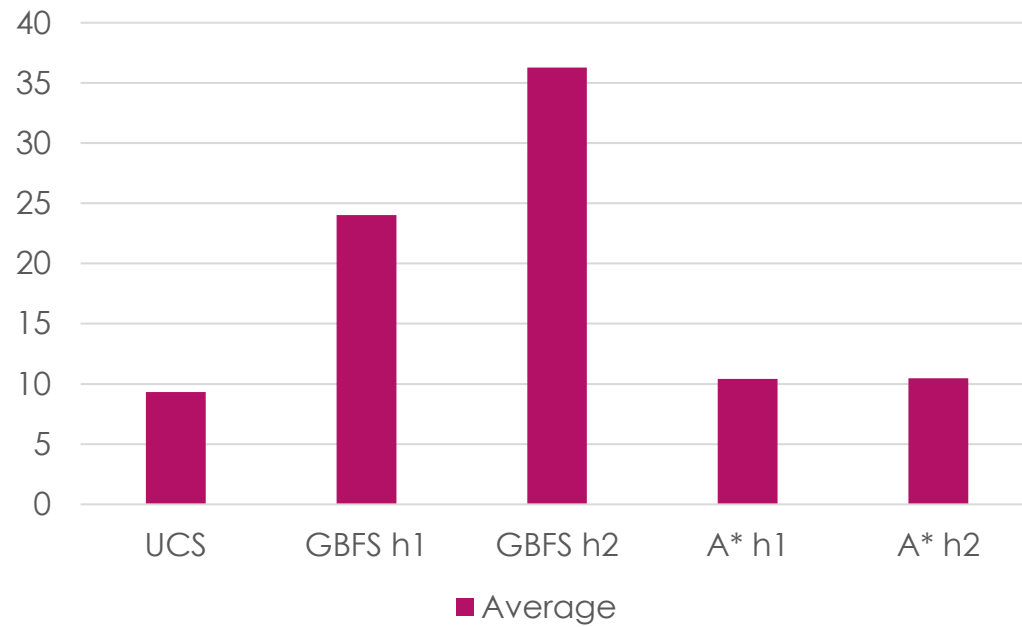


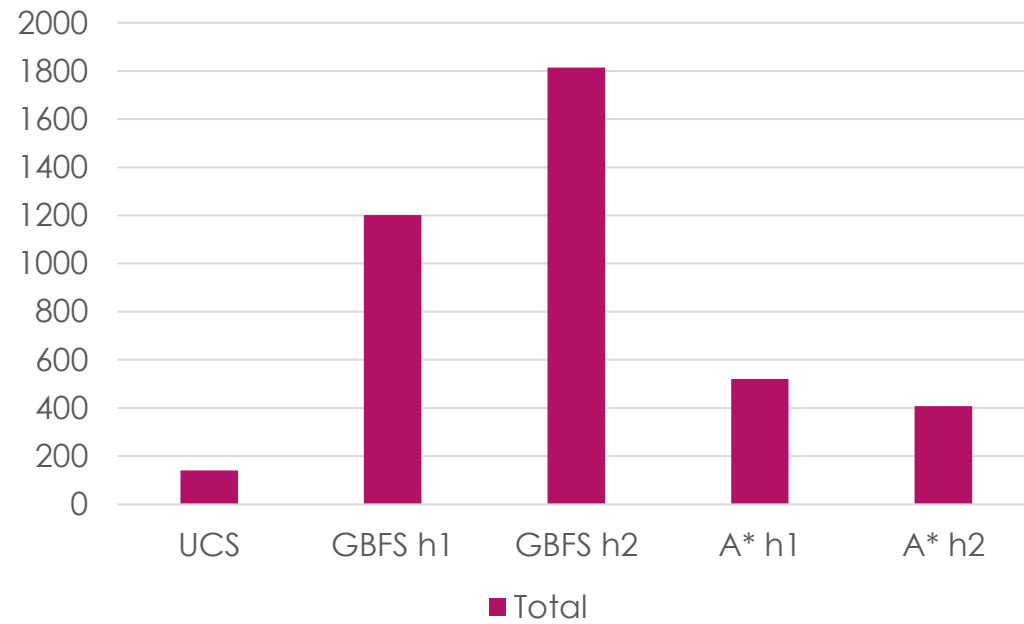
# Assignment 2 analysis

# Solution length

Average

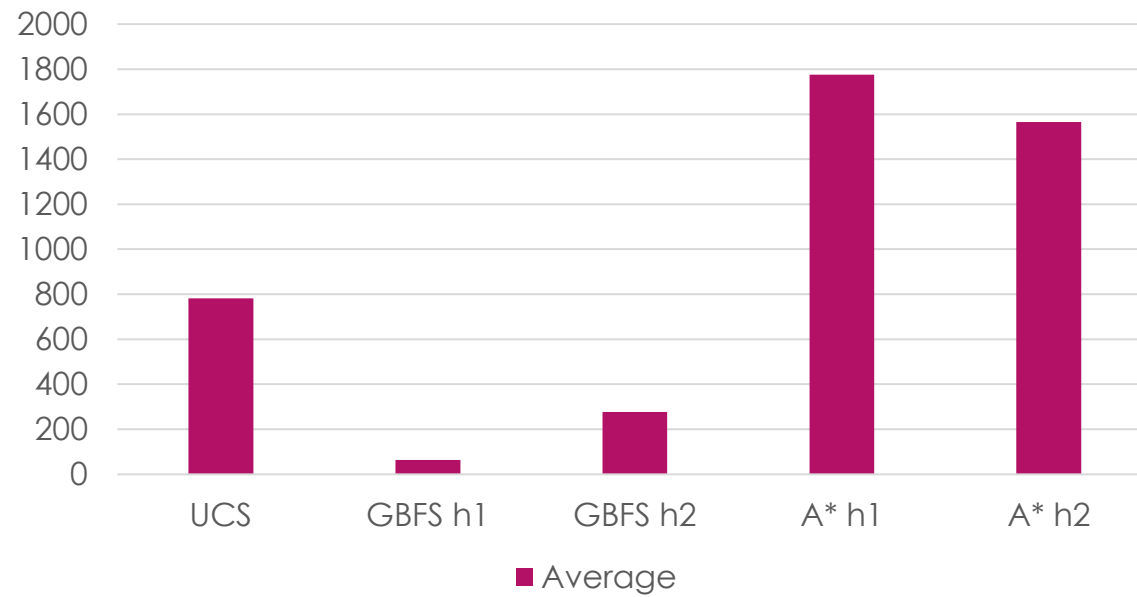


Total

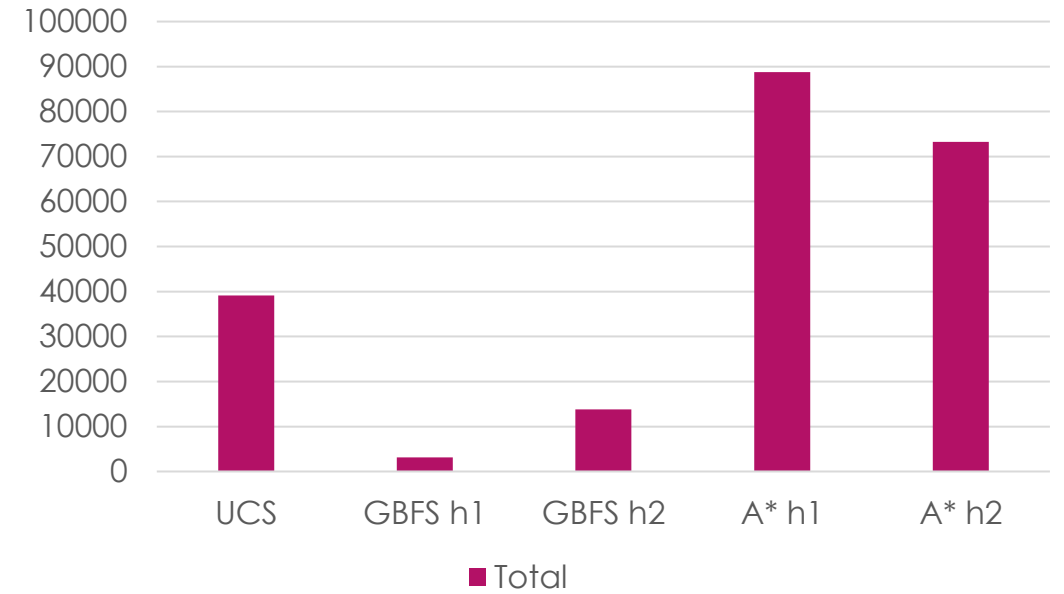


# Search Length

Average



Total

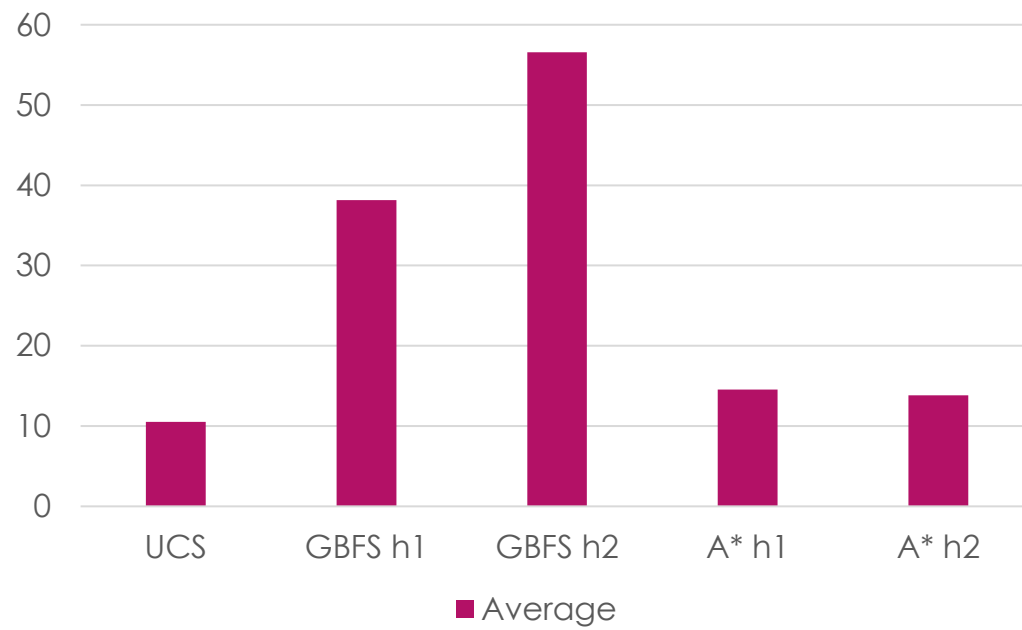


# No solutions

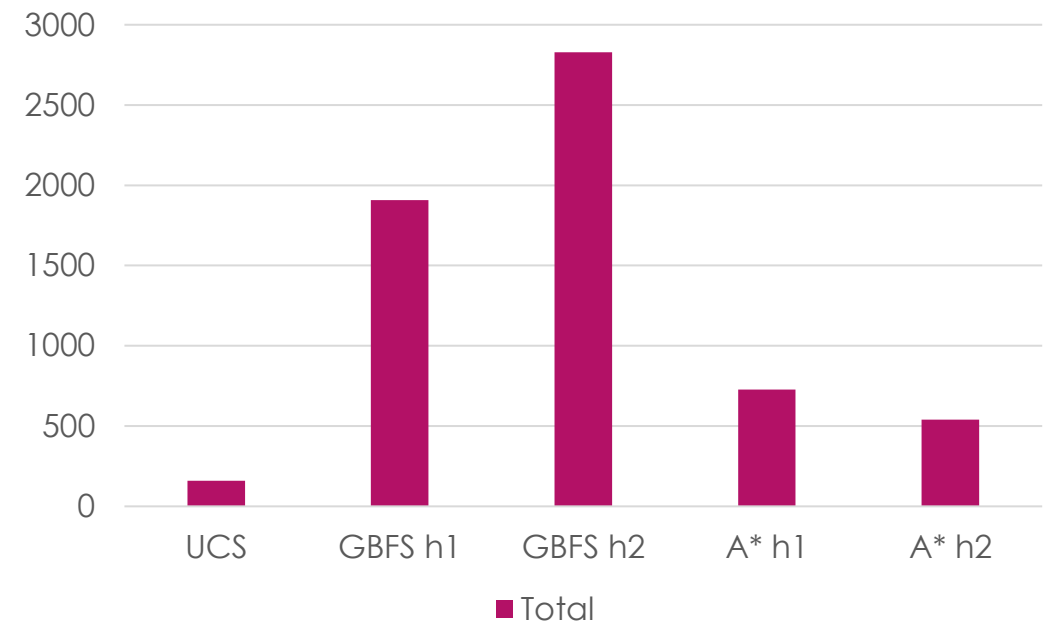


# Cost

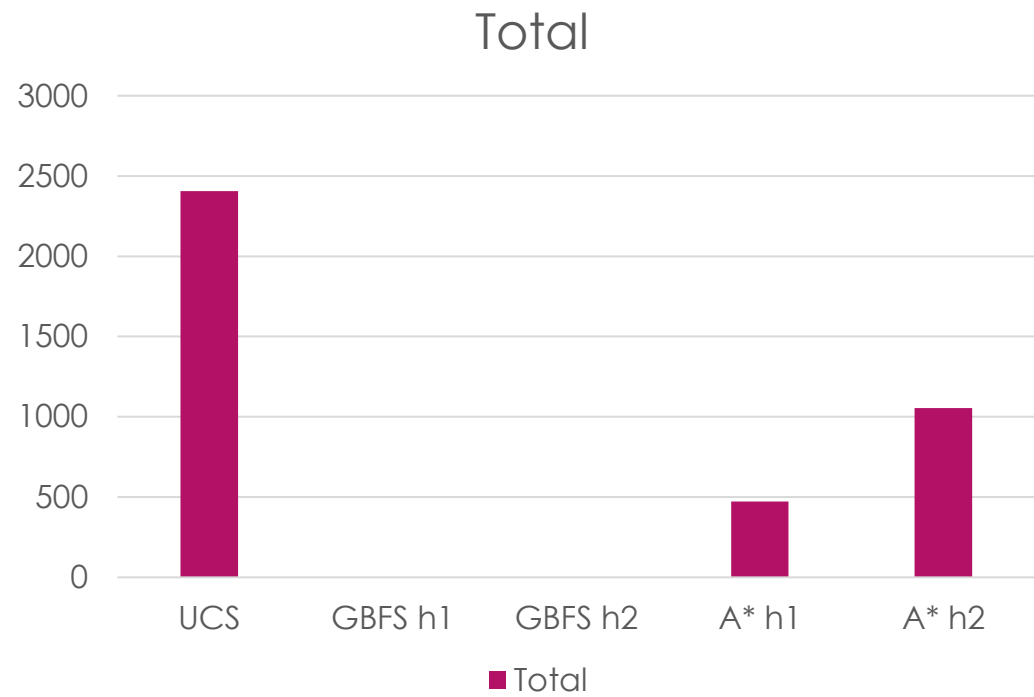
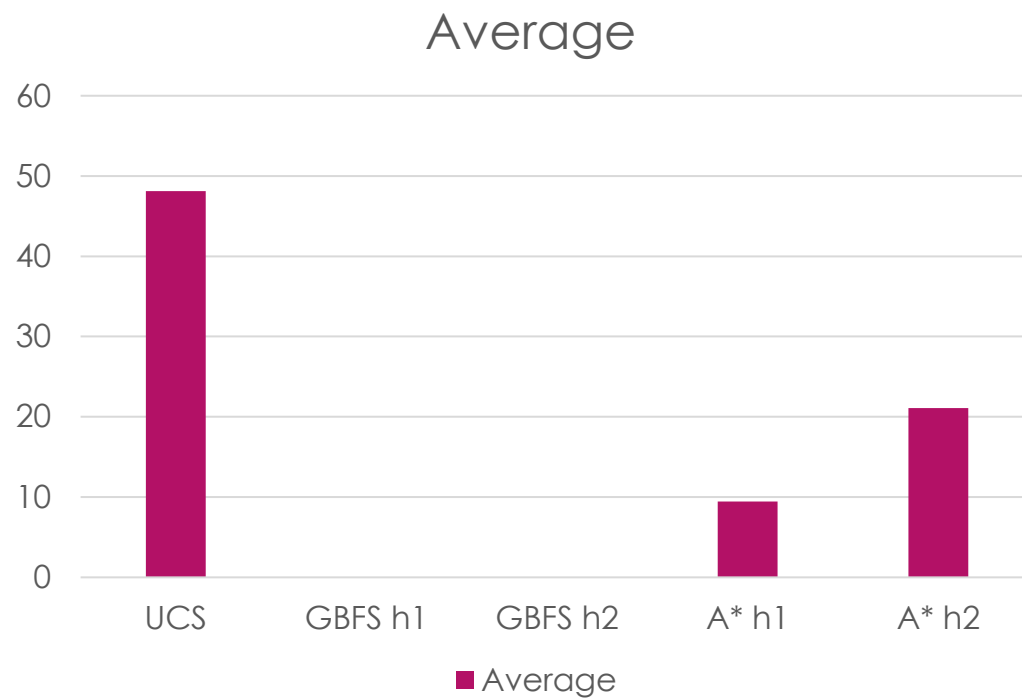
Average



Total



# Execution time



# Conclusion

- ▶ UCS -> shortest solution length and smallest cost, but longest execution time
- ▶ GBFS -> shortest execution time by far, but poor cost and solution length
- ▶ A\* -> Slower than GBFS, but similar quality results as UCS in less time
- ▶ h2 slower than h1, but produces slightly better results with A\*. Much worse results with GBFS while still being slower.

# Scaled Up GBFS

- ▶ 2x8 puzzle
- ▶ Hamming distance heuristic

