

AI - Assignment 4

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Performance of the solvers and the heuristics

Greedy Search				
Puzzle Configuration	Heuristic	Visited nodes	Time	Path cost
1	Manhattan Dist	263	0.012786647999746492s	17
2		521	0.03501868699822808s	68
3		77	0.002789849000691902s	23
1	Misplaced Tiles	499	0.025123793002421735s	39
2		59	0.002152732999093132s	30
3		49	0.0013738689995079767s	17

A Star Search				
Puzzle Configuration	Heuristic	Visited nodes	Time	Path cost
1	Manhattan Dist	777	0.01950813400253537s	17
2		18013	5.666766545000428s	30
3		145	0.005291168999974616s	15
1	Misplaced Tiles	1397	0.06638683799974388s	17
2		367995	3522.8440340510024s	30
3		483	0.021892536999075674s	15

When is A* complete ?

When does A* end the search process ?