

CNG 462 Artificial Intelligence Assignment 1

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Version 1

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Applying UCS for treasure map:
Starting Point: Cost is 0
Starting Point - Stormy Ocean: Cost is 4
Starting Point - Forest: Cost is 7
Stormy Ocean - Desert: Cost is 8
Forest - Treasure: Cost is 11

Applying A* for treasure map:
Starting Point: Cost is 0
Starting Point - Stormy Ocean: Cost is 4
Starting Point - Forest: Cost is 7
Forest - Treasure: Cost is 11
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Version 2

UCS

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Applying UCS for Reze 1:
("[1, 1]", [1, 2]"): Cost is 1
("[1, 1]", [1, 2]"): Cost is 7
("[1, 1]", [1, 2]"): Lost is 7
("[1, 1]", [1, 2]", [1, 3]"): Cost is 3
("[1, 1]", [1, 2]", [1, 3]"): Cost is 11
("[1, 1]", [1, 2]", [1, 3]"): Cost is 18
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]"): Cost is 23
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]"): Cost is 35
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]"): Cost is 56
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]"): Cost is 56
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]"): Cost is 56
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]"): Cost is 56
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]"): Cost is 56
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 4]": Cost is 57
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 4]": Cost is 77
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]": Cost is 78
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]": Cost is 78
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]": Cost is 78
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]": Cost is 78
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]": Cost is 78
("[1, 1]", [1, 2]", [1, 3]", [2, 3]", [3, 3]", [3, 4]", [3, 5]", [3, 6]", [2, 6]", [3, 6]", [2, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3, 6]", [3,
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Applying Ar for Naze 1:

[**Pl. 17**, **Il. 27**; tost is 9

[**Pl. 17**, **Il. 27**, **Il. 27**; tost is 18

[**Pl. 18**, **Il. 27**, **Il. 31**; tost is 18

[**Pl. 18**, **Il. 27**, **Il. 31**; tost is 18

[**Pl. 18**, **Il. 27**, **Il. 31**; tost is 24

[**Pl. 18**, **Il. 21**, **Il. 31**, **Il. 31**; tost is 28

[**Pl. 18**, **Il. 21**, **Il. 31**, **Il. 31**; tost is 28

[**Pl. 18**, **Il. 21**, **Il. 31**, **Il. 31**
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BFS

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Applying BFS for Maze 1:
Path: ['[1, 1]']
Path: ['[1, 1]', '[1, 2]']
Path: ['[1, 1]', '[2, 1]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[5, 3]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[6, 2]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[3, 6]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]']
Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[6, 2]', '[7, 2]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[3, 6]', '[2, 6]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[5, 5]', '[3, 6]', '[2, 6]']

Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]']

Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[6, 2]', '[7, 2]', '[7, 1]']

Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[5, 6]', '[2, 6]', '[1, 6]']

Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[6, 2]', '[7, 2]', '[7, 1]', '[8, 1]']

Path: ['[1, 1]', '[2, 1]', '[3, 1]', '[4, 1]', '[5, 1]', '[5, 2]', '[6, 2]', '[7, 2]', '[7, 1]', '[8, 1]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[3, 6]', '[2, 6]', '[1, 6]', '[1, 7]']
  Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]', '[7, 4]', '[7, 5]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]', '[7, 4]', '[8, 4]']
 Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[3, 6]', '[2, 6]', '[1, 6]', '[1, 7]', '[1, 8]']
Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]', '[7, 4]', '[7, 5]', '[7, 6]']
 Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[3, 5]', '[3, 6]', '[2, 6]', '[1, 6]', '[1, 7]', '[1, 8]', '[2, 8]']

Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]', '[7, 4]', '[7, 5]', '[7, 6]', '[7, 7]']

Path: ['[1, 1]', '[1, 2]', '[1, 3]', '[2, 3]', '[3, 3]', '[3, 4]', '[4, 4]', '[5, 4]', '[6, 4]', '[7, 4]', '[8, 4]', '[8, 3]', '[9, 3]']
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