# **Optimal Plans and Search Results for Problems**

#### Problem 1

Search	Expansions	Goal Tests	New Nodes	Plan length	Time	Optimal
breadth_firs t_search	43	56	180	6	0.034926917 00012074	Y
breadth_firs t_tree_searc h	1458	1459	5960	6	0.942795344 9994675	Y
depth_first_ graph_searc h	21	22	84	20	0.016273938 99980234	N
depth_limite d_search	101	271	414	50	0.095486995 99690735	N
uniform_cos t_search	55	57	224	6	0.040744327 99825445	Y
recursive_b est_first_sea rch h_1	4229	4230	17023	6	2.869758317 9964568	Y
greedy_best _first_graph _search h_1	7	9	28	6	0.006893670 004501473	Y
astar_searc h h_1	55	57	224	6	0.040410083 99508428	Υ
astar_searc h h_ignore_pr econditions	41	43	170	6	0.041996167 004981544	Y
astar_searc h h_pg_levels um	11	13	50	6	0.981356162 999873	Y

#### Optimal Plan

Load(C1, P1, SF0) Load(C2, P2, JFK) Fly(P2, JFK, SF0) Unload(C2, P2, SF0) Fly(P1, SF0, JFK) Unload(C1, P1, JFK)

In this case, All search models could find solution except depth-depend searches. And greedy\_best\_first\_graph\_search h\_1 model found the optimal solution by shortest time.

## Problem 2

Search	Expansions	Goal Tests	New Nodes	Plan length	Time	Optimal		
breadth_firs t_search	3343	4609	30509	9	18.07571472 300333	Υ		
breadth_firs t_tree_searc h	N/A it takes longer than 10 minutes to run							
depth_first_ graph_searc h	624	625	5602	619	3.807886947 00459	N		
depth_limite d_search	N/A it takes longer than 10 minutes to run							
uniform_cos t_search	4852	4854	44030	9	13.03269508 5996238	Υ		
recursive_b est_first_sea rch h_1	N/A it takes longer than 10 minutes to run							
greedy_best _first_graph _search h_1	990	992	8910	15	2.726652552 9994396	N		
astar_searc h h_1	4852	4854	44030	9	12.49191912 0999228	Υ		
astar_searc h h_ignore_pr econditions	1450	1452	13303	9	5.486802405 001072	Y		
astar_searc h h_pg_levels um	86	88	841	9	188.9990039 4400174	Y		
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)								

In this case, astar\_search h\_ignore\_preconditions model made a best performance. Some models took longer than 10 minutes. So, they couldn't finish search.

## Problem 3

Search	Expansions	Goal Tests	New Nodes	Plan length	Time	Optimal	
breadth_firs t_search	14663	18098	129631	12	146.7356279 6100305	Y	
breadth_firs t_tree_searc h	N/A it takes longer than 10 minutes to run						
depth_first_ graph_searc h	408	409	3364	392	2.467430018 0049613	N	
depth_limite d_search	N/A it takes longer than 10 minutes to run						
uniform_cos t_search	18235	18237	159716	12	86.16590857 499978	Y	
recursive_b est_first_sea rch h_1	N/A it takes longer than 10 minutes to run						
greedy_best _first_graph _search h_1	5614	5616	49429	22	21.62651431 7002147	N	
astar_searc h h_1	18235	18237	159716	12	91.02503750 899632	Y	
astar_searc h h_ignore_pr econditions	5040	5042	44944	12	24.72490674 499568	Y	
astar_searc h h_pg_levels um	N/A it takes longer than 10 minutes to run						
			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)							

In this case, as same as previous problem, astar\_search h\_ignore\_preconditions model made a best performance. Because this problem was more complex than other, a lot of models took longer time than before.

# **Conclusion**

breadth\_first\_search, uniform\_cost\_search, astar\_search h\_1 and astar\_search h\_ignore\_preconditions always found the optimal solution. In simple problem, breadth\_first\_search and uniform\_cost\_search could find a solution efficiently. But, when the problem gets complicated, star\_search made a best performance.

And depth-depend searches always made small expansions and also these took short time. But, depth-first search does not guarantee optimality. It makes sense. According to our video lessons from AIND, it can't ensure that the solution will be the shortest path. Because, when the depth-first search find a solution, it finished searching although other path could be optimal solution.

So, Considering expansions and time, In this problems, choosing astar\_search h\_ignore\_preconditions was best choice. But, actually, astar\_search h\_pg\_levelsum is more powerful than astar\_search h\_ignore\_preconditions. But, it took long time. So, I could find a solution in problem 3. I think it may be due to a complexity of this model. In conclusion, astar search h ignore preconditions is a universal model.