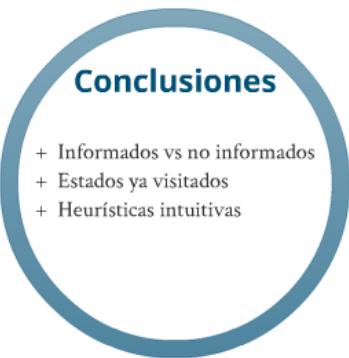


Deep Trip

Trabajo práctico SIA

Agustin Marseillan
Conrado Mader Blanco
Federico Ramundo

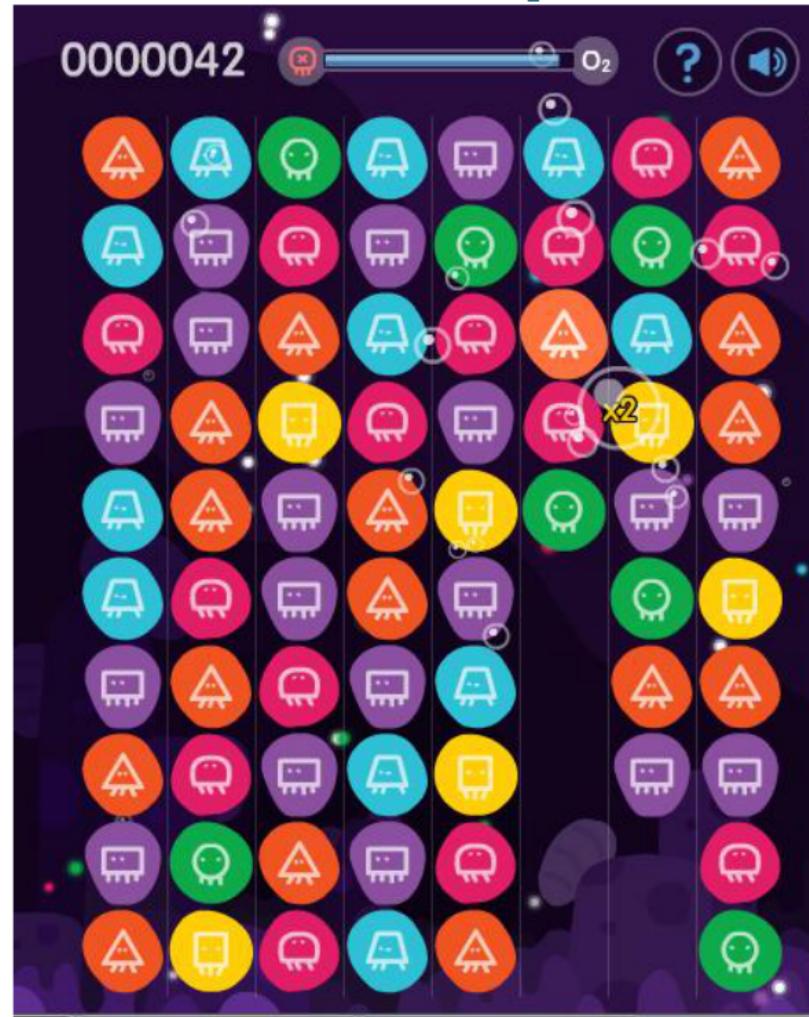


Deep Trip

Trabajo practico SIA

Agustin Marseillan
Conrado Mader Blanco
Federico Ramundo

Modelado del problema



Costo



Heurísticas



Heurística I

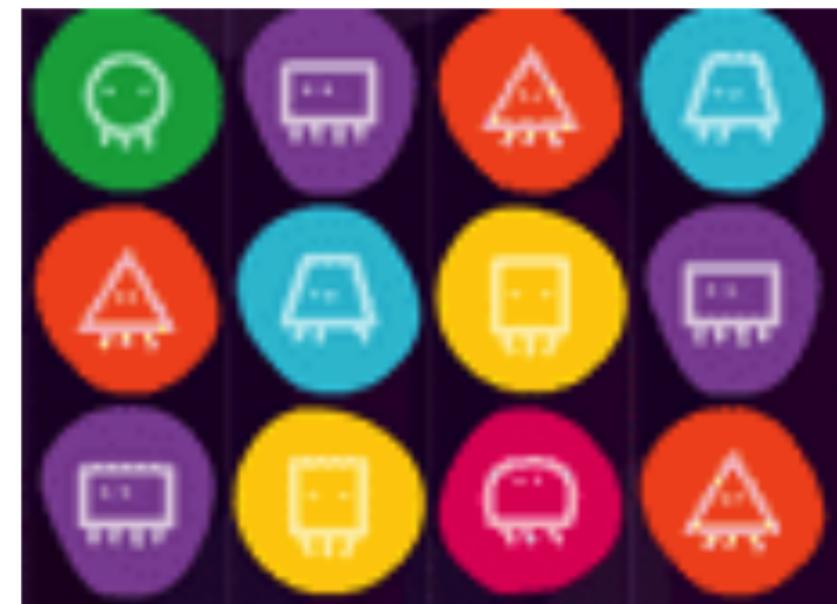
Cantidad de fichas



$$h_1(t) = 12$$

Heurística II

Cantidad de explotaciones



$$h_2(t) = \sum_{i=1}^k [Color(t,i)/3]$$

=2

Heurística III

Colores restantes



$$h_3(t) = Fichas(t) * 0,6 + Colores(t) * Dim(t) * 0,4$$

$$= 9.6$$

Heurística IV

Cantidad de islas

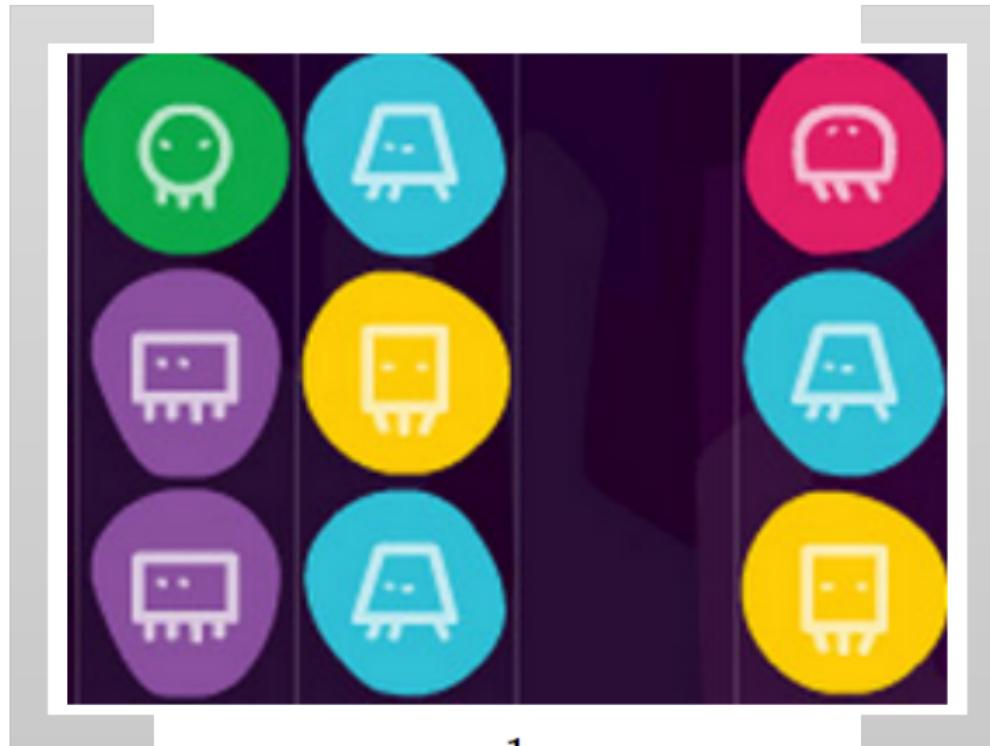


$$h_4 = \frac{Fichas(t)}{2(Islas(t)+1)}$$

=4

Heurística V

Fichas y movimientos



$$h_5 = \frac{1}{Movs(t) * (Dim(t) - Fichas(t) + 1)}$$

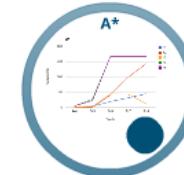
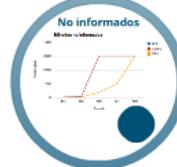
$$= 0.1$$

Heurísticas

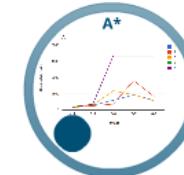
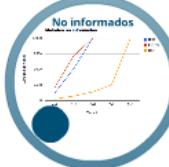


Resultados

Tiempo



Espacio

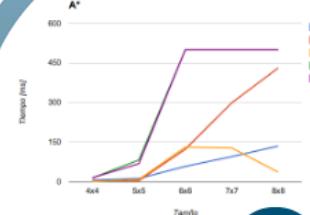


Tiempo

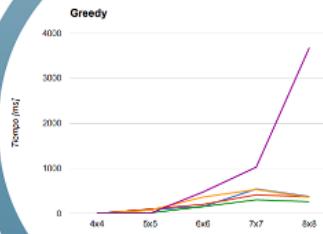
No informados



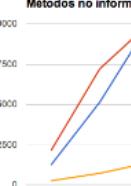
A*



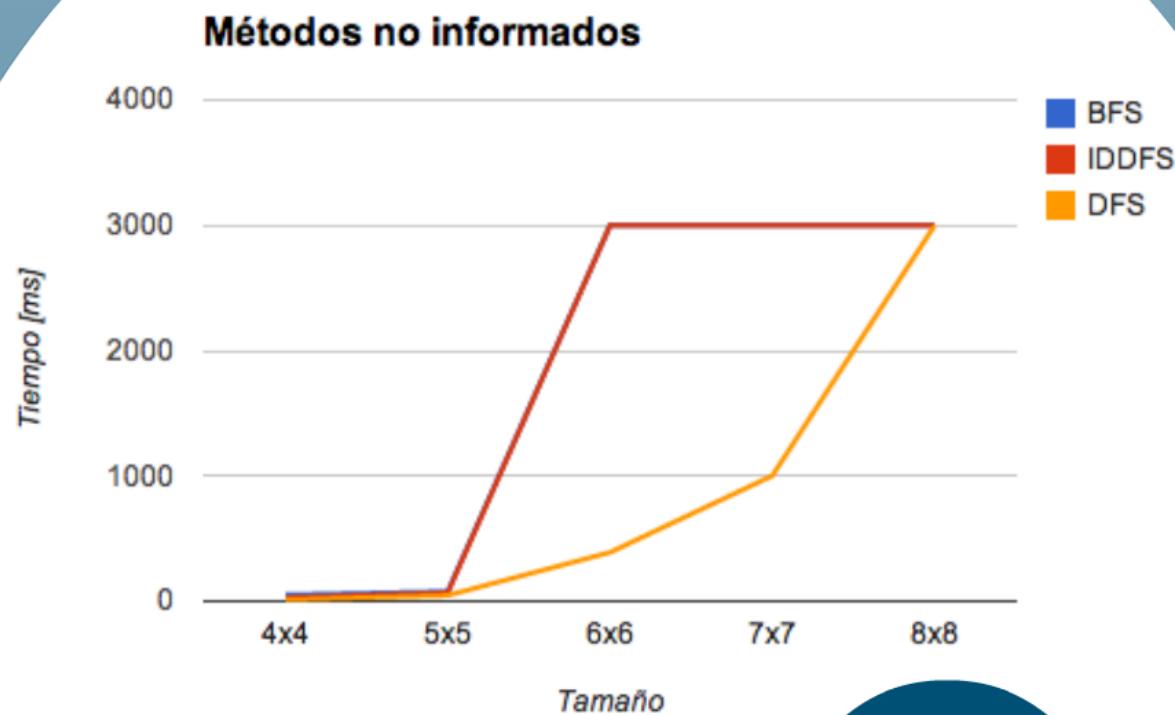
Greedy



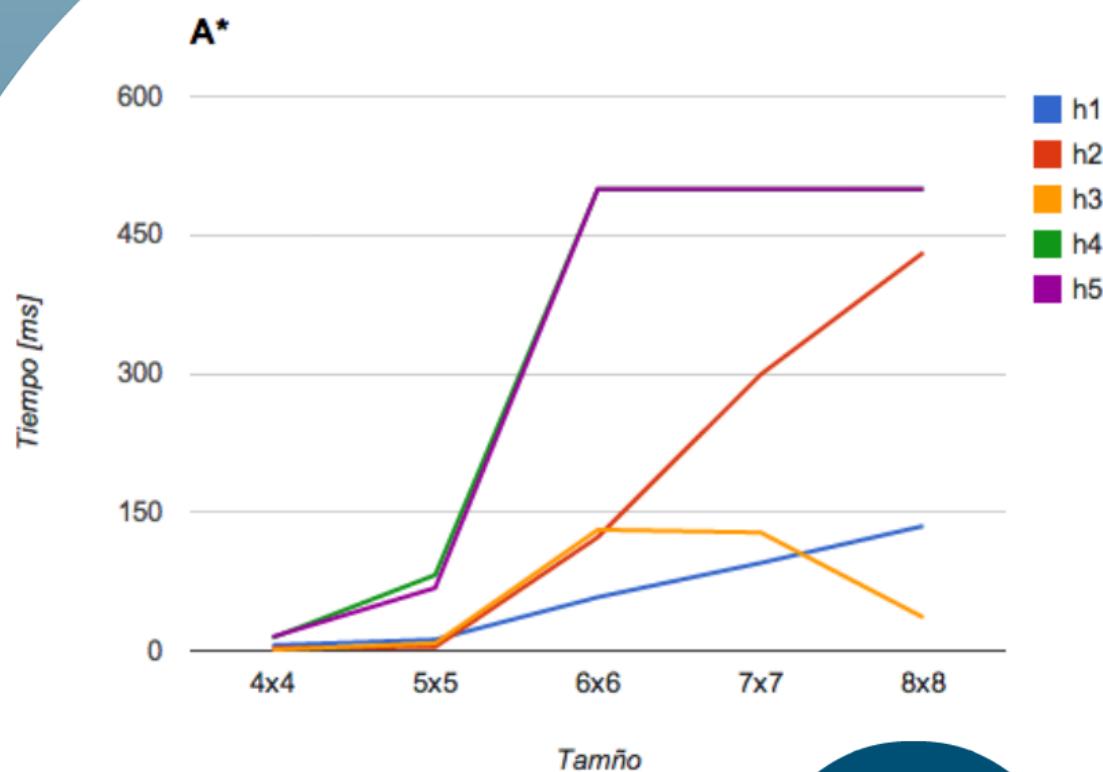
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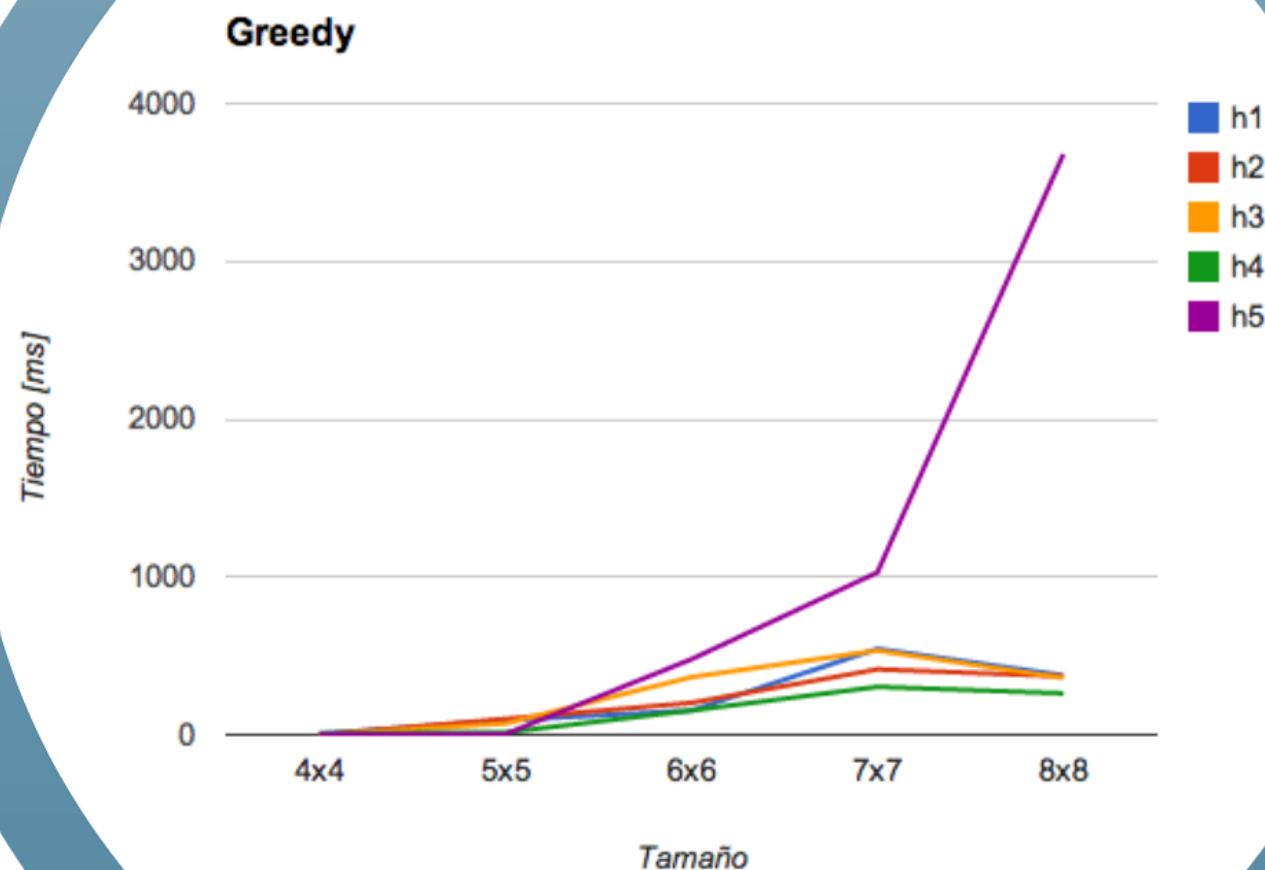
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A*



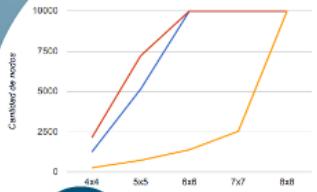
Greedy



Espacio

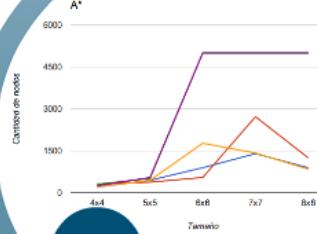
No informados

Métodos no informados

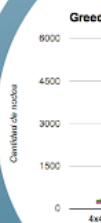


A*

A*

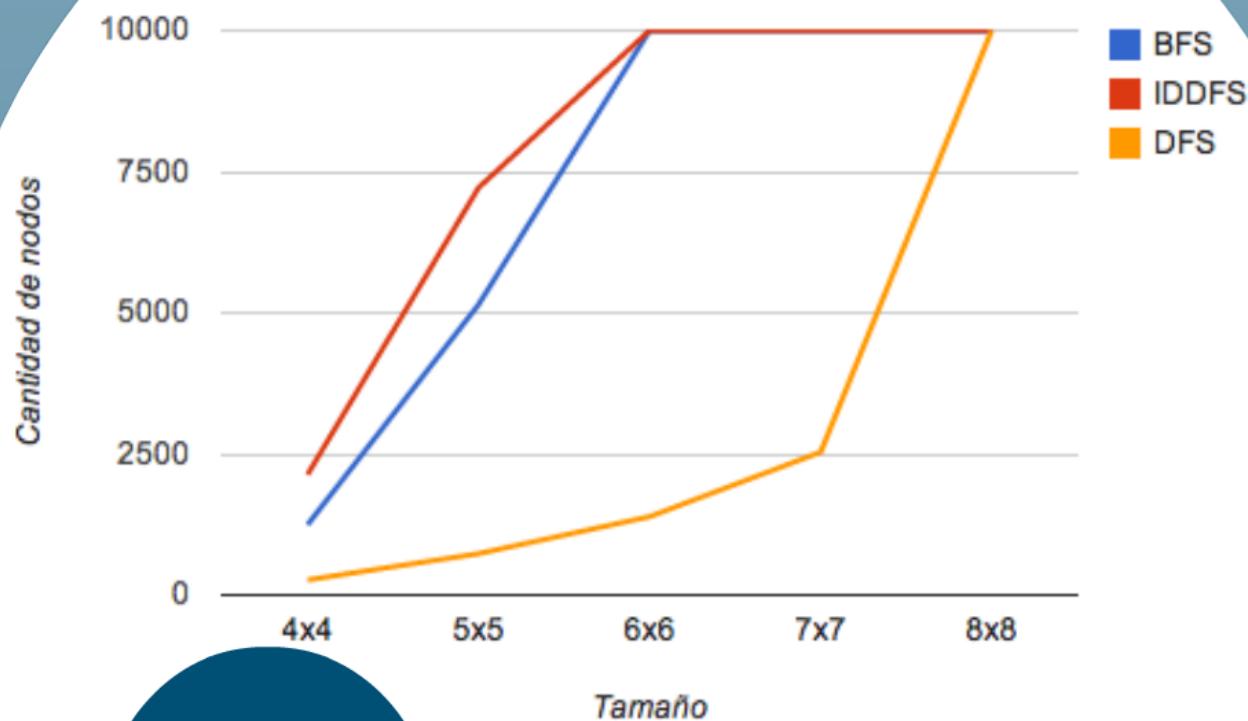


Greedy

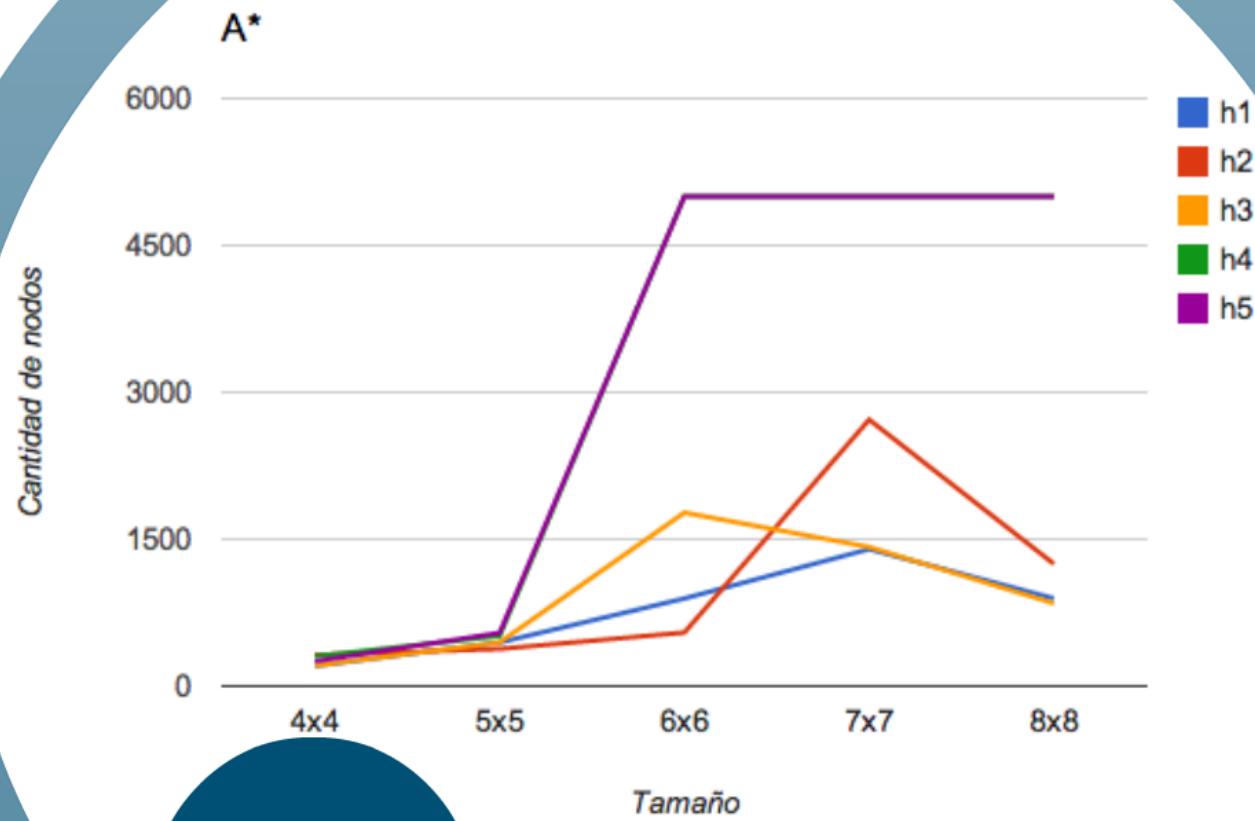


No informados

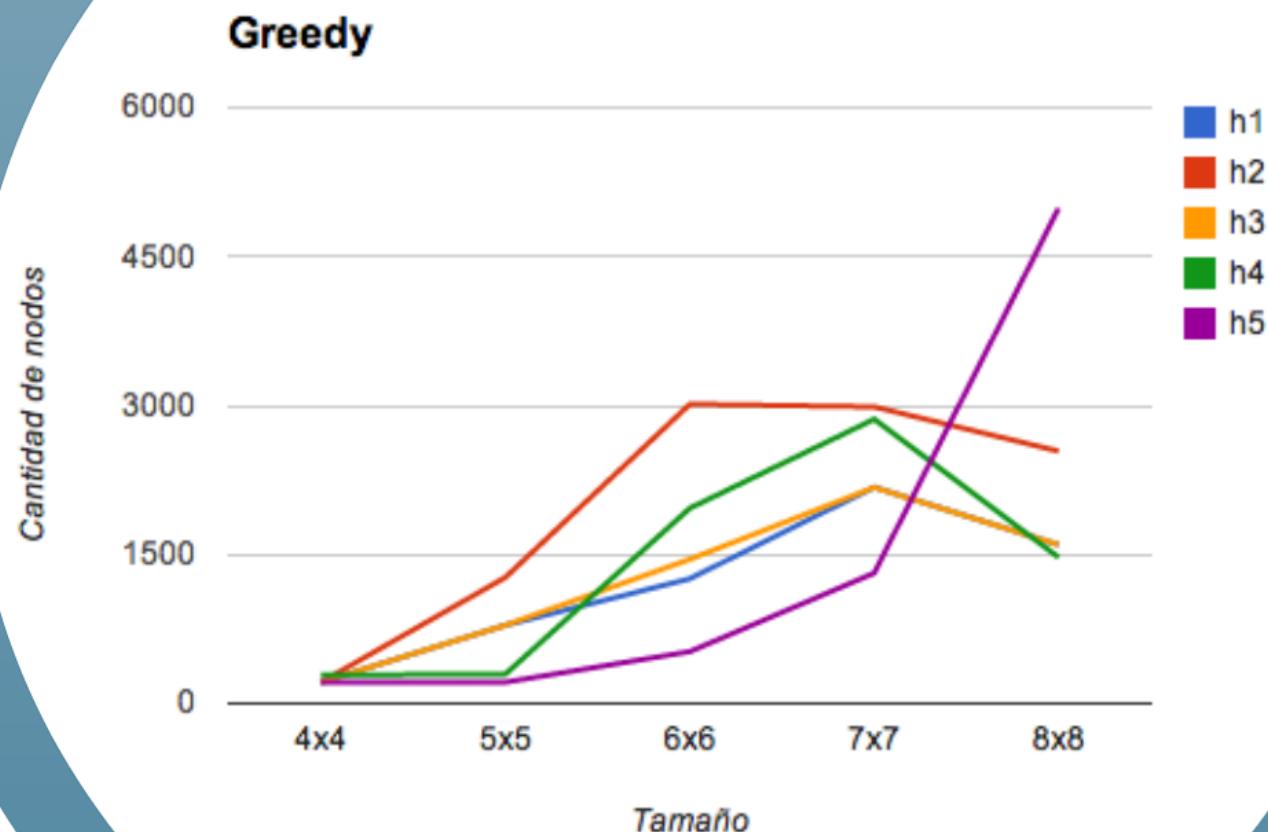
Métodos no informados



A*

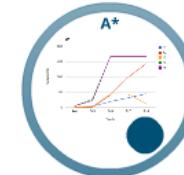
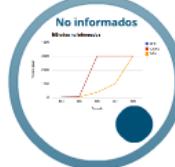


Greedy

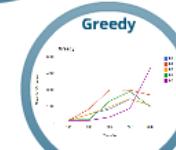
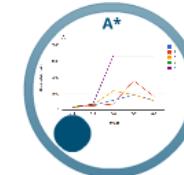
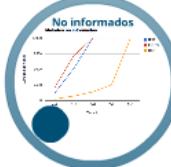


Resultados

Tiempo



Espacio



Conclusiones

- + Informados vs no informados
- + Estados ya visitados
- + Heurísticas intuitivas