Artificial Intelligence Assignment I Report

*note: That the number of nodes visited includes the root and end goal

A.

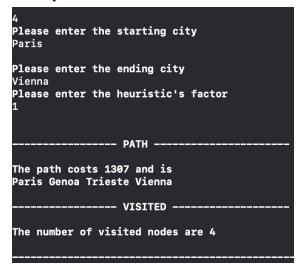
• BFS

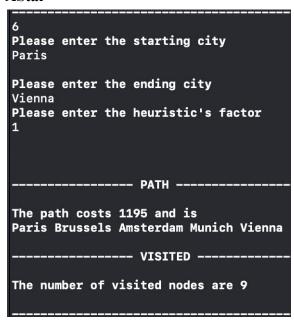
Please enter the starting city Paris			
Please enter the ending city Vienna			
PATH			
the path is Paris Genoa Trieste Vienna and it costs 1307			
VISITED			
The number of visited nodes are 13			

• UCS

5 Please enter the starting city Paris				
Please enter the ending city Vienna				
PATH				
The path costs 1195 and is Paris Brussels Amsterdam Munich Vienna				
VISITED				
The number of visited nodes are 15				

• Greedy

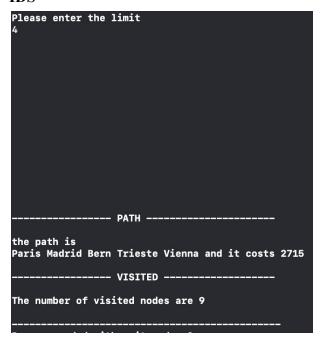




• DFS

PATH				
the path is Paris Madrid Bern Trieste Vienna and it costs 2715				
VISITED				
The number of visited nodes are 12				

• IDS



• Data Summary

	BFS	USC	Greedy	Astar	DFS	IDS
Nodes	13	15	4	9	12	9
Cost	1307	1195	1307	1195	2715	2715

The order of the number of nodes generated was:

Greedy, Astar and IDS, DFS, BFS, USC

The order of cost in ascending order was:

BFS and Greedy, Astar and USC, and IDS and DFS

Remarks:

This shows us that the goal node from Paris to vienna was deeper and more to the left (since DFS created less nodes), but that the DFS was much more costly than the BFS

Also, we can conclude from this that the heuristic cost (h) (Greedy) was the most successful than the heuristic + the node's cost to reach from the start node (h+g) (Astar) in both cost and number of nodes

We also concluded that the IDS was better in terms of number of nodes generated (for the last level not in total) was less than that of DFS and was less expensive than DFS.

Additionally, out of USC, Greedy, Astar the order of better cost and less nodes visited were Greedy, Astar, USC.

B.

• Breadth nodes < Depth nodes Hamburg -> Vienna

Breadth:

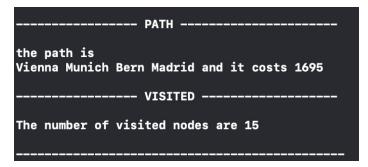
PATH
the path is Hamburg Amsterdam Munich Vienna and it costs 1144
VISITED
The number of visited nodes are 10

Depth:

PATH
the path is Hamburg Berlin Warsaw Vienna and it costs 991
VISITED
The number of visited nodes are 15

• Depth nodes < Breadth nodes Vienna -> Madrid

Breadth:



Depth:

PATH
the path is Vienna Trieste Genoa Madrid and it costs 1629
VISITED
The number of visited nodes are 7

I. Factor = 0.5

• Greedy

```
Please enter the starting city
Paris

Please enter the ending city
Vienna
Please enter the heuristic's factor
0.5

The path costs 1307 and is
Paris Genoa Trieste Vienna

The number of visited nodes are 13
```

II. Factor = 1.0

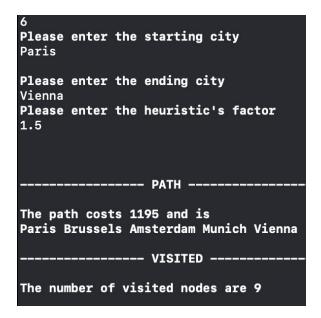
• Greedy

6 Please Paris	enter	the	starting	city	
Please Vienna	enter	the	ending ci	ity	
Please 1.0	enter	the	heuristic	e's factor	
PATH					
The path costs 1195 and is Paris Brussels Amsterdam Munich Vienna					
The number of visited nodes are 9					

III. Factor = 1.5

• Greedy

4 Please enter the starting city Paris				
Please enter the ending city Vienna				
Please enter the heuristic's factor 1.5				
PATH				
The path costs 1307 and is Paris Genoa Trieste Vienna				
VISITED				
The number of visited nodes are 4				



Factor	0.5	1.0	1.5
Greedy Cost	1307	1307	1307
Greedy Nodes	13	4	4
Astar Cost	1195	1195	1195
Astar Nodes	15	9	9

Conclusion:

Here we can see that when the heuristic factor increased, the number of nodes visited decreased and the cost stayed the same.