

## Resultaat Dijkstra 1.0 (*shortest path*)

Netlist	Map 1 25 Gates 13/18	Map 2 50 Gates 17/18
1	25 / 30 = 83,33%	
2	27 / 40 = 67,50%	
3	26 / 50 = 52,00%	
4		34 / 50 = 68,00%
5		38 / 60 = 63,33%
6		37 / 70 = 52,29%

## Resultaat Dijkstra 2.0 (*evade gates*)

Netlist	Map 1 25 Gates 13/18	Map 2 50 Gates 17/18
1	24 / 30 = 80,00%	
2	25 / 40 = 62,50%	
3	25 / 50 = 50,00%	
4		32 / 50
5		37 / 60
6		37 / 70 = 52,29%

## Resultaat A\* (*priority = steps + distance to goal*)

Netlist	Map 1 25 Gates 13/18	Map 2 50 Gates 17/18
1	26 / 30	
2	28 / 40	
3	30 / 50	
4		32 / 50
5		40 / 60
6		40 / 70

**Resultaat A\* (*priority = steps + distance to goal + cheap depth + expensive passing gate*)**

Netlist	Map 1 25 Gates 13/18	Map 2 50 Gates 17/18
1	30/30 (weight > 6)	
2	40/40 (weight > 8 and weight < 50)	
3	49/50 (weight > 50)	
4		50/50 (weight > 2)
5		58/60 (weight > 16 and weight < 26)
6		66/70 (weight > 6 and weight < 9) 66/70 (weight > 24)

**Resultaat A\* (*priority = steps + distance to goal + cheap depth + expensive passing gate + netlist priority + re-draw failed lines by making space*) + Resultaat Dijkstra (*Use dijkstra to find the shortest path after a solution has been found*)**

Netlist	Map 1 25 Gates 13/18	Map 2 50 Gates 17/18
1	30/30 = 100,00%	
2	40/40 = 100,00%	
3	50/50 = 100,00%	
4		50/50 = 100,00%
5		60/60 = 100,00%
6		70/70 = 100,00%