

# HEURISTIC ANALYSIS

## *Problems Definition & Result Matrix:*

- Air Cargo Action Schema:

...

Action(Load( $c, p, a$ ),

PRECOND:  $At(c, a) \wedge At(p, a) \wedge Cargo(c) \wedge Plane(p) \wedge Airport(a)$

EFFECT:  $\neg At(c, a) \wedge In(c, p)$ )

Action(Unload( $c, p, a$ ),

PRECOND:  $In(c, p) \wedge At(p, a) \wedge Cargo(c) \wedge Plane(p) \wedge Airport(a)$

EFFECT:  $At(c, a) \wedge \neg In(c, p)$ )

Action(Fly( $p, from, to$ ),

PRECOND:  $At(p, from) \wedge Plane(p) \wedge Airport(from) \wedge Airport(to)$

EFFECT:  $\neg At(p, from) \wedge At(p, to)$ )

...

- Problem 1 initial state and goal:

...

Init( $At(C1, SFO) \wedge At(C2, JFK)$

$\wedge At(P1, SFO) \wedge At(P2, JFK)$

$\wedge Cargo(C1) \wedge Cargo(C2)$

$\wedge Plane(P1) \wedge Plane(P2)$

$\wedge Airport(JFK) \wedge Airport(SFO))$

Goal( $At(C1, JFK) \wedge At(C2, SFO)$ )

...

## *Optimal Plan:*

Load( $C1, P1, SFO$ )

Load( $C2, P2, JFK$ )

Fly( $P2, JFK, SFO$ )

Unload( $C2, P2, SFO$ )

Fly( $P1, SFO, JFK$ )

Unload( $C1, P1, JFK$ )

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
breadth_first_search	Yes	6	0.052	180	43	56
depth_first_graph_search	No	20	0.029	84	21	22
greedy_best_first_graph_search h_1	Yes	6	0.01	28	7	9

*In Problem 1, greedy\_best\_first\_graph\_search h\_1 performs best , highly efficiency and consumed least amount of memory(node expand). BFS optimum result but takes more time and*

consume more memory. *Depth\_first\_graph\_search* didn't optimize result but it consume less time and memory than *BFS*.

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
astar_search h_1						
astar_search h_ignore_pre conditions						

- Problem 2 initial state and goal:

...

$Init(At(C1, SFO) \wedge At(C2, JFK) \wedge At(C3, ATL)$   
 $\wedge At(P1, SFO) \wedge At(P2, JFK) \wedge At(P3, ATL)$   
 $\wedge Cargo(C1) \wedge Cargo(C2) \wedge Cargo(C3)$   
 $\wedge Plane(P1) \wedge Plane(P2) \wedge Plane(P3)$   
 $\wedge Airport(JFK) \wedge Airport(SFO) \wedge Airport(ATL))$   
 $Goal(At(C1, JFK) \wedge At(C2, SFO) \wedge At(C3, SFO))$

## Optimal Plan

$Load(C1, P1, SFO)$   
 $Load(C2, P2, JFK)$   
 $Load(C3, P3, ATL)$   
 $Fly(P2, JFK, SFO)$   
 $Unload(C2, P2, SFO)$   
 $Fly(P1, SFO, JFK)$   
 $Unload(C1, P1, JFK)$   
 $Fly(P3, ATL, SFO)$   
 $Unload(C3, P3, SFO)$

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
breadth_first_search	Yes	9	11.86	30509	3343	4609
depth_first_graph_search	No	619	4.99	5602	624	625
greedy_best_first_graph_search h_1	No	17	3.40	8910	990	992

The table shows *depth\_first\_graph\_search* and *greedy\_best\_first\_graph\_search h\_1* have no optimal result, execute quickly and consume less memory. *depth\_first\_graph\_search* output large

plane Length. Breadth\_first\_search reach optimal solution and the Node expand more than two other algorithms.

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
astar_search h_1						
astar_search h_ignore_preconditions						

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- Problem 3 initial state and goal:

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$Init(At(C1, SFO) \wedge At(C2, JFK) \wedge At(C3, ATL) \wedge At(C4, ORD)$   
 $\wedge At(P1, SFO) \wedge At(P2, JFK)$   
 $\wedge Cargo(C1) \wedge Cargo(C2) \wedge Cargo(C3) \wedge Cargo(C4)$   
 $\wedge Plane(P1) \wedge Plane(P2)$   
 $\wedge Airport(JFK) \wedge Airport(SFO) \wedge Airport(ATL) \wedge Airport(ORD))$   
 $Goal(At(C1, JFK) \wedge At(C3, JFK) \wedge At(C2, SFO) \wedge At(C4, SFO))$   
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*Optimal Plan:*

Load(C1, P1, SFO)  
 Load(C2, P2, JFK)  
 Fly(P2, JFK, ORD)  
 Load(C4, P2, ORD)  
 Fly(P1, SFO, ATL)  
 Load(C3, P1, ATL)  
 Fly(P1, ATL, JFK)  
 Unload(C1, P1, JFK)  
 Unload(C3, P1, JFK)  
 Fly(P2, ORD, SFO)  
 Unload(C2, P2, SFO)  
 Unload(C4, P2, SFO)

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
breadth_first_search	Yes	12	59.71	129631	14663	18098
depth_first_graph_search	No	392	2.47	3364	408	409

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
greedy_best_first_graph_search h_1	No	22	25.08	49429	5614	5616

*The table shows again depth\_first\_graph\_search and greedy\_best\_first\_graph\_search h\_1 have no optimal result but execute quickly and consume less memory. depth\_first\_graph\_search output large plane Length. Breadth\_first\_search reach optimal solution and the Node expand more than two other algorithms.*

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
astar_search h_1						
astar_search h_ignore_pre conditions						

*References:*

*<http://aima.cs.berkeley.edu/2nd-ed/newchap11.pdf>*