

# Seminarska naloga 2



### **Povezave**

https://s3-us-west-2.amazonaws.com/secure.notion-static.com/99cfb413-0ff2-4314-b90d-e03d1f0d6b01/Umetna\_inteligenca\_ Seminarska\_2.pdf

# **Opis pristopa**

Podan labirint lahko pretvorimo v graf za katerega definiramo tudi zacetno in koncno vozlisce, ter seznam vmesnih vozlisc (zakladov), ki jih moramo obiskati na podi od zacetnega do koncnega vozlisca.

Cilj naloge je torej najti optimalno zaporedje vmesnih vozlisc (oz. pot v grafu), ki minimizira ceno sprehoda.

K problemu sem se odlocil pristopiti tako, da sem razdelil celoten problem na dva dela:

- 1. iskanje najkrejse poti med posameznimi vozlisci, ki nas zanimajo (zacetno, koncno in vmesna)
- 2. iskanje optimalnega zaporedja vmesnih vozlisc, glede na dobljeno mnozico najkrajsih poti med vozlisci

Prvi problem lahko resimo z metodami iskanja najkrajse poti v grafih (bfs, dfs, A\*,..), drug problem pa je v resnici problem <u>trgovskega potnika</u> za katerega obstaja nekaj hevristicnih nacinov resevanja.

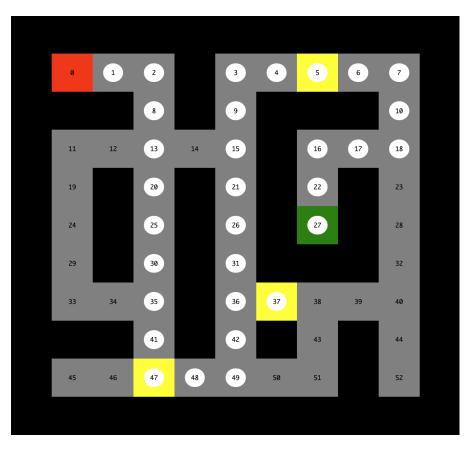
## Rezultati

Testiral sem na dveh algoritmih za iskanje poti v grafih (bfs, dfs), ter na dveh algoritmih za iskanje optimalnega zaporedja povezav med vmesnimi vozlisci (lokalno optimalno iskanje, pozresno iskanje).

Najboljo resitev dosezemo pri kombinaciji DFS algoritma in metode lokalne optimizacije:

▼ Labirint 1 (cena=116)

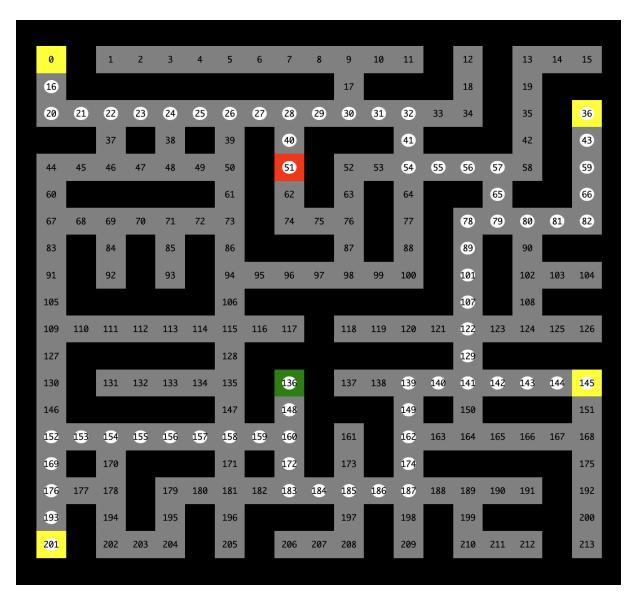
```
ALGORITHM: dfs
GREEDY (cost=299, path=0,1,2,8,13,12,11,19,24,29,33,34,35,41,47,47,41,35,34,33,29,24,19,11,12,13,14,15,9,3,4,5,5,4,3,9,15,14,13,12,11,1
LOCAL OPTIMUM (cost=254, path=0,1,2,8,13,12,11,19,24,29,33,34,35,41,47,47,48,49,50,51,43,38,39,40,32,28,23,18,10,7,6,5,4,3,9,15,21,26,3
ALGORITHM: bfs
GREEDY (cost=145, path=0,1,2,8,13,14,15,9,3,4,5,5,4,3,9,15,21,26,31,36,37,37,36,42,49,48,47,47,48,49,42,36,37,38,39,40,32,28,23,18,17,1
LOCAL OPTIMUM (cost=116, path=0,1,2,8,13,20,25,30,35,41,47,47,48,49,42,36,37,37,36,31,26,21,15,9,3,4,5,5,6,7,10,18,17,16,22,27)
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## ▼ Labirint 2 (cena=385)

ALGORITHM: dfs

ALGORITHM: bfs



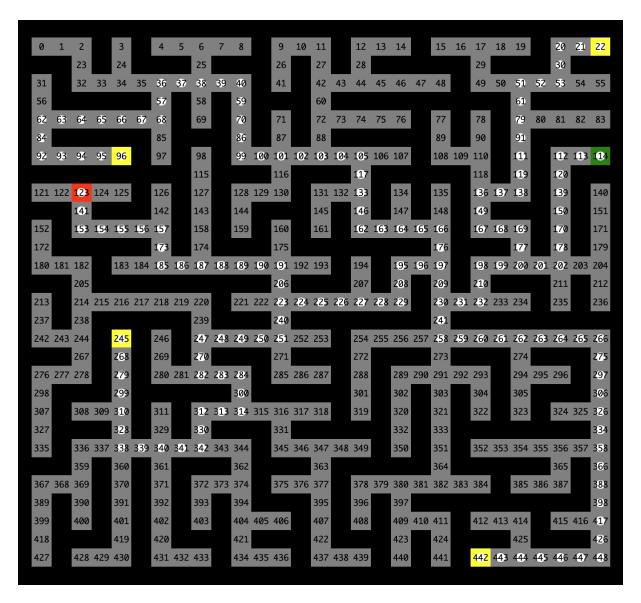
## ▼ Labirint 3 (cena=1057)

ALGORITHM: dfs

GREEDY (cost=1121, path=123,141,153,154,155,156,157,173,185,186,187,188,189,190,191,206,223,240,251,250,249,248,247,270,282,283,284,300 LOCAL OPTIMUM (cost=1057, path=123,141,153,154,155,156,157,173,185,186,187,188,189,190,191,206,223,240,251,250,249,248,247,270,282,283,

 ${\tt ALGORITHM:}\ {\tt bfs}$ 

GREEDY (cost=1121, path=123,141,153,154,155,156,157,173,185,186,187,188,189,190,191,206,223,240,251,250,249,248,247,270,282,283,284,300 LOCAL OPTIMUM (cost=1057, path=123,141,153,154,155,156,157,173,185,186,187,188,189,190,191,206,223,240,251,250,249,248,247,270,282,283,



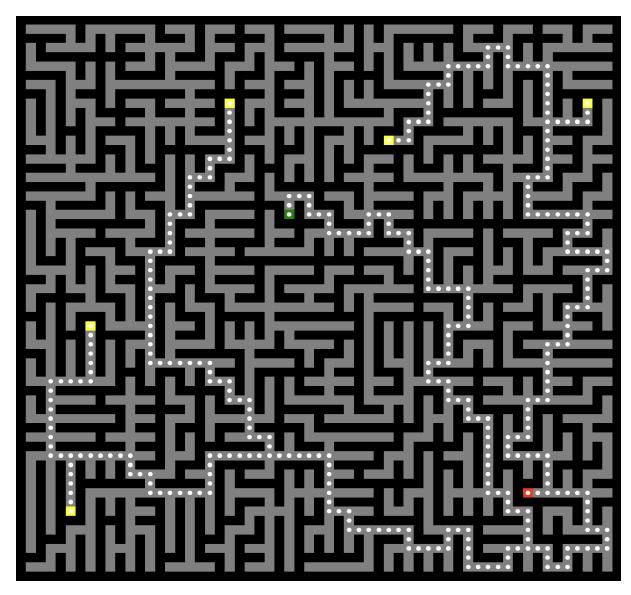
#### ▼ Labirint 4 (cena=2502)

ALGORITHM: dfs

GREEDY (cost=2502, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242,1199,1 LOCAL OPTIMUM (cost=2502, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242

ALGORITHM: bfs

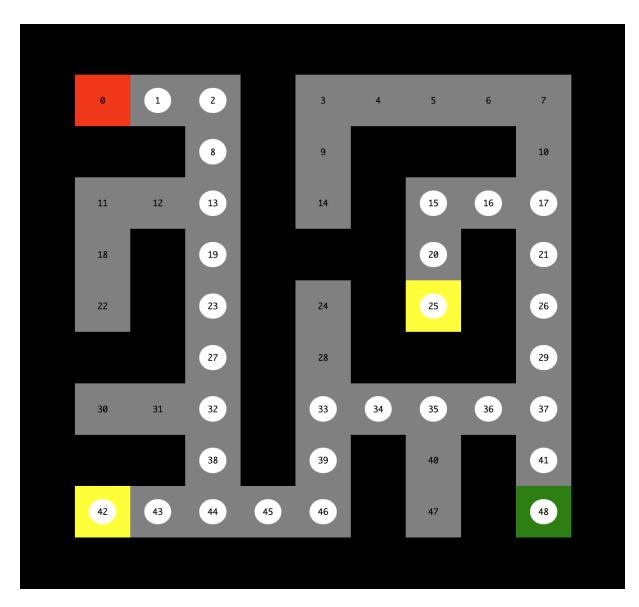
GREEDY (cost=2502, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242,1199,1 LOCAL OPTIMUM (cost=2502, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242



# ▼ Labirint 5 (cena=87)

ALGORITHM: dfs

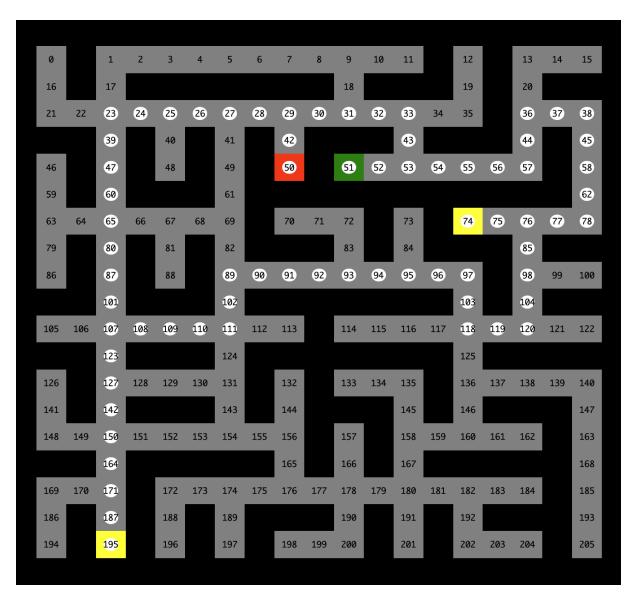
ALGORITHM: bfs



# ▼ Labirint 6 (cena=171)

ALGORITHM: dfs

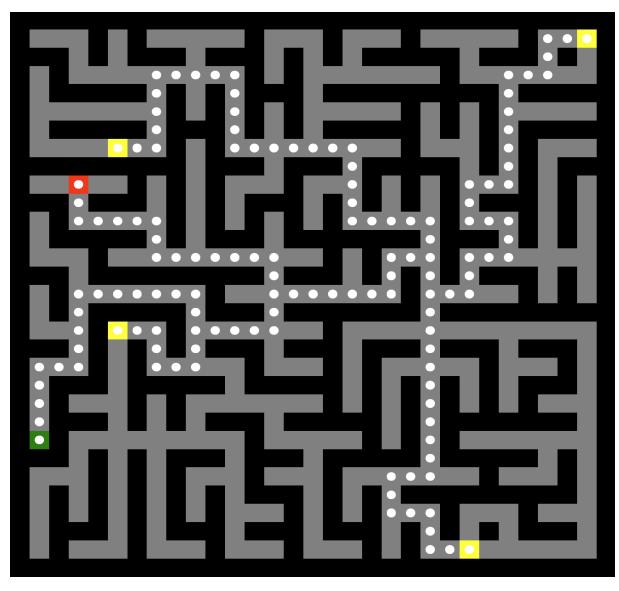
 ${\tt ALGORITHM:}\ {\tt bfs}$ 



## ▼ Labirint 7 (cena=586)

ALGORITHM: dfs

 ${\tt ALGORITHM:}\ {\tt bfs}$ 



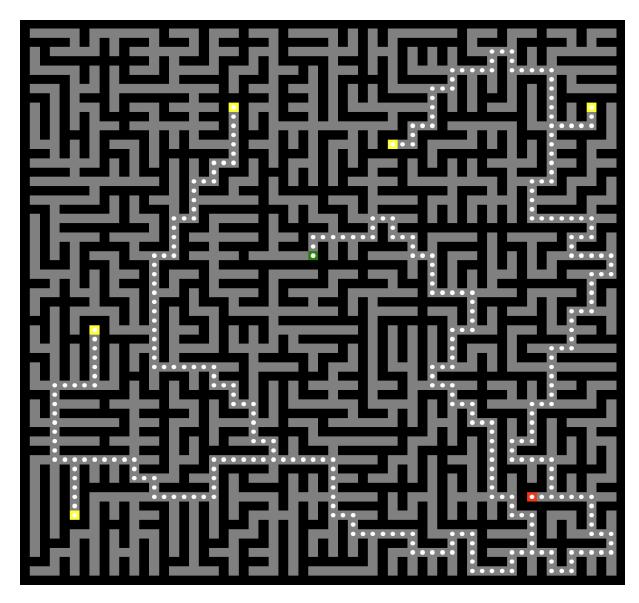
# ▼ Labirint 8 (cena=1566)

ALGORITHM: dfs

GREEDY (cost=1566, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242,1199,1 LOCAL OPTIMUM (cost=1566, path=1545,1546,1547,1501,1482,1448,1427,1426,1425,1424,1423,1377,1359,1360,1361,1320,1303,1261,1240,1241,1242

ALGORITHM: bfs

 $\begin{array}{l} \mathsf{GREEDY} \ \ (\mathsf{cost=}1566, \ \mathsf{path=}1545, 1546, 1547, 1501, 1482, 1448, 1427, 1426, 1425, 1424, 1423, 1377, 1359, 1360, 1361, 1320, 1303, 1261, 1240, 1241, 1242, 1199, 1242, 1242, 1244, 1$ 



# ▼ Labirint 9 (cena=203)

ALGORITHM: dfs

ALGORITHM: bfs

