

AI - ASSIGNMENT 3:

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1. Environment Description:

Routing Problem: A problem to find a route between locations on a `Map` given a start and end location. Various search algorithms are implemented on the environment to calculate the most efficient route from start to end location on given map.

2. Environment Type:

- Fully Observable
- Single Agent
- Deterministic
- Static
- Discrete

3. Agent Sensor Inputs:

- Current State
- Map
- Next State

4. Agent Actions:

- Routing to next state based on above given sensor inputs
- Check if state reached is goal state
- Calculate path cost from start state from current state (cost = distance of route)
- Implement search algorithms to perform routing

5. Performance Measure:

- +1 – edge exists between current state and next state
- 0 – no edge exists between current state and next state

6. Sample Search Tree:

