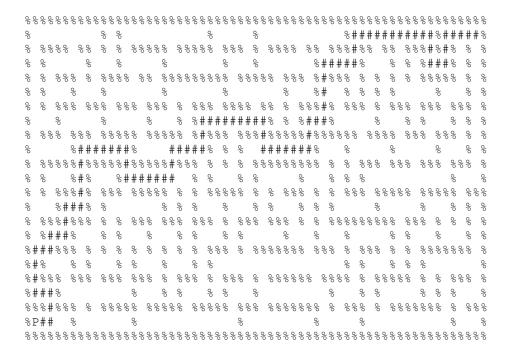
Vuong Khuat & Minh Vo
CS365 - AI & Machine Learning
Lab A - Search and Pathfinding
vdkhuat16_mbvo14_labA_report.pdf

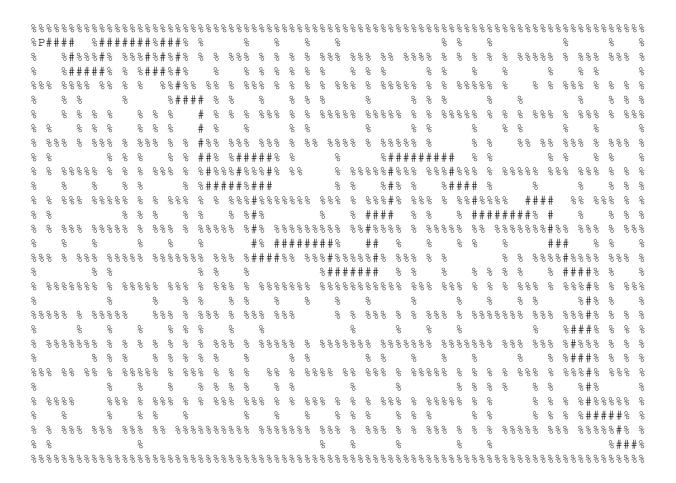
A) Results of running each of the functions on each of the three 1prize maze files:

- 1) Breadth-first search (single_bfs):
- 1prize-medium.txt:



The past cost of the solution is 94.

The number of nodes expanded by the search algorithm is 606.



The past cost of the solution is 148.

The number of nodes expanded by the search algorithm is 1255.

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```

The past cost of the solution is 45.

The number of nodes expanded by the search algorithm is 508.

- 2) Depth-first search (single_dfs):
- 1prize-medium.txt:

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$#$ ##$ $ $ $ #### $# $## $ $ $###$ $ $
8#8 888#888 888 888 8#888#8888#88 8 888#8 888#8 888 888 888 8
$#$$$ $$$#$$$$$ $$$$$#$ $$$ $$$ $$$$$##$$$$$#$$$$ $$$ $$$
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8# 8 8 8 # 8 8#8 8###8#8#8#8#8 8#####8 8 8 8 8
8###8 8 8 8 8 8 8 8 8 8 8 8 8 8
%P## % % % % % % % % %
```

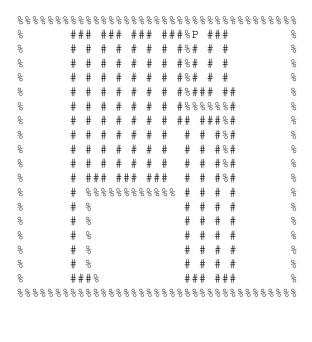
The past cost of the solution is 208.

The number of nodes expanded by the search algorithm is 339.

\$
%P ### % #####% % % % % % ######% % % %
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\$###\$#### \$#\$ \$#
\$\$\$ \$\$\$\$#\$\$#\$ \$# \$\$ \$\$ \$\$ \$\$ \$ \$ \$ \$ \$
8 8 8 ####8 ###8 8 8 8 8 8 8 8 8 8 8 8
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
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8 8 88888 8 8 8#888 8 8 888 888 8 888 8 88 8
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
8 8 888 88888 8#8 888 8 8 888 888888888
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8 8 888 88888 8#888 8 88888 8 8 888888 8 8 888888
8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
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8 8 ### 8 8 ########## 8 8 8 8 8 8 8 8
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8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
8 8888888 8 8 8 8 8#8 8 8888 8 888888#8 888888
8 8 8 8 8 8 8 8 8 # # # # 8 # 8 8 8 8 8
\$\text{8}\text
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8 8888 888#8 8 888#8 8 888 888#8#8#888 8 8 8 88888 8 8 8 8 8 8 8 8 8 8 8 8
8 8 888 888 884 8848888888888888888888
<u> </u>

The past cost of the solution is 264.

The number of nodes expanded by the search algorithm is 438.



The past cost of the solution is 169.

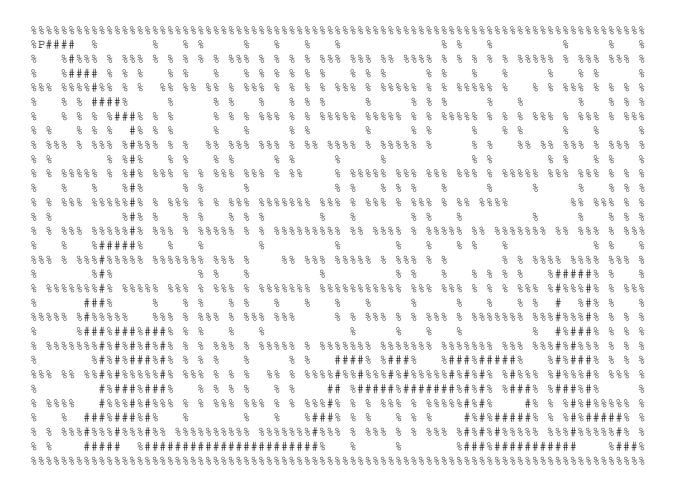
The number of nodes expanded by the search algorithm is 283.

- 3) Greedy best-first search (single_gbfs):
- 1prize-medium.txt:

```
$#$ ##$ $ $ $ #### $#####$ $ $ $ $###$ $ $
$#$ $$$#$$$ $$$ $$$ $#$$$#$$$$#$$ $ $$$ $ $$$ $ $$$ $$$
$#$$$ $$$#$$$$$ $$$$$#$ $$$ $$$ $$$$$ $$$$$ $$$$$ $$$$ $$$
$#$$$$$ $$$$$#$$$$#$$$$ $ $ $ $$$$$$$$ $ $ $ $$$$ $$$ $$$
8# 8 88 888 888 888 888
8#8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
%P## % % % % % % %
```

The past cost of the solution is 114.

The number of nodes expanded by the search algorithm is 133.



The past cost of the solution is 222.

The number of nodes expanded by the search algorithm is 277.

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```

The past cost of the solution is 45.

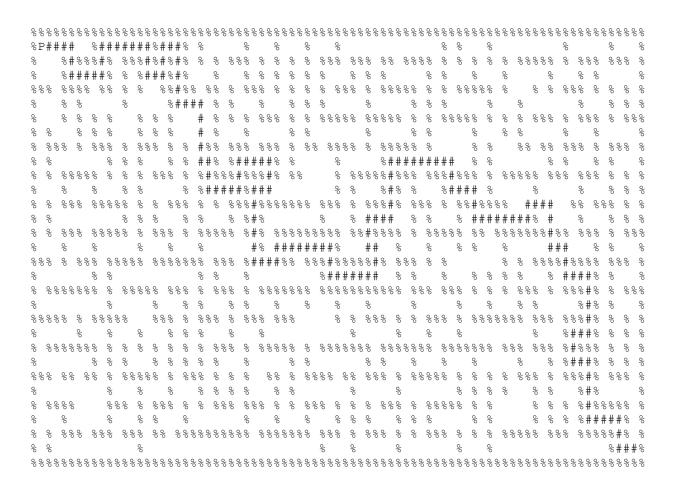
The number of nodes expanded by the search algorithm is 148.

- 4) A* search (single_astar):
- 1prize-medium.txt:

```
8 8 8 8 8 8 #### 8##### 8 8 8 8###8 8 8
8 8 8 8 8 ####8 8 8 8 8 8 8 8 8 8
$ $ $$$ $$$ $$$ $$$ $$$ $ $$$ $ $$$$#$$ $ $ $$$ $ $$$ $ $$$ $ $$$
$ $ $ $ $ $########$$$ $ $ $ $ $ $ $ $
8 8 8 8 8 8 8 8 8 8 8 8
%P## % % % % % % %
```

The past cost of the solution is 94.

The number of nodes expanded by the search algorithm is 301.



The past cost of the solution is 148.

The number of nodes expanded by the search algorithm is 1112.

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   #%
   ##%
```

The past cost of the solution is 45.

The number of nodes expanded by the search algorithm is 236.

B) Multiple prize – Heuristic for A* search:

1) Explanation:

The idea is to calculate the Manhattan distances between every pair of prizes, including the current location of the agent. After having calculated the distances of all the pairs, it will get the smallest distance. The algorithm then estimates the cost to reach the goal from the current position by multiplying the shortest distance by the number of prizes left.

2) Admissibility:

The actual total cost will contain pairs of prizes between which distances must be larger than the smallest distance. Thus, by estimating the cost to reach the goal to be the product of the smallest distance and the number of prizes, the function never overestimates the actual cost. Therefore, our heuristic is admissible.

3) Does it lead to an optimal solution?

No, the heuristic does not lead to an optimal solution.

If the solution is optimal, the heuristic must be consistent. That is, for all node n and for any node n' of n generated by any action a, it must be that $h(n) \le c(n, a, n') + h(n')$. Since the cost of all our actions is 1, the inequality becomes $h(n) \le 1 + h(n')$.

Let min_1 be the minimum distance calculated by h(n) and let min_2 be the minimum distance calculated by h(n') and suppose there are 3 prizes on the map. Then, $h(n) = 3min_1$, and $h(n') = 3min_2$.

Now, if min1 is the distance between the agent's current location and some prize, and moving towards that prize lands the agent at n', then $\min_2 = \min_1 - 1$, as each move can only bring the agent 1 unit closer. Thus, $h(n') = 3\min_2 = 3(\min_1 - 1) = 3\min_1 - 3$, and so. Since $h(n) = 3\min_1$, in this case the inequality for consistency does not hold.

C) Results of using A* search to solve multi-prize mazes (multi_astar):

- multiprize-tiny.txt:

The past cost of the solution is 44.

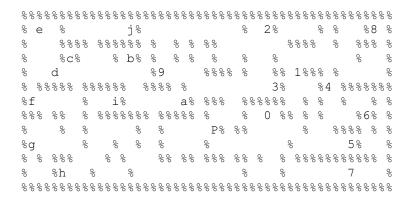
The number of nodes expanded by the search algorithm is 90.

- multiprize-small.txt:

The past cost of the solution is 165.

The number of nodes expanded by the search algorithm is 628.

- multiprize-medium.txt:



The past cost of the solution is 240.

The number of nodes expanded by the search algorithm is 1048.