COMP 472 Fall 2020

Assignment 2 The X-Puzzle

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The x-puzzle

Solve with different algorithms:

- 1. Uniform Cost (UCS) slowest but best results
- 2. Greedy Best First (GBFS) fastest but not best results
- 3. Algorithm A* (A*)

 best results but slower

Dual solutions

All the algorithms compared the states with one of two solutions

1	2	3	4
5	6	7	0

1	3	5	7
2	4	6	0

Heuristics used for GBFS and A*

h1 = Sum of misplaced tiles

Simple heuristic that discriminates those solutions that are further from the final ideal solutions

h2 = Manhattan move cost calculation with wrapping and corners

More complex heuristic that calculates the sum of all steps required per tile to reach it's desired position.

Scaling up

Python program is able to scale up and try to solve any sized puzzle Example: 4x4 or 5x5

- Very long computation times
- Fastest Algorithm GBFS
- Most never finished as the solution time is exponential

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| 4 3 2 11 |

Searching Algorithm: Greedy Best First (GBFS)

Solving for Heuristic: 2

Current Loop: 1000 | Time: 0.4617655277252197 secs

Stack Size: 2130 | Cost Range: [9 - 35]

Current Loop: 2000 | Time: 1.4152143001556396 secs

Stack Size: 4214 | Cost Range: [11 - 35]

Current Loop: 3000 | Time: 2.8374111652374268 secs

Stack Size: 6145 | Cost Range: [11 - 35]

SOLUTION FOUND Current Loop: 3542

Solution Time: 3.8656833171844482 secs

Solution Path: ['WRAP LEFT', 'LEFT', 'LEFT', 'DOWN', 'RIGHT', 'RIGHT', 'DIAGONAL UP-LEFT', 'DOWN', 'RIGHT', 'UP', 'LEFT', 'UP', 'LEFT', 'DOWN', 'RIGHT', 'UP', 'LEFT', 'DOWN', 'WRAP RIGHT', 'UP', 'LEFT', 'DOWN', 'WRAP RIGHT', 'RIGHT', 'UP', 'LEFT', 'DOWN', 'WRAP LEFT', 'UP', 'UP', 'UP', 'UP', 'LEFT', 'LEFT', 'LEFT', 'DOWN', 'DOWN', 'DOWN', 'DIAGONAL DOWN-RIGHT', 'RIGHT', 'DOWN', 'DOWN', 'RIGHT', 'DOWN', 'RIGHT', 'DOWN', 'RIGHT', 'DOWN', 'RIGHT', 'RIGHT', 'RIGHT', 'RIGHT', 'RIGHT', 'RIGHT', 'RIGHT', 'DOWN', 'RIGHT', 'UP', 'RIGHT', 'DOWN', 'RIGHT'

| 1 5 9 13 | | 2 6 10 14 |

| 3 7 11 15 |

4 8 12

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Puzzle 5 x 5
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| 17 13 15 9 10 |
| 7 4 24 11 2 |
| 19 23 3 20 5 |
| 21 16 12 6 18 |
 | 814 1 22 |
Searching Algorithm: Greedy Best First (GBFS)
Solving for Heuristic: 2
Current Loop: 111000 | Time: 7002.655311346054 secs
Stack Size: 202074 | Cost Range: [13 - 79]
Stoped
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Most 5x5 puzzles took too long with GBFS

Analysis of 50 puzzles of size 2x4 With each of the 3 algorithms and both heuristics

- 500 output files
 50 puzzles x 5 algorithms x 2 output files
- **60 seconds time to live** for each algorithm
 After 60 seconds the solution was discarded
- By optimizing the algorithm data structures, it was possible to slightly lower execution time, regardless, many of the UCS solutions reached the maximum execution time
- 18 puzzles had no solution with UCS
- The fastest algorithm was GBFS with the 2nd heuristic
- A* Took longer but had better results

Analysis of Algorithm: ucs

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Average Solution Length: 6.2

Total Solution Length: 310

Average Search Length: 9329.4

Total Search Length: 466470 Average No Solution: 0.36

Total No Solution: 18

Average Execution Time: 33.207913341522215

Total Execution Time: 1660.3956670761108

Analysis of Algorithm: gbfs-h1

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Average Solution Length: 19.5

Total Solution Length: 975

Average Search Length: 148.26

Total Search Length: 7413 Average No Solution: 0.0

Total No Solution: 0

Average Execution Time: 0.02231849193572998

Total Execution Time: 1.115924596786499

Analysis of Algorithm: gbfs-h2

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Average Solution Length: 19.98

Total Solution Length: 999

Average Search Length: 65.32

Total Search Length: 3266 Average No Solution: 0.0

Total No Solution: 0

Average Execution Time: 0.019668397903442384

Total Execution Time: 0.9834198951721191

Analysis of Algorithm: astar-h1

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Average Solution Length: 10.06

Total Solution Length: 503

Average Search Length: 1841.56

Total Search Length: 92078 Average No Solution: 0.0

Total No Solution: 0

Average Execution Time: 1.7546976280212403

Total Execution Time: 87.73488140106201

Analysis of Algorithm: astar-h2

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Average Solution Length: 10.1

Total Solution Length: 505

Average Search Length: 1304.28

Total Search Length: 65214 Average No Solution: 0.0

Total No Solution: 0

Average Execution Time: 1.0817732429504394

Total Execution Time: 54.08866214752197