5	3	6	0	0	0	distant : 13.6393
1	4	3	2	0	0	0	distant : 11.9244
1	2	3	0	0	0	0	distant : 9.68831
1	4	3	2	5	0	0	distant : 15.0867
1	4	3	2	7	0	0	distant : 13.3386
1	2	3	4	0	0	0	distant : 11.9244
1	2	3	6	0	0	0	distant : 11.9244
1	7	2	3	0	0	0	distant : 11.1025
1	7	2	3	4	0	0	distant : 13.3386
1	7	2	3	6	0	0	distant : 13.3386
1	7	4	6	0	0	0	distant : 12.0777
1	7	4	6	3	0	0	distant : 14.3138
1	2	7	4	6	0	0	distant : 13.4919
1	2	7	4	6	3	0	distant : 15.728
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1	6	3	2	7	0	0	distant : 13.8561
1	6	3	2	5	0	0	distant : 15.6042
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1	3	7	4	0	0	0	distant : 12.5474
1	5	2	7	4	6	0	distant : 17.1717

1	4	3	7	5	0	0	distant : 15.6989
1	3	7	4	0	0	0	distant : 12.5474
1	5	2	7	4	6	0	distant : 17.1717
1	6	4	7	0	0	0	distant : 12.5952
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1	6	4	7	2	0	0	distant : 14.0095
1	6	4	7	2	5	0	distant : 17.1717
1	3	6	7	0	0	0	distant : 12.6094
1	3	6	7	2	0	0	distant : 14.0237
1	3	6	7	2	5	0	distant : 17.1859
1	3	4	5	2	0	0	distant : 15.7717
1	3	4	5	2	7	0	distant : 17.1859
1	5	6	0	0	0	0	distant : 12.1231
1	5	6	3	0	0	0	distant : 14.3592
1	5	6	3	4	0	0	distant : 16.5952
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1	6	3	4	2	7	5	distant : 19.5806
1	5	7	2	4	3	0	distant : 17.3445
1	5	7	2	4	3	6	distant : 19.5806
1	3	2	7	5	0	0	distant : 15.1314
1	4	7	5	2	0	0	distant : 15.24
1	2	5	7	4	0	0	distant : 15.24
1	2	5	7	4	3	0	distant : 17.476
1	2	5	7	4	3	6	distant : 19.7121
1	3	6	4	7	5	0	distant : 18.3426
1	4	7	3	0	0	0	distant : 12.9907
1	4	7	3	6	0	0	distant : 15.2268
1	3	6	2	0	0	0	distant : 13.0141
1	3	6	2	5	0	0	distant : 16.1764
1	3	6	2	7	0	0	distant : 14.4283
1	4	3	6	7	0	0	distant : 15.2888
1	7	2	5	4	0	0	distant : 15.3931
1	7	6	0	0	0	0	distant : 10.8167
1	2	5	4	0	0	0	distant : 13.9789
1	4	3	6	7	2	0	distant : 16.703
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1	2	5	4	3	0	0	distant : 16.215
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1	7	2	5	4	3	6	distant : 19.8653
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1	2	7	6	3	4	0	distant : 16.703
1	5	7	3	0	0	0	distant : 13.9804
1	5	7	3	4	0	0	distant : 16.2165
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1	6	3	7	5	0	0	distant : 16.2165
1	3	6	4	5	0	0	distant : 17.0016
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1	4	3	5	2	7	0	distant : 17.6982
1	7	2	4	6	0	0	distant : 14.5909
1	7	2	4	6	3	0	distant : 16.827
1	2	4	6	0	0	0	distant : 13.1767
1	2	4	6	3	0	0	distant : 15.4128

