Heuristic Analysis

**Air Cargo Analysis**

Problem 1:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Expansions** | **Goal Tests** | **New Nodes** | **Plan Length** | **Time** |
| **breadth\_first\_search** | 43 | 56 | 180 | 6 | 0.4149 |
| **depth\_first\_graph\_search** | 22 | 22 | 84 | 20 | 0.2067 |
| **uniform\_cost\_search** | 55 | 57 | 224 | 6 | 0.5115 |
| **astar\_search h\_ignore\_preconditions** | 41 | 43 | 170 | 6 | 0.5067 |
| **astar\_search h\_pg\_levelsum** | 11 | 13 | 50 | 6 | 0.5514 |

Problem 2:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Expansions** | **Goal Tests** | **New Nodes** | **Plan Length** | **Time** |
| **breadth\_first\_search** | 3343 | 4609 | 30509 | 9 | 216.9260 |
| **depth\_first\_graph\_search** | 624 | 625 | 5602 | 619 | 42.3216 |
| **uniform\_cost\_search** | 4852 | 4854 | 44030 | 9 | 311.0809 |
| **astar\_search h\_ignore\_preconditions** | 1450 | 1452 | 13303 | 9 | 109.9737 |
| **astar\_search h\_pg\_levelsum** | 86 | 88 | 841 | 9 | 39.3848 |

Problem 3:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Expansions** | **Goal Tests** | **New Nodes** | **Plan Length** | **Time** |
| **breadth\_first\_search** | 14663 | 18098 | 129631 | 12 | 1330.3625 |
| **depth\_first\_graph\_search** | 408 | 409 | 3364 | 392 | 29.5769 |
| **uniform\_cost\_search** | 18235 | 18237 | 159716 | 12 | 1481.7209 |
| **astar\_search h\_ignore\_preconditions** | 5040 | 5042 | 44944 | 12 | 519.1684 |
| **astar\_search h\_pg\_levelsum** | 315 | 317 | 2902 | 12 | 222.2085 |

|  |  |
| --- | --- |
|  | = Optimal plan |

**Non-Heuristic Search Comparison:**

I arbitrarily chose the uniform cost search for my third non-heuristic search. Of the three searches, breadth-first search consistently performed the best, with uniform-search coming in 2nd, and depth-first graph search coming in dead last due to the size of the solution plan lengths. Time-wise, depth-first graph search performed well, but its plan lengths rendered its solutions unusable in a real-world situation.

This makes sense, as while breadth-first and uniform-cost searches are optimal, depth-first search is not, so we cannot rely on its plan length to be the most optimal it can be. I was surprised, however, by the magnitude of difference we see between these plans. It also makes sense that depth-first would be the search that executes the quickest. While breadth-first and uniform-cost searches traverse the whole graph, depth-first does not, resulting in a much smaller explored set, and quicker execution times.

It also makes sense that breadth-first and uniform-cost searches end up with a similar number of explored nodes, with uniform-cost being slightly higher. Since uniform-cost search has a more variable frontier at any given state, the possibility of overextending its search past the scope of breadth-first search is much higher.

I can draw one main, glaring conclusion from this: Only use depth-first search if you don’t care about the optimality of the solution. It’s quick and it gets the job done, just in a potentially extremely un-efficient manner, in terms of the solution. It’s more efficient than breadth-first and uniform-cost, if all we care about is the amount of processing time and space used.

**Heuristic Search Comparison:**

Between the ignore-preconditions and level-sum heuristics, level-sum consistently performed better in each of the three problems – both in time and space.

Seeing as how both of these heuristics are estimations, I really had no idea how each would perform going into the project. So, it was surprising seeing the large divide in performance between the two. One thing I’m a bit worried about is how I implemented the ignore-preconditions heuristic – I wonder if there was a more optimal way to develop it than the solution I coded.

Intuitively, it’s difficult for me to see when the ignore-preconditions heuristic could be an effective heuristic to use. Since it does not factor in the negative effects of the action, it makes sense that it could go down many inefficient paths, not realizing that the next action is actually moving us away from the goal.

**Conclusions:**

The biggest conclusions I’ve drawn from this project are:

1. The type of search matters immensely, and should be chosen based on each individual planning problem.
2. The heuristic used matters just as much, and should also be chosen based on each individual planning problem.