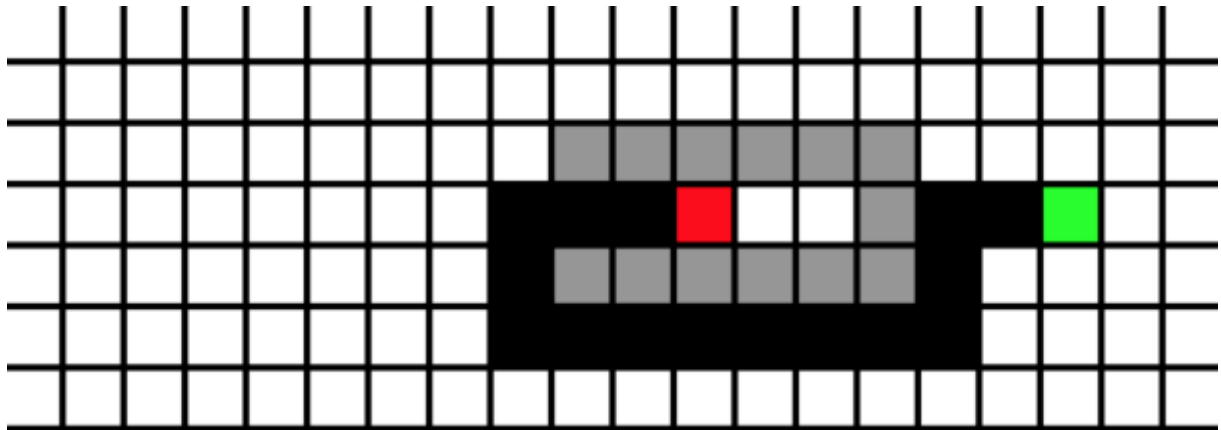


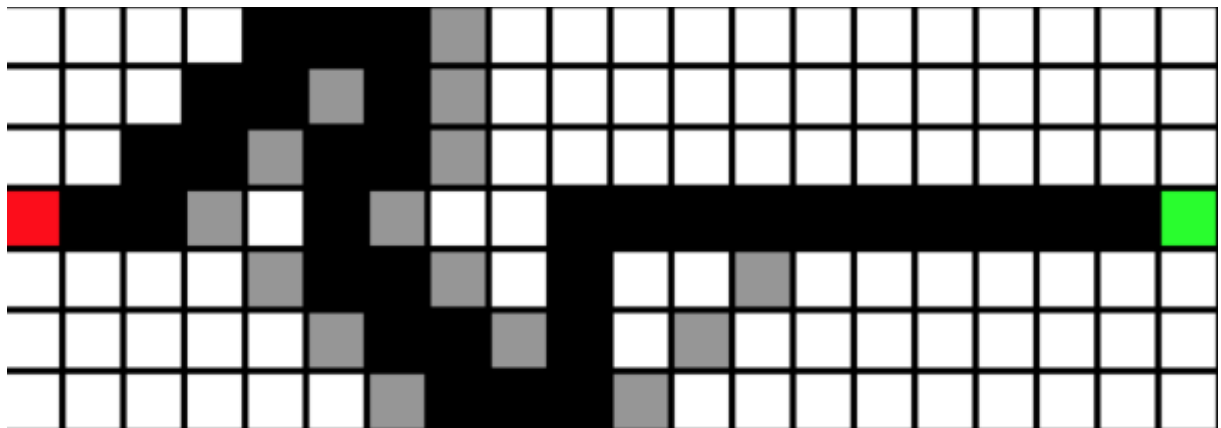
Øving 3, Introduksjon til kunstig intelligens

Part 1:

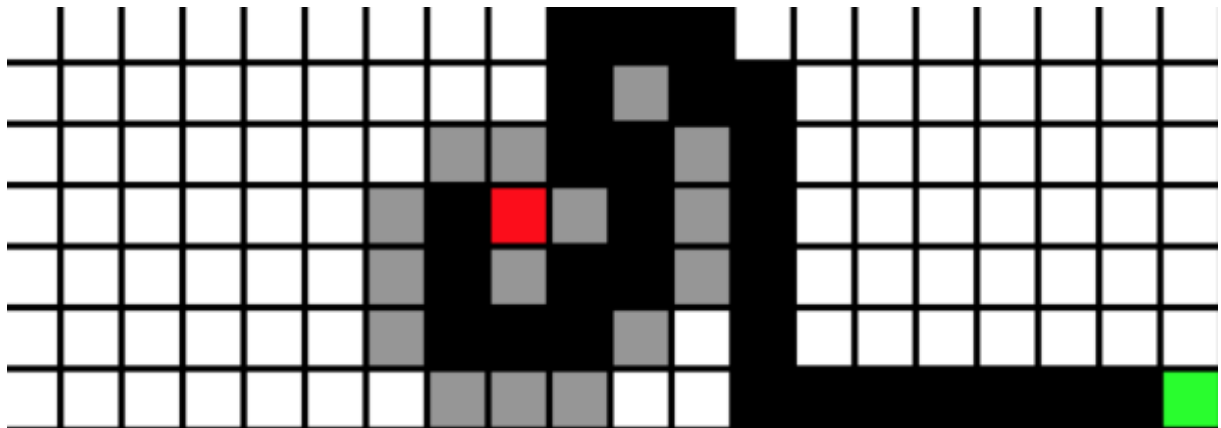
Board 1-1



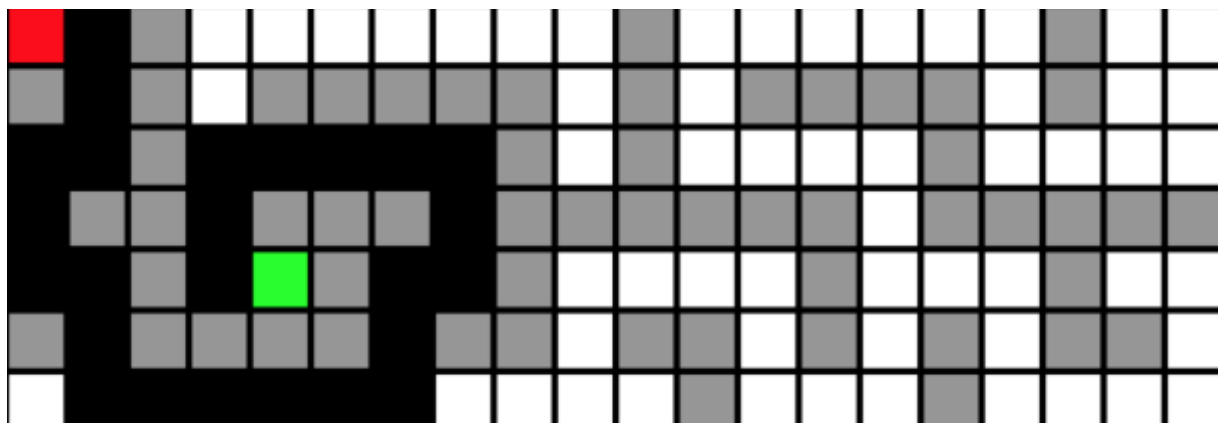
Board 1-2



Board 1-3

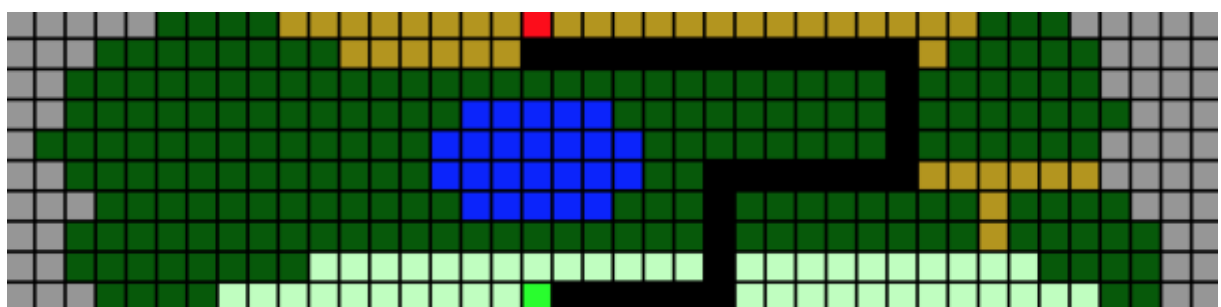


Board 1-4

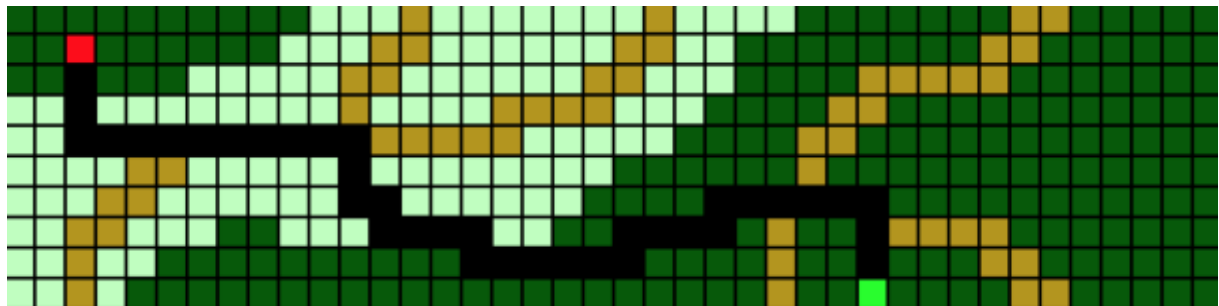


Part 2:

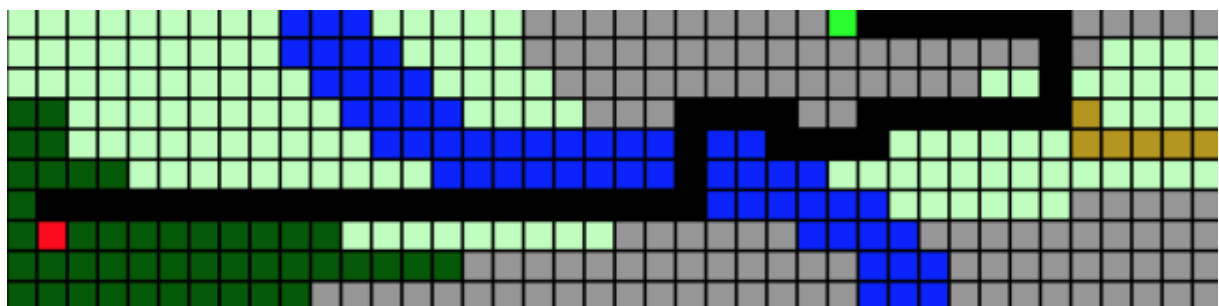
Board 2-1



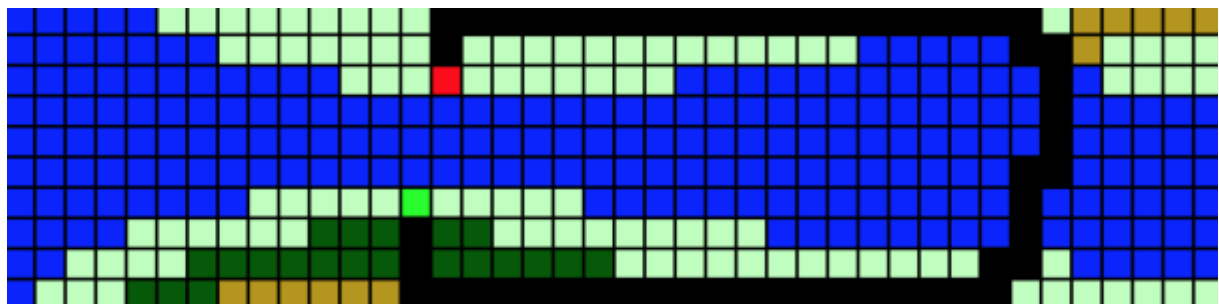
Board 2-2



Board 2-3



Board 2-4

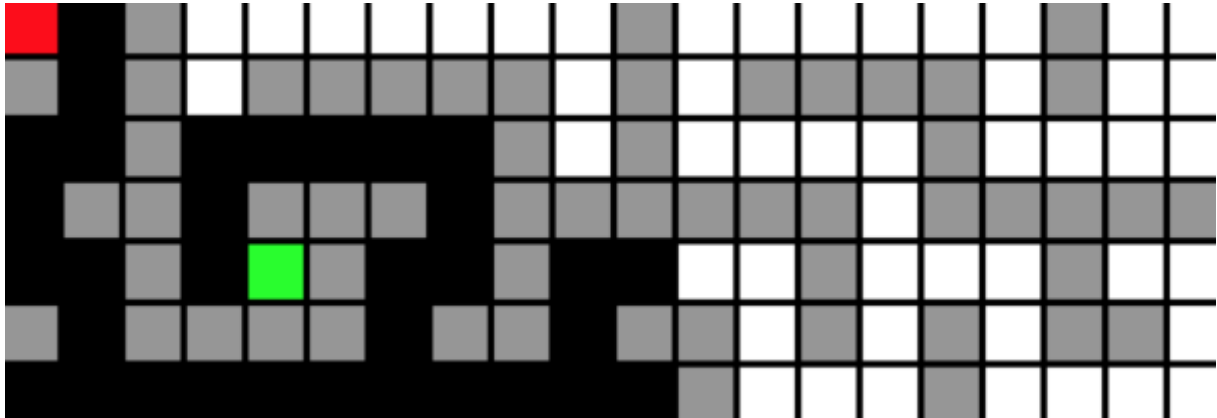


Part 3:

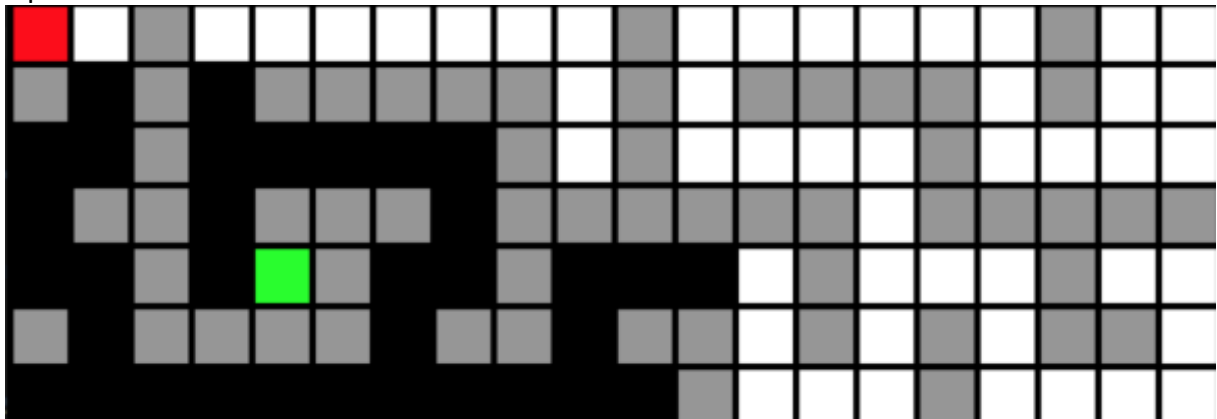
Board 1-4

A*:

Closed list:



Open list:

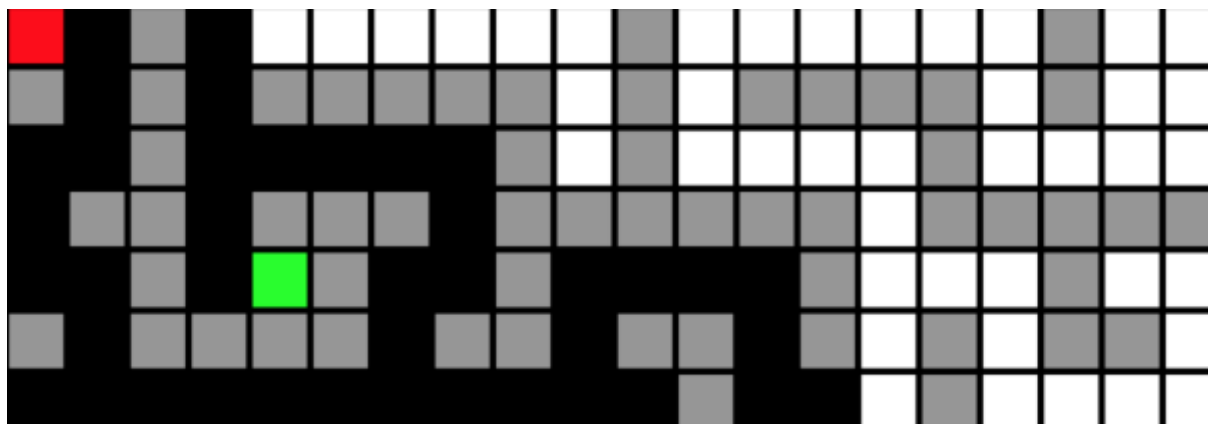


Feilkilde: her ser jeg at A* leter lenge mot høyre, noe som jeg vil anta den ikke skal gjøre. Mulig det er en bug i koden som jeg ikke finner som er forklaringen på dette.

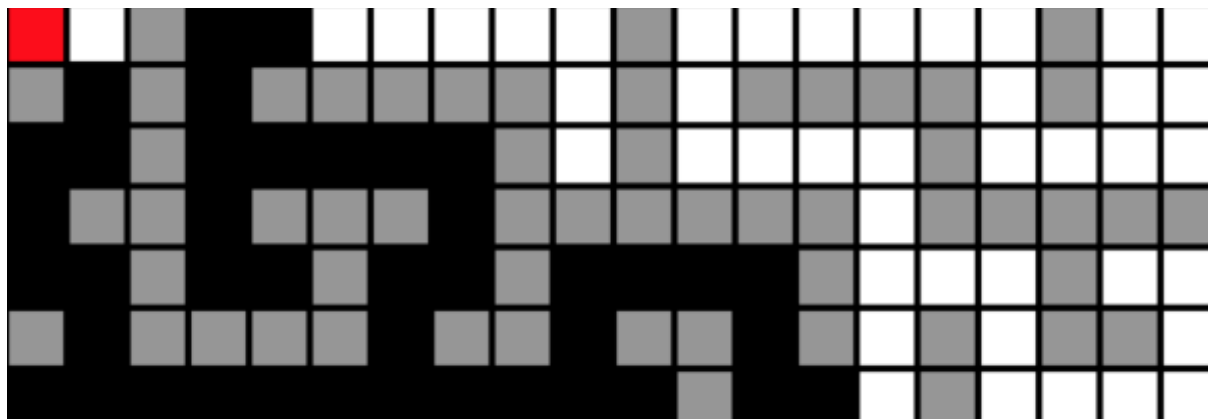
Dijkstra:

Løsning:

Closed list:

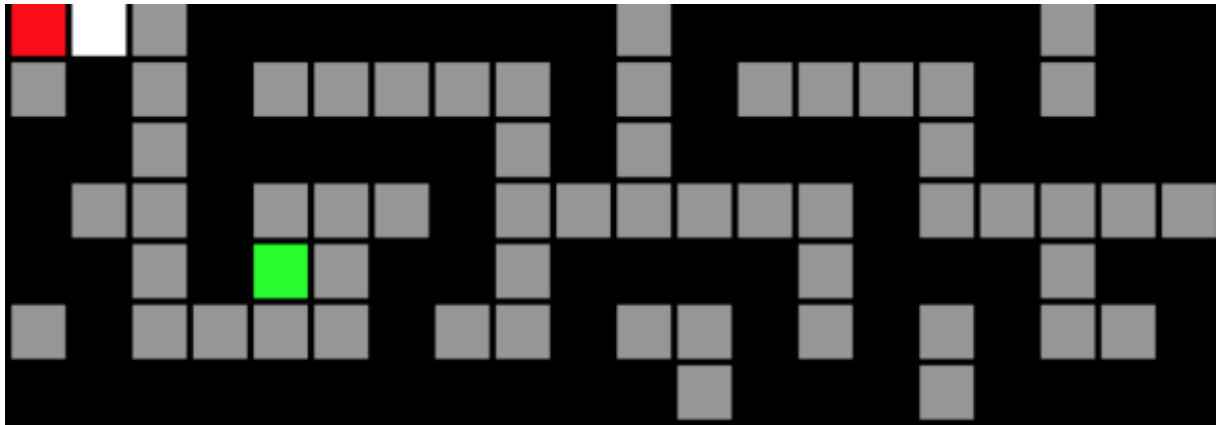


Open list:

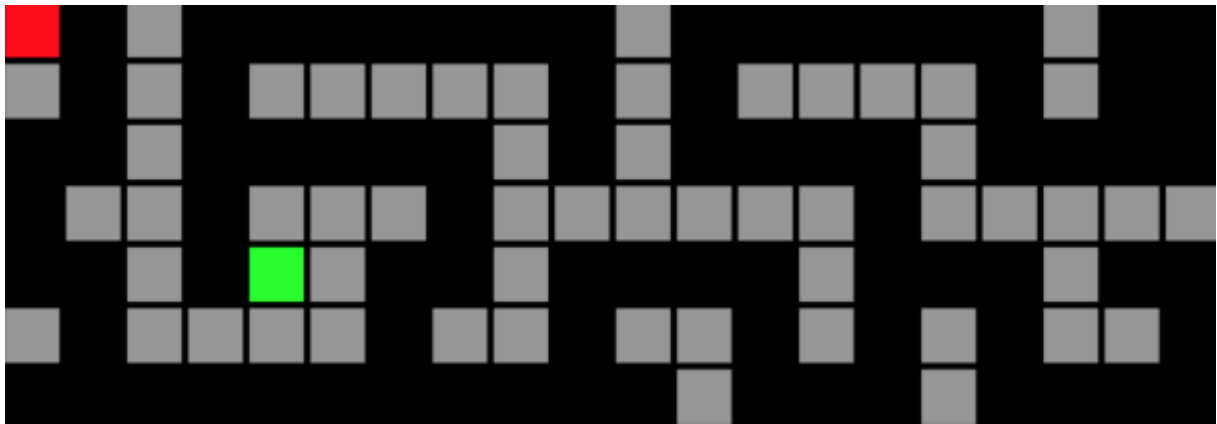


BFS:

Open list:



Closed list:

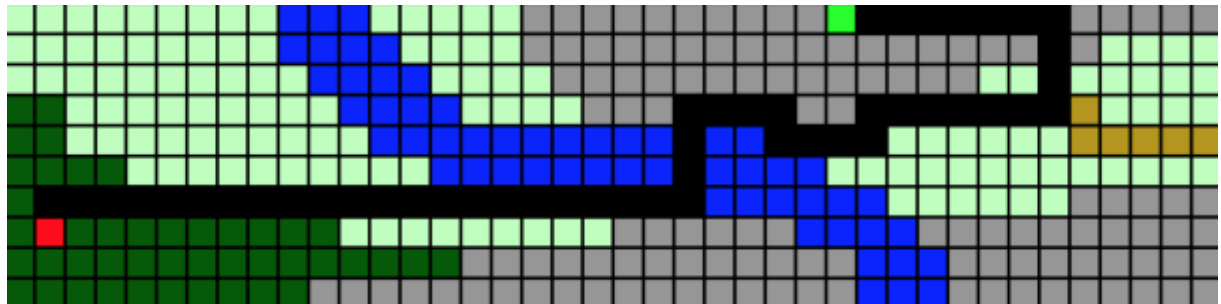


Her er det ikke like store forskjeller mellom A* og Dijkstra, men fra de to til BFS ser vi en stor forskjell. I og med at A* har kunnskap (heuristikk) om hvor målet befinner seg finner den fortere veien

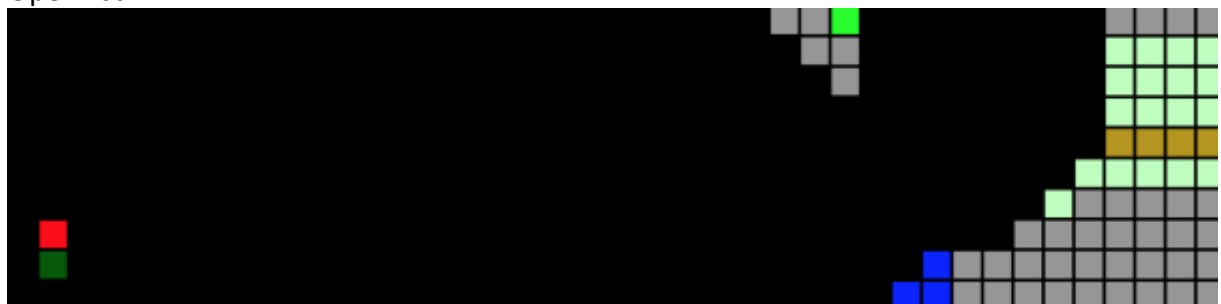
Board 2-3:

A*:

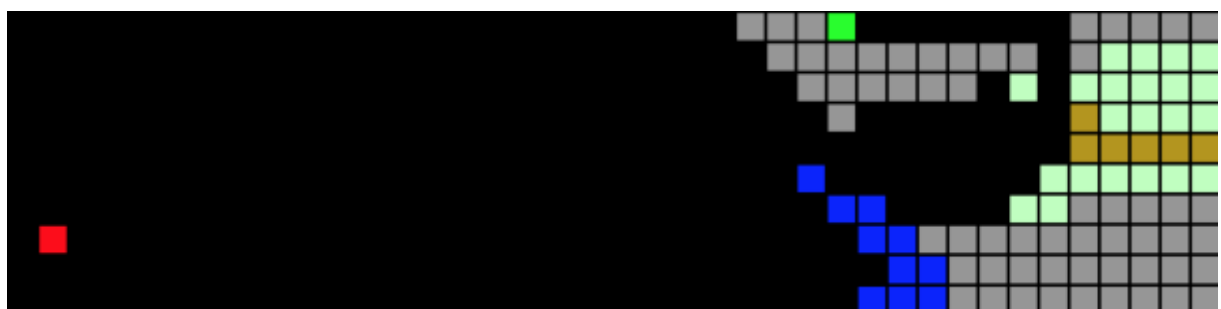
Løsning:



Open list:

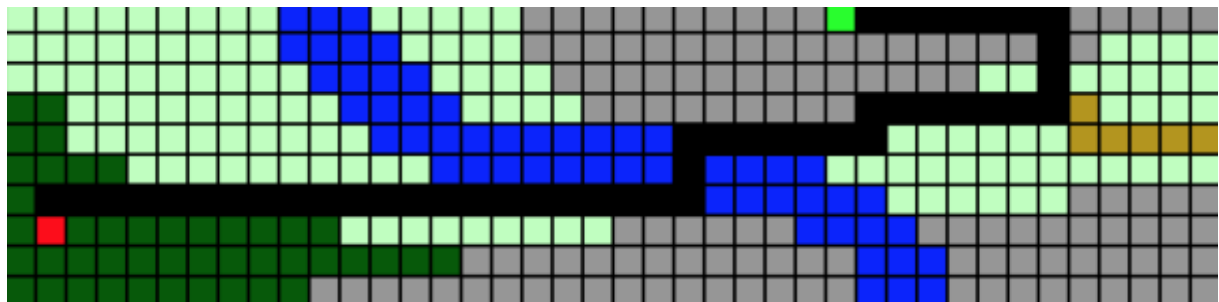


Closed list:

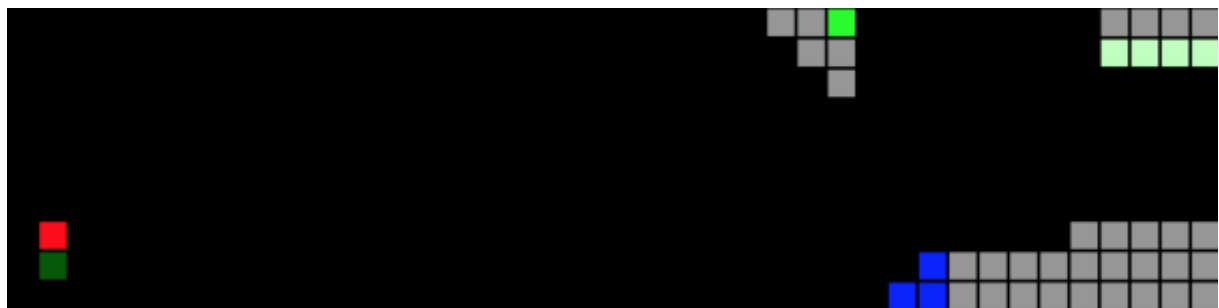


Dijkstra:

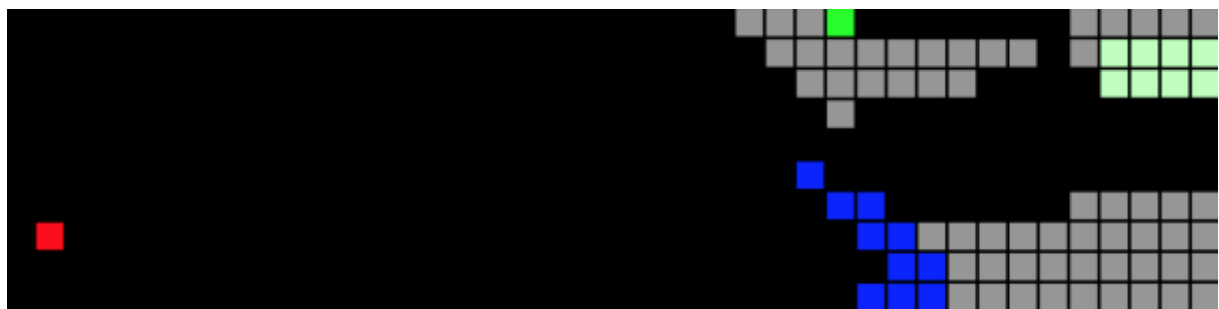
Løsning:



Open list:

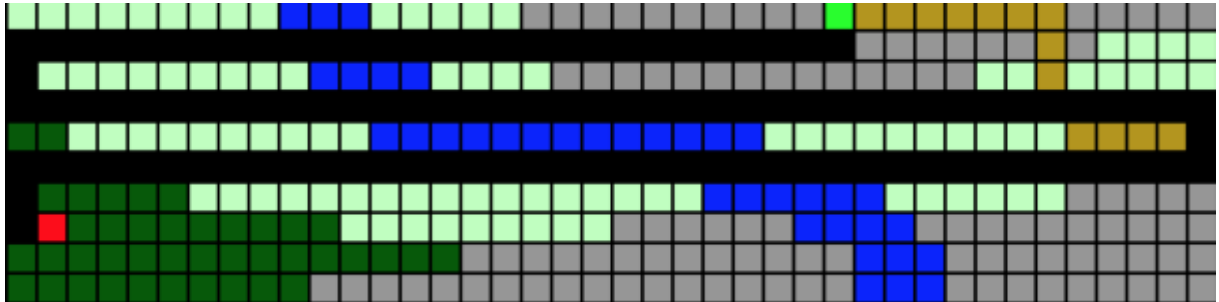


Closed list:

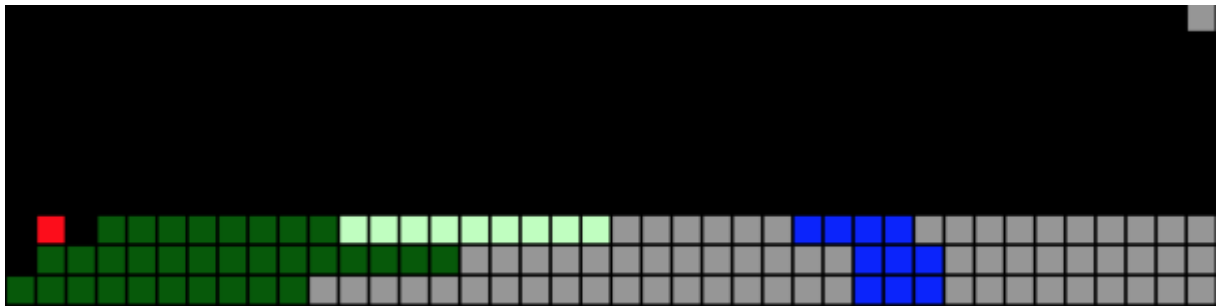


BFS:

Løsning:



Open list:



Closed list:



Her ser vi at både A* og Dijkstra leter mer i riktig retning, mens BFS leter vilkårlig. Hvilken algoritme som bruker minst ressurser avhenger litt av hvilket Brett (verden) som sendes inn.

Kommentar: Det er mulig det er noe med koden min som gjør at dette ikke blir riktig. Uten noen fasit-brett er det vanskelig å vite om det er riktig eller ikke.