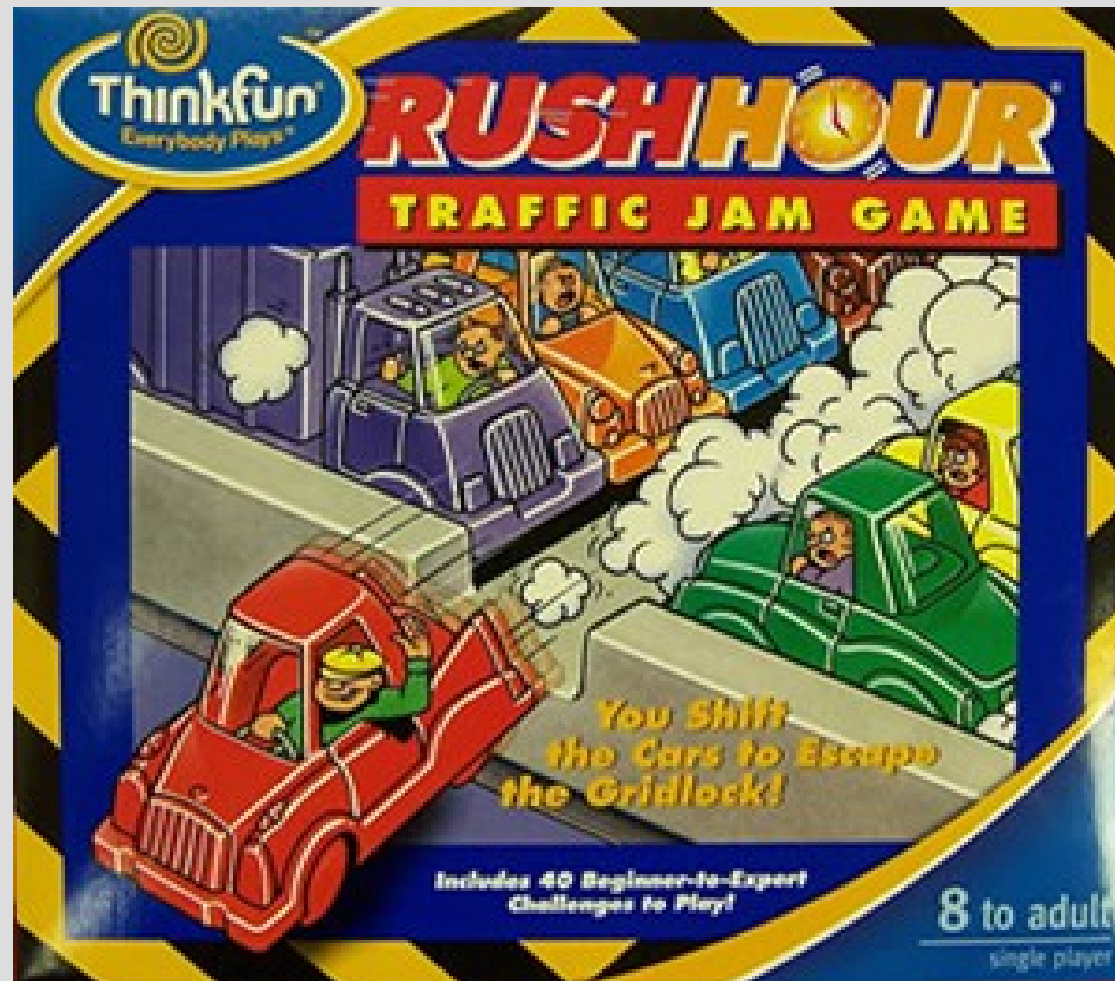


Team Spitsuur:

Vasco Meermans

Chris Ras

Jasper Lelijveld



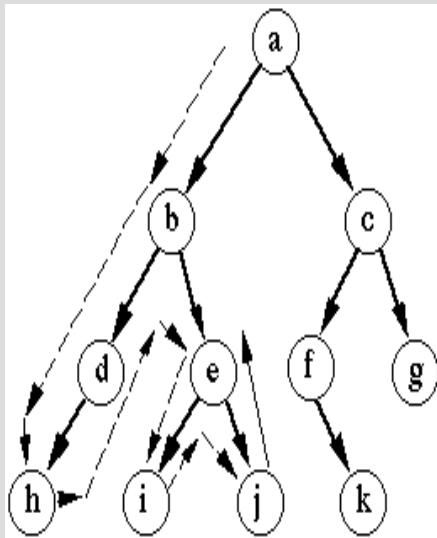
Inleiding

- Rush Hour
- Eigenschappen probleem
- Onderzoeksdoelstelling

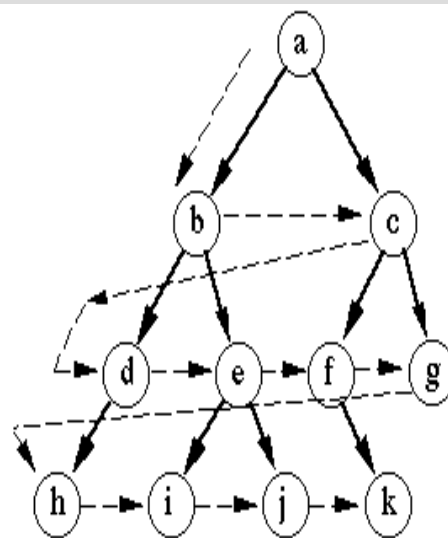


Methode

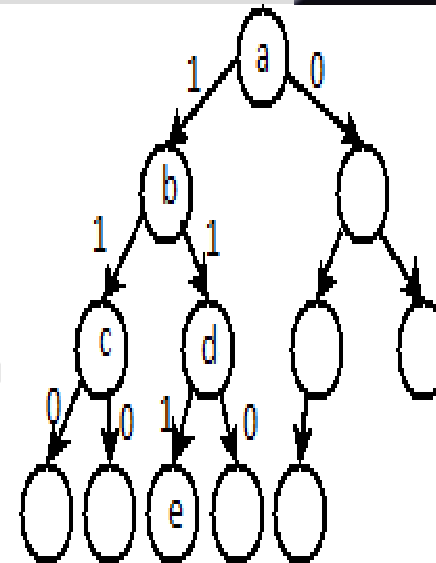
- Depth-first
- Breadth-first
- A*
- Bi-directional



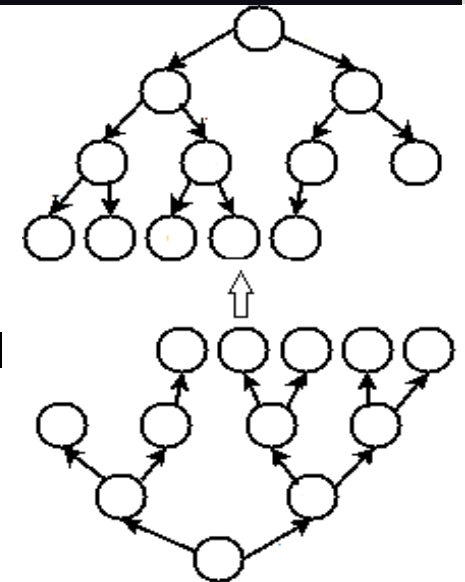
Depth-first search



Breadth-first search

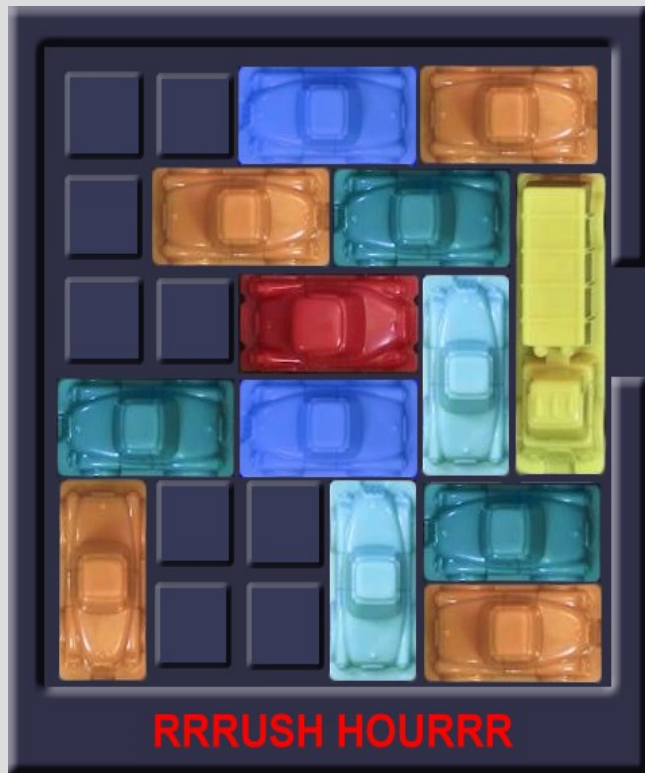


A*



Bi-directional

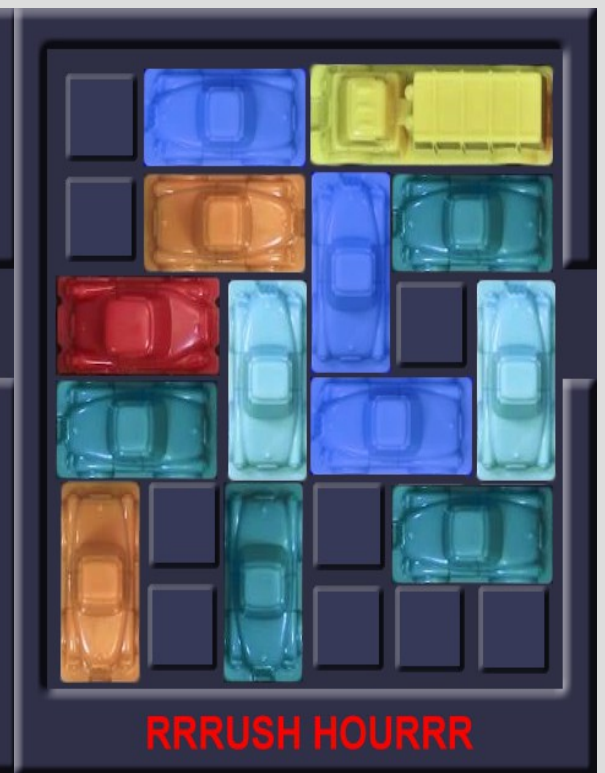
Borden



A1



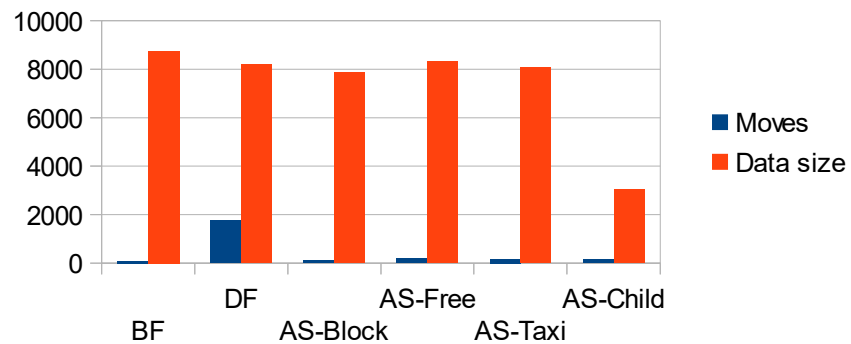
A2



A3

Resultaten: Breadth-first Depth-first A*

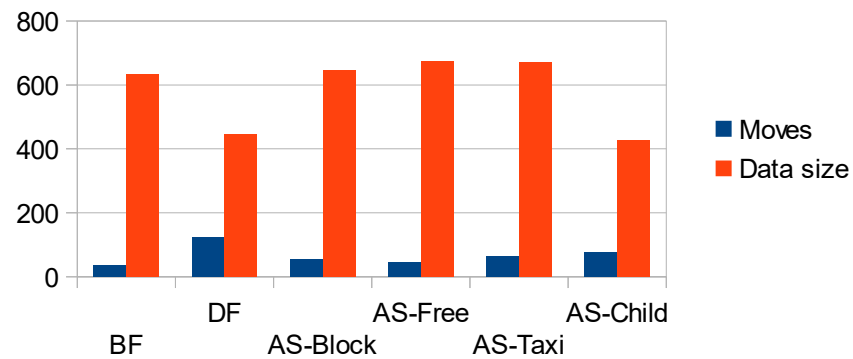
Bord a1



a2 bord

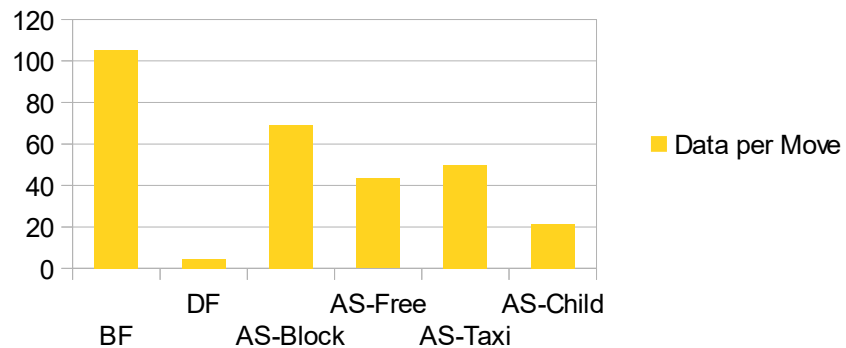


a3 bord

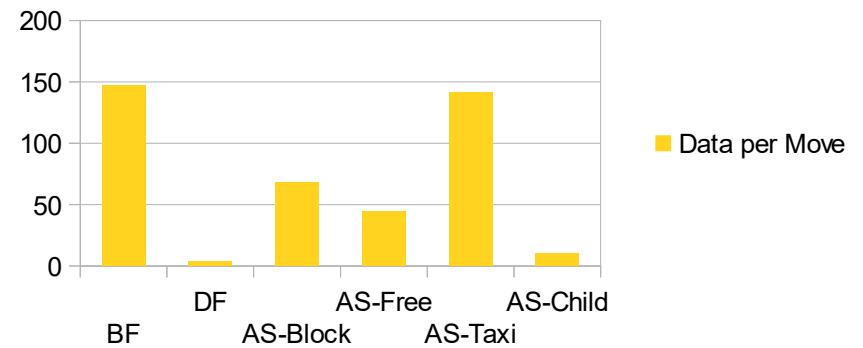


Resultaten: Breadth-first Depth-first A*

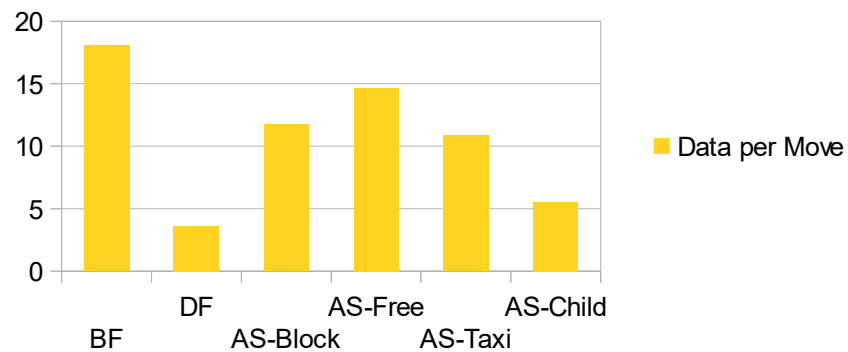
a1 Data per Move



a2 Data per move

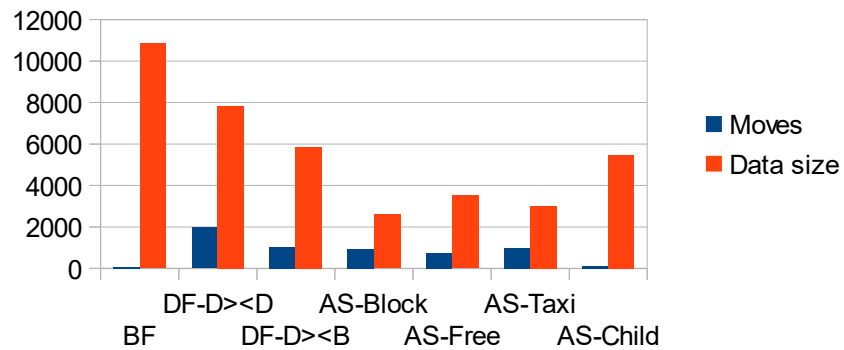


a2 Data per Move

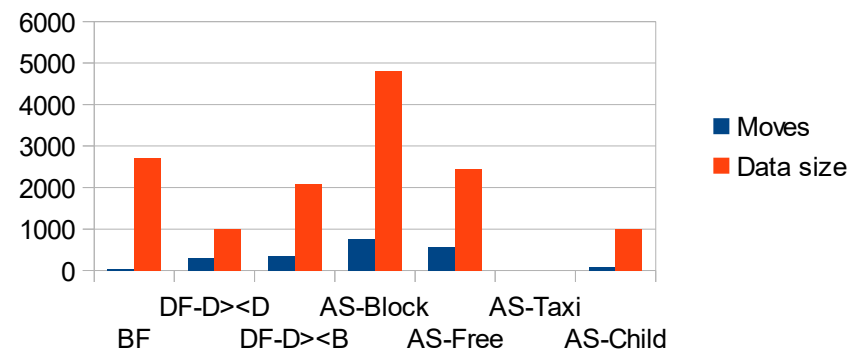


Resultaten: Bi-directional

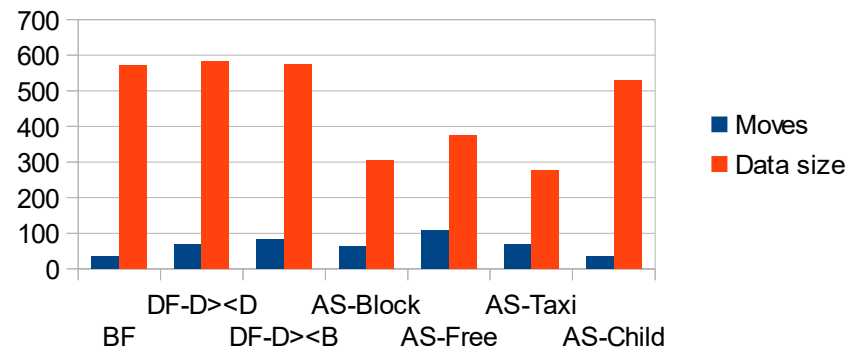
a1 Bi-directional



a2 Bi-directional

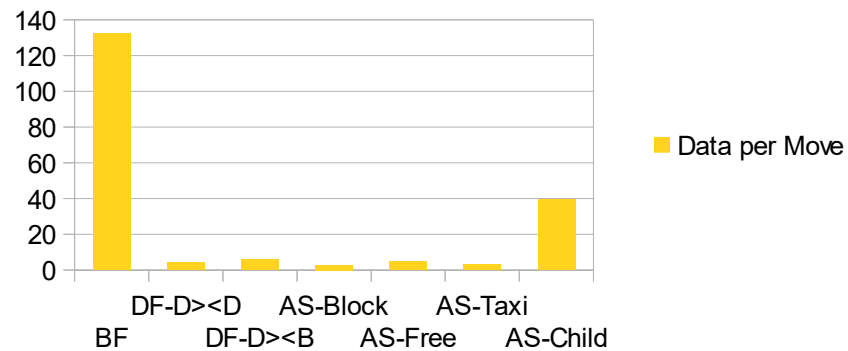


a3 Bi-directional

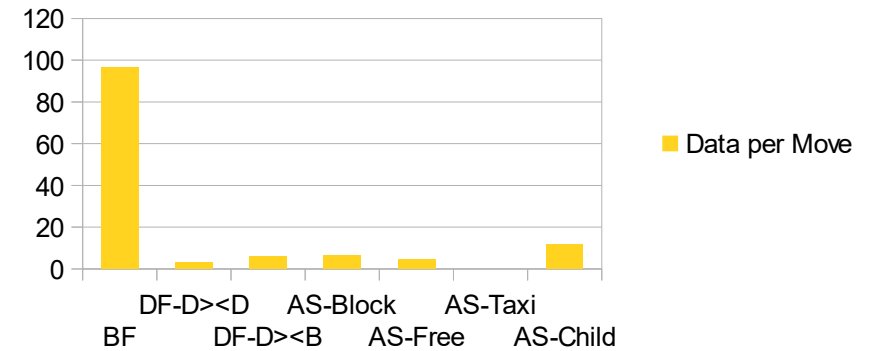


Resultaten: Bi-directional

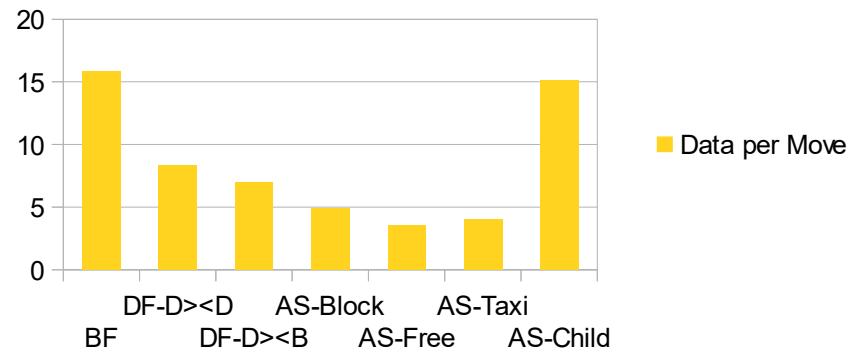
a1 Bi-directional Data per Move



a2 Bi-directional Data per Move



a3 Bi-directional Data per Move



Conclusie

- Korste pad: Breadth-first
- Kortste tijd tot een pad: Depth-first
- Best of both worlds: Bi-directional Depth-Breadth
- A* sterk afhankelijk van het bord

Discussie

- Wat maakt een bord moeilijk?

Vragen?