HEURISTIC ANALYSIS

Problems Definition & Result Matrix:

- Air Cargo Action Schema:

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Action(Load(c, p, a),
	PRECOND: At(c, a) ∧ At(p, a) ∧ Cargo(c) ∧ Plane(p) ∧ Airport(a)
	EFFECT: ¬ At(c, a) ∧ In(c, p))
Action(Unload(c, p, a),
	PRECOND: In(c, p) ∧ At(p, a) ∧ Cargo(c) ∧ Plane(p) ∧ Airport(a)
	EFFECT: At(c, a) ∧ ¬ In(c, p))
Action(Fly(p, from, to),
	PRECOND: At(p, from) ∧ Plane(p) ∧ Airport(from) ∧ Airport(to)
	EFFECT: ¬ At(p, from) ∧ At(p, to))
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- Problem 1 initial state and goal:

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Init(At(C1, SFO) ∧ At(C2, JFK)
	∧ At(P1, SFO) ∧ At(P2, JFK)
	∧ Cargo(C1) ∧ Cargo(C2)
	∧ Plane(P1) ∧ Plane(P2)
	∧ Airport(JFK) ∧ Airport(SFO))
Goal(At(C1, JFK) ∧ At(C2, SFO))
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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	Yes	6	0.061	224	55	57
astar_search h_ignore_preconditions	Yes	6	0.059	43	41	170

This table shows astar_search h_1 and astar_search h_ignore_preconditions both converge to a optimal value spent almost same time but astar_search h_ignore_preconditions consume less memory.

- Problem 2 initial state and goal:
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Init(At(C1, SFO) ∧ At(C2, JFK) ∧ At(C3, ATL)
∧ At(P1, SFO) ∧ At(P2, JFK) ∧ At(P3, ATL)
∧ Cargo(C1) ∧ Cargo(C2) ∧ Cargo(C3)
∧ Plane(P1) ∧ Plane(P2) ∧ Plane(P3)
∧ Airport(JFK) ∧ Airport(SFO) ∧ Airport(ATL))
Goal(At(C1, JFK) ∧ At(C2, SFO) ∧ 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

Search Method	Optimality	Plane Length	Time Elapsed	New nodes	# Node Expand	Goal Tests
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	Yes	9	16.82	44030	4852	16.82
astar_search h_ignore_preconditions	Yes	9	6.084	13303	1450	1452

This Table shows the heuristic search have better result than none-heuristic search. astar_search h_1 and astar_search h_ignore_preconditions have optimal result. astar_search h_ignore_preconditions spent less time and less memory.

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- Problem 3 initial state and goal:

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Init(At(C1, SFO) ∧ At(C2, JFK) ∧ At(C3, ATL) ∧ At(C4, ORD)
∧ At(P1, SFO) ∧ At(P2, JFK)
∧ Cargo(C1) ∧ Cargo(C2) ∧ Cargo(C3) ∧ Cargo(C4)
∧ Plane(P1) ∧ Plane(P2)
∧ Airport(JFK) ∧ Airport(SFO) ∧ Airport(ATL) ∧ Airport(ORD))
Goal(At(C1, JFK) ∧ At(C3, JFK) ∧ At(C2, SFO) ∧ 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
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	Yes	12	77.17	159716	18235	18237
astar_search h_ignore_preconditions	Yes	12	25.27	4494	5040	5042

In this table we can see astar_search h_1 and astar_search h_ignore_preconditions both converge to a optimal result. astar_search h_ignore_preconditions significantly spent less time and less memory.

Conclusion

Base on this experiment astar_search h_ignore_preconditions perform the best time efficiency in converge to a optimal value. So in a time important case we use astar_search h_ignore_preconditions. In less literal problem, none-heuristic search performs best. breadth_first_search guarantee have optimal value and if cost time is more important case we use greedy_best_first_graph_search h_1.

References:

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