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CS 4200 Artificial Intelligence

Lab 1

Lab 1 Report

Part I- Algorithm Implementation

For all:

Created dictionary for back pathing

- Was in the form of dict[node_id] = (came from node_id, edge)

Created path, frontier and expandedNodes lists

- Path was used at the end alongside dictionary
- Taking end node as key, appending the edge it came from to path and applying its cost to length
- Make current key = last key tuple[0] element which was the node where it came from and repeat until starting node is current key.

Used while loop until goal was found- exception to this was A* which also checked the rest of the frontier for better pathing.

For all but A*, node was popped, if not in expanded list then add to expanded, extract neighbors, removed already expanded neighbors, checked if already in the frontier- if not then add to frontier and update dictionary.

A* differed by adding an additional if, if they were already in the frontier then check that versions current cost and heuristic value to see if it should be updated with the new one.

BFS:

Main difference in BFS was creating a for loop for frontier length, this loop allowed all current frontier nodes to be processed in groups creating the level by level tree processing of BFS. This was done using a list/queue with .pop(0)

DFS:

Much like BFS but without the forloop and used a stack applying .pop(-1).

Greedy:

Implemented similar to DFS but used .pop(0) for queue style and pre-sorted frontier using frontier.sort(key = heuristic, reverse = False).

A*:

Similar to greedy but created a custom sort function key frontier.sort(key = aStarKey, reverse = False).

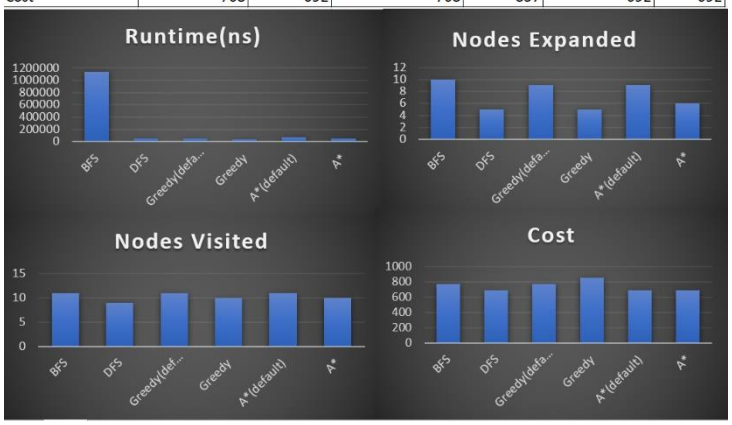
A second dictionary was used to store the current cost to get to that node with the node_id as its key. This would be updated when they were added or edited into the frontier.

The custom sorting function returned costDict value + heuristic value for sorting.

Part II- Performance:

Austria:

Graph	BFS	DFS	Greedy(default)	Greedy	A*(default)	A*
Runtime(ns)	1134300	46600	46000	37400	65000	53100
Nodes Visited	11	9	11	10	11	10
Nodes Expanded	10	5	9	5	9	6
Cost	768	692	768	857	692	692



Best performances

Runtime: Greedy

Visited: DFS

Expanded: DFS, Greedy

Cost: DFS, A* both versions

For Austria, most algorithmns performed roughly the same in run time except for BFS which took a very long time in comparison as seen above.

Overall DFS and A* performed the best in cost, but DFS came out slightly ahead due to getting lucky on pathing.

Inf Graph(simple):

Graph	BFS	DFS	Greedy(default)	Greedy	A*(default)	A*
Runtime(ns)	9926220	9625110	102693500	268100	218981700	431400
Nodes Visited	1165	1000	1162	36	1162	36
Nodes Expanded	687	334	686	13	686	13
Cost	12	0	12	13	12	13

Best performances

Runtime:Greedy

Visited: Greedy, A*

Expanded: Greedy, A*

Cost: BFS, Greedy(default), A*(default)

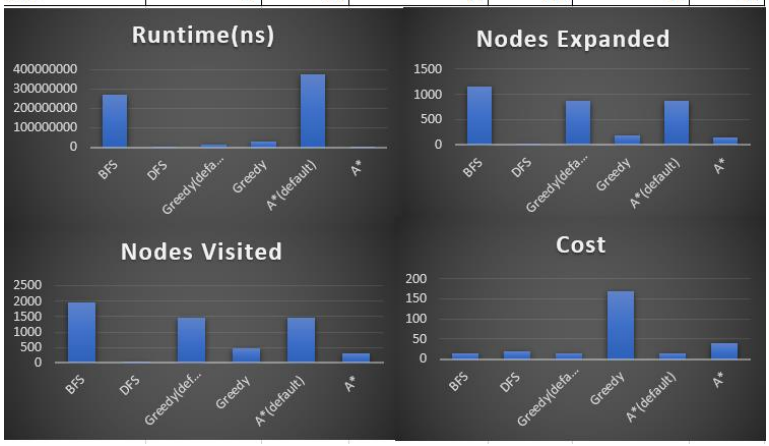
DFS failed this one.

From the data we can see using heuristics greatly reduced runtime, nodes expanded and visited.

All versions were relatively close in cost besides DFS which failed to find a path.

Inf Graph(Multi):

Graph	BFS	DFS	Greedy(default)	Greedy	A*(default)	A*
Runtime(ns)	270777300	461000	16233700	28970800	375747800	2294230
Nodes Visited	1975	58	1467	462	1467	318
Nodes Expanded	1165	20	865	190	865	155
Cost	13	20	13	169	13	39



Best performances

Runtime: DFS

Visited: DFS

Expanded: DFS

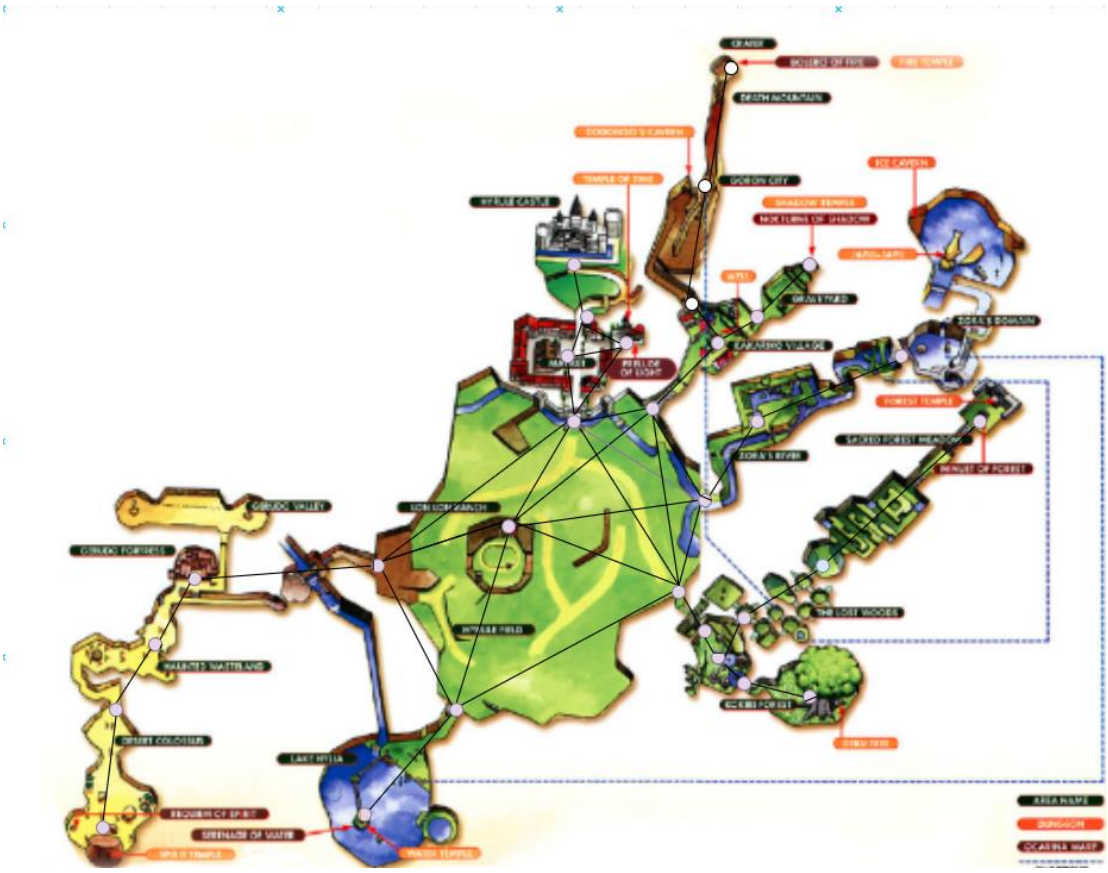
Cost: BFS, Greedy(default), A*(default)

For runtime both BFS and A* using default heuristics took exceptionally long compared to the others.

DFS, appears to be the best overall for this test, but it could of also just got lucky on pathing as it did before- needs further testing on different graphs.

The biggest surprise in this test was how the graphs using non-default heuristics did, while they did a better job going through fewer nodes, the cost they output wasn't nearly as good as default.

Part III- Custom Graph – Hyrule from Legend of Zelda: Ocarina of Time



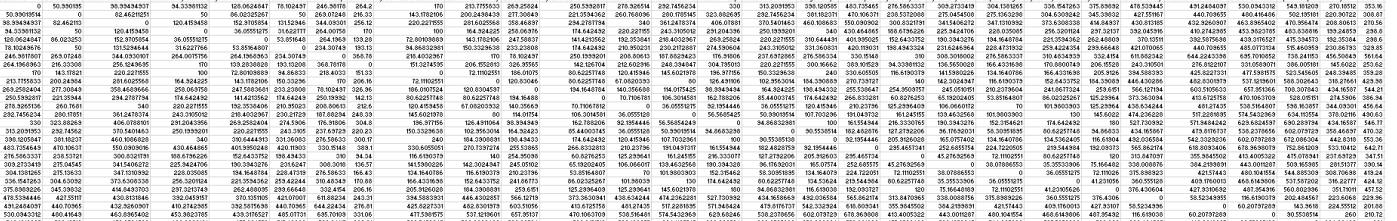
For this graph, draw.io was used and I drew over a clipped picture I inserted. Attempting to move circles gave x, y coordinates which I input into excel.

Location	x	y	Deku Tree	Deku Entrance	Kokiri Forest Center
Deku Tree	610	510	0	50.99019514	98.99494937
Deku Entrance	560	500	50.99019514	0	82.46211251
Kokiri Forest Center	540	580	98.99494937	82.46211251	0
Kokiri to Hyrule Field	530	460	94.33981132	50	120.4159458
Hyrule Field to Kokiri	510	430	128.0624847	86.02325267	152.9705854
Lost Woods	560	450	78.10249676	50	131.5294644
Forest Temple	740	300	246.9817807	269.0724809	344.0930107
Lon Lon	380	380	264.1968963	216.3330765	256.1249695
Hyrule Field to Zora Ri	530	360	170	143.1782106	220.2271555
Zora River mid way	570	300	213.7755833	200.2498439	281.6025568
Zora Domain	680	250	269.2582404	277.3084925	358.4689666
Hyrule Field to Kakarik	490	290	250.5992817	221.3594362	294.2787794
Kakariko Mid	540	240	278.9265136	260.7680962	340
Kakariko cem ent	570	220	292.7456234	280.1785145	361.2478374
Shadow Temple	610	180	330	323.8826948	406.0788101
Kakariko DM ent	520	210	313.2091953	292.7456234	370.5401463
Gorgon City	530	120	398.1205847	381.1823711	460.1086828
Fire Temple	550	30	483.7354649	470.1063709	550.0909016
Hyrule City ent	430	300	276.5863337	238.5372088	300.8321791
Hyrule City center	435	255	309.2733419	275.0454508	341.5406272
Temple of Light	470	240	304.1381265	275.1363298	347.1310992
Hyrule city to castle	440	220	336.1547263	304.6309242	373.6308338
Hyrule Castle	430	180	375.8989226	345.3983208	414.8493703
Gerudo Valley	140	420	478.5394446	427.5511665	430.8131846
Haunted Wastelands	120	475	491.2484097	440.709655	432.9260907
Desert Colossus	80	520	530.0943312	480.416486	463.8965402
Spirit Temple	70	610	549.1812087	502.1951812	470.9564736
Lake Hylia	340	520	270.1851217	220.9072203	208.8061302
Water Temple	271	609	353.1600204	308.8721418	270.5586813

Here is in example of the excel spread sheet, using the distance formula to find the differences between nodes to generate edge length and heuristic straight line distance.

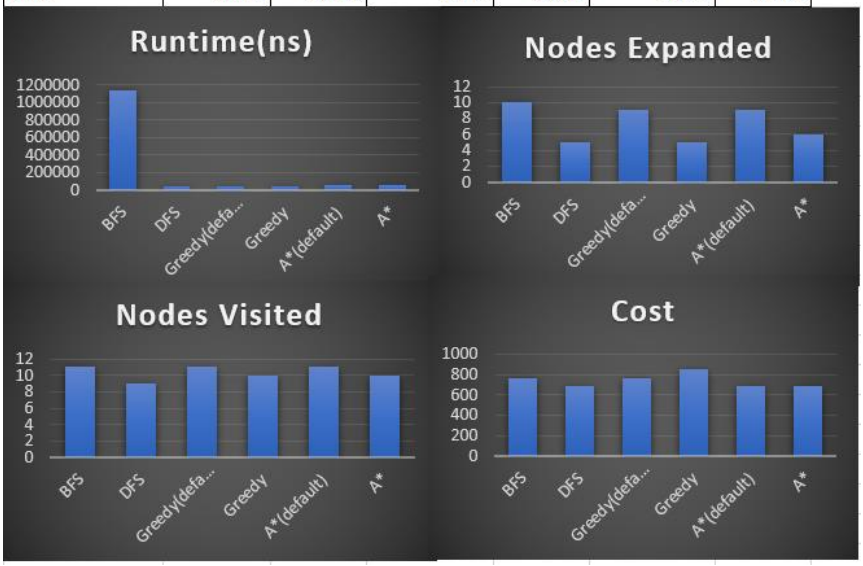
```
Hyrule = make_geom_graph(
    ["Deku Tree","Deku Entrance","Kokiri Forest Center","Kokiri to Hyrule Field","Hyrule Field to Kokiri","Lost Woods","Forest Temple", "Lon Lon","Hyrule Field to Zora River","Zora River mid way","Zora Domain",
    "Hyrule Field to Kakariko", "Kakariko Mid", "Kakariko cem ent", "Shadow Temple", "Kakariko DM ent", "Gorgon City",  "Fire Temple",  "Hyrule City ent",  "Hyrule City center",  "Temple of Light",
    "Hyrule city to castle","Hyrule Castle","Gerudo Valley","Haunted Wastelands","Desert Colossus", "Spirit Temple",    "Lake Hylia",    "Water Temple"],
    [("Deku Tree","Deku Entrance", 51.0),
     ("Deku Entrance", "Kokiri Forest Center", 82.5),
     ("Kokiri Forest Center","Kokiri to Hyrule Field" , 120.4),
     ("Kokiri Forest Center","Lost Woods" , 131.53),
     ("Lost Woods","Forest Temple" , 234.0),
     ("Kokiri to Hyrule Field","Hyrule Field to Kokiri" , 36.0),
     ("Hyrule Field to Kokiri","Lon Lon" , 139.0),
     ("Hyrule Field to Kokiri","Hyrule Field to Zora River" , 72.0),
     ("Hyrule Field to Kokiri", "Hyrule Field to Kakariko", 141.0),
     ("Hyrule Field to Kokiri","Hyrule City ent" , 153.0),
     ("Hyrule Field to Kokiri","Gerudo Valley" , 370.0),
     ("Hyrule Field to Kokiri","Lake Hylia" , 152.0),
     ("Hyrule City ent","Hyrule Field to Zora River" , 117.0),
     ("Hyrule City ent","Lon Lon" , 94.0),
     ("Hyrule City ent","Hyrule Field to Kakariko" , 61.0),
     ("Hyrule City ent", "Hyrule City center", 45.0),
     ("Hyrule City ent","Temple of Light" , 72.0),
     ("Hyrule City ent","Gerudo Valley" , 314.0),
     ("Hyrule Field to Kakariko","Lon Lon" , 142.0),
     ("Hyrule Field to Kakariko","Hyrule Field to Zora River", 81.0),
     ("Hyrule Field to Kakariko", "Kakariko Mid", 71.0),
     ("Hyrule Field to Zora River","Lon Lon" , 151.0),
     ("Hyrule Field to Zora River","Zora River mid way" , 72.0),
     ("Zora River mid way","Zora Domain" , 121.0),
     ("Lon Lon","Lake Hylia", 148.0),
     ("Lon Lon","Gerudo Valley", 243.0),
     ("Lake Hylia","Water Temple", 113.0),
     ("Lake Hylia","Gerudo Valley", 223.0),
     ("Gerudo Valley","Haunted Wastelands" , 58.0),
     ("Haunted Wastelands","Desert Colossus" , 120.0),
     ("Desert Colossus", "Spirit Temple", 90.0),
     ("Hyrule City center", "Temple of Light", 38.0),
     ("Hyrule City center", "Hyrule city to castle", 35.0),
     ("Hyrule city to castle", "Hyrule Castle", 41.0),
     ("Temple of Light", "Hyrule city to castle", 36.0),
     ("Kakariko Mid","Kakariko cem ent" , 36.0),
     ("Kakariko Mid","Kakariko DM ent" , 36.0),
     ("Kakariko cem ent","Shadow Temple", 57.0),
     ("Kakariko Mid","Gorgon City" , 91.0),
     ("Gorgon City","Fire Temple", 92.0)])
HyruleHeuristic = {
    "Hyrule Castle":{"Deku Tree":376.0,"Deku Entrance":346.0,"Kokiri Forest Center":415.0,"Kokiri to Hyrule Field":297.0,"Hyrule Field to Kokiri":262.0,"Lost Woods":300.0,"Forest Temple":332.0,"Lon Lon":206.0,"Hyrule Field to Zora River":206.0,
    "Zora River mid way":194.0,"Zora Domain":260.0,"Hyrule Field to Kakariko":125.0,"Kakariko Mid":126.0,"Kakariko cem ent":145.0,"Shadow Temple":180.0,"Kakariko DM ent":94.0, "Gorgon City":116.0,"Fire Temple":192.0,
    "Hyrule City ent":120.0,"Hyrule City center":75.0,  "Temple of Light":72.0,"Hyrule city to castle":41.0,"Hyrule Castle":0.0,"Gerudo Valley":376.0,"Haunted Wastelands":428.0,"Desert Colossus":488.0,
    "Spirit Temple":560.0,"Lake Hylia":352.0,"Water Temple":458.0}}
```

I then built the graph using the same style used for Austria, for the Heuristic I only included one for Hyrule castle since that is what I was testing on- and the excel sheet was massive to include all 28 x 28 values.



Hyrule performance:

Graph	BFS	DFS	Greedy(defau	Greedy	A*(default)	A*
Runtime	1250900	70400	153000	65900	178000	104600
Nodes Visited	29	21	28	16	24	17
Nodes Expanded	25	16	24	8	17	9
Cost	563.9	591.9	563.9	591.9	563.9	563.9



Best performances

Runtime: Greedy

Visited: A*

Expanded: Greedy

Cost: BFS, Greedy(default), A* both versions

My algorithms performed very similar to the Austria graph. This time DFS didn't get as lucky but BFS ended up tying in total cost with the heuristics but at the cost of a much greater runtime. All algorithmns actually performed decent with roughly 30 units difference in their cost.

The main thing I was testing in this graph compared to the Austria graph was the many dead ends available.