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Abstract

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1 Introduction

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1.1 A* search algorithm

The following is an excerpt from Wikipedia `https://en.wikipedia.org/wiki/A*_search_algorithm`.

A* is an informed search algorithm, or a best-first search, meaning that it solves problems by searching among all possible paths to the solution (goal) for the one that incurs the smallest cost (least distance travelled, shortest time, etc.). It is an extension of Edsger Dijkstra's 1959 algorithm. A* selects the path that minimses:

$$f(n) = g(n) + h(n) \tag{1}$$

where n is the last node on the path, $g(n)$ is the cost of the path from the start node to n, and $h(n)$ is a heuristic that estimates the cost of the cheapest path from n to the goal. The heuristic is problem-specific. For the algorithm to find the actual shortest path, the heuristic function must be admissible, meaning that it never overestimates the actual cost to get to the nearest goal node.

Typical implementation of A* use a priority queue to perform the repeated selection of minimum (estimated) cost nodes to expand.

2 dataset

2.1 real weather update

Real weather is updated not on an hourly basis–: but 4-2-4-2-4-2: 3-6, 7-8, 9-12, 13-14, 15-18, 19-20.

Notation	meaning
xid, yid	

Table 1: Results of 3D performance evaluation on mean coverage (higher is better) and center error (lower is better).

Configuration	train (prev 12-05)		test
	mins	crash	min
Straight Line	51318	31	69376
A* 2D	51318	31	65656
A* 3D(risky)	**43010**	**21**	65720
A* 3D(conservative)	48874	29	**62766** [1]

Table 2: Results of 3D performance evaluation on mean coverage (higher is better) and center error (lower is better).

3 Experiments

3.1 Notations

3.2 Baselines

Straight lines
:

A* 2D
A* 3D: risky scheme
A* 3D: conservative scheme

References