

Autograder Results

Results

Code

grid_single: `validate_path(_)` for 'medium' maze (3.25/3.25)

Your path is valid

grid_single: not too many states explored for 'medium' maze (3.25/3.25)

You explored 221 states, you should explore fewer than 244

grid_single: correct path length for 'medium' maze (6.5/6.5)

Your path length is 69, the correct length is 69

grid_single: `validate_path(_)` for 'large' maze (3.25/3.25)

Your path is valid

grid_single: not too many states explored for 'large' maze (3.25/3.25)

You explored 549 states, you should explore fewer than 603

grid_single: correct path length for 'large' maze (6.5/6.5)

Your path length is 211, the correct length is 211

grid_single: `validate_path(_)` for 'tiny' maze (3.25/3.25)

Your path is valid

grid_single: not too many states explored for 'tiny' maze (3.25/3.25)

You explored 14 states, you should explore fewer than 15

grid_single: correct path length for 'tiny' maze (6.5/6.5)

Your path length is 9, the correct length is 9

grid_single: `validate_path(_)` for 'small' maze (3.25/3.25)

Your path is valid

grid_single: not too many states explored for 'small' maze (3.25/3.25)

You explored 52 states, you should explore fewer than 58

grid_single: correct path length for 'small' maze (6.5/6.5)

Your path length is 20, the correct length is 20

grid_single: `validate_path(_)` for 'open' maze (3.25/3.25)

Your path is valid

grid_single: not too many states explored for 'open' maze (3.25/3.25)

You explored 535 states, you should explore fewer than 588

grid_single: correct path length for 'open' maze (6.5/6.5)

Your path length is 55, the correct length is 55

grid_multi: `validate_path(_)` for 'cross' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'cross' maze (0/1.25)

You explored 319 states, you should explore fewer than 266

grid_multi: correct path length for 'cross' maze (2.5/2.5)

Your path length is 43, the correct length is 43

grid_multi: `validate_path(_)` for 'small' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'small' maze (0/1.25)

You explored 75382 states, you should explore fewer than 327

grid_multi: correct path length for 'small' maze (2.5/2.5)

Your path length is 35, the correct length is 35

grid_multi: `validate_path(_)` for 'medium' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'medium' maze (0/1.25)

You explored 1048860 states, you should explore fewer than 210502

grid_multi: correct path length for 'medium' maze (2.5/2.5)

Your path length is 169, the correct length is 169

grid_multi: `validate_path(_)` for 'tiny' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'tiny' maze (0/1.25)

You explored 5305 states, you should explore fewer than 581

grid_multi: correct path length for 'tiny' maze (2.5/2.5)

Your path length is 28, the correct length is 28

grid_multi: `validate_path(_)` for 'open' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'open' maze (0/1.25)

You explored 5827 states, you should explore fewer than 46

grid_multi: correct path length for 'open' maze (2.5/2.5)

Your path length is 31, the correct length is 31

grid_multi: `validate_path(_)` for 'corner' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'corner' maze (0/1.25)

You explored 7150 states, you should explore fewer than 1916

grid_multi: correct path length for 'corner' maze (2.5/2.5)

Your path length is 163, the correct length is 163

grid_multi: `validate_path(_)` for 'one_d' maze (1.25/1.25)

Your path is valid

grid_multi: not too many states explored for 'one_d' maze (0/1.25)

You explored 39 states, you should explore fewer than 29

grid_multi: correct path length for 'one_d' maze (2.5/2.5)

Your path length is 28, the correct length is 28

MP4 - Search Part 2 (Grid Search)

● Graded

1 Day, 16 Hours Late

 Select each question to review feedback and grading details.

Student

Darian Zarir Irani

Total Points

91.25 / 100 pts

Autograder Score

91.25 / 100.0

Failed Tests

grid_multi: not too many states explored for 'cross' maze (0/1.25)

grid_multi: not too many states explored for 'small' maze (0/1.25)

grid_multi: not too many states explored for 'medium' maze (0/1.25)

grid_multi: not too many states explored for 'tiny' maze (0/1.25)

grid_multi: not too many states explored for 'open' maze (0/1.25)

grid_multi: not too many states explored for 'corner' maze (0/1.25)

grid_multi: not too many states explored for 'one_d' maze (0/1.25)

Passed Tests

grid_single: `validate_path(_)` for 'medium' maze (3.25/3.25)
grid_single: not too many states explored for 'medium' maze (3.25/3.25)
grid_single: correct path length for 'medium' maze (6.5/6.5)
grid_single: `validate_path(_)` for 'large' maze (3.25/3.25)
grid_single: not too many states explored for 'large' maze (3.25/3.25)
grid_single: correct path length for 'large' maze (6.5/6.5)
grid_single: `validate_path(_)` for 'tiny' maze (3.25/3.25)
grid_single: not too many states explored for 'tiny' maze (3.25/3.25)
grid_single: correct path length for 'tiny' maze (6.5/6.5)
grid_single: `validate_path(_)` for 'small' maze (3.25/3.25)
grid_single: not too many states explored for 'small' maze (3.25/3.25)
grid_single: correct path length for 'small' maze (6.5/6.5)
grid_single: `validate_path(_)` for 'open' maze (3.25/3.25)
grid_single: not too many states explored for 'open' maze (3.25/3.25)
grid_single: correct path length for 'open' maze (6.5/6.5)
grid_multi: `validate_path(_)` for 'cross' maze (1.25/1.25)
grid_multi: correct path length for 'cross' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'small' maze (1.25/1.25)
grid_multi: correct path length for 'small' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'medium' maze (1.25/1.25)
grid_multi: correct path length for 'medium' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'tiny' maze (1.25/1.25)
grid_multi: correct path length for 'tiny' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'open' maze (1.25/1.25)
grid_multi: correct path length for 'open' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'corner' maze (1.25/1.25)
grid_multi: correct path length for 'corner' maze (2.5/2.5)
grid_multi: `validate_path(_)` for 'one_d' maze (1.25/1.25)
grid_multi: correct path length for 'one_d' maze (2.5/2.5)