

# Experiment with Air Cargo Problem

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## Implement a Planning Search

All the Air Cargo problems uses the following action schema

```
Action(Load(c, p, a),  
PRECOND: At(c, a) At(p, a) Cargo(c) Plane(p) Airport(a)  
EFFECT: At(c, a) In(c, p))
```

```
Action(Unload(c, p, a),  
PRECOND: In(c, p) At(p, a) Cargo(c) Plane(p) Airport(a)  
EFFECT: At(c, a) In(c, p))
```

```
Action(Fly(p, from, to),  
PRECOND: At(p, from) Plane(p) Airport(from) Airport(to)  
EFFECT: At(p, from) At(p, to))
```

## Part 1 - Planning problems

### Uniformed Search Strategies

Uniformed searched strategies does not have any additional information about states beyond that provided in the problem definition. This is the reason this search strategy also known as blind search. All these uninformed searches do is generate successors and distinguish a goal state from a non-goal state. In this section, I compare the performance of 3 different strategies in terms of speed (execution time, measured in seconds), memory usage (measured in search node expansions) and optimality (Yes, if a solution of optimal length is found; No, otherwise).

### Analysis

Table 1 to 3 show the metric for uniformed planning searches for `air_cargo_p1`, `air_cargo_p2`, `air_cargo_p3` problems. By looking at the all the metrics, we can see not all the search methods does not give us the optimal result. Depth first graph search for problem 2 and third does not reach optimal search. Given

<code>air_cargo_p1</code>	Breadth First	Depth First Graph	Uniform Cost Search
Node Expansions	43	12	55
Goal Tests	56	13	57
Time Elapsed	0.053	0.015	0.064
Optimality	Yes	Yes	Yes

Table 1: Metrixs for non-huristic planning solution searches for `air_cargo_p1`

<code>air_cargo_p2</code>	Breadth First	Depth First Graph	Uniform Cost Search
Node Expansions	3401	350	4761
Goal Tests	4672	351	4763
Time Elapsed	20.8	2.2	18.36
Optimality	Yes	No	Yes

Table 2: Metrixs for non-huristic planning solution searches for `air_cargo_p2`

the execution time, the Uniform cost search provide the optimal search results during this experiment.

Criterion	Breadth-First	Uniform-Cost	Depth-First	Depth-Limited	Iterative Deepening	Bidirectional (if applicable)
Complete?	Yes <sup>a</sup>	Yes <sup>a,b</sup>	No	No	Yes <sup>a</sup>	Yes <sup>a,d</sup>
Time	$O(b^d)$	$O(b^{1+\lceil C^*/\epsilon \rceil})$	$O(b^m)$	$O(b^l)$	$O(b^d)$	$O(b^{d/2})$
Space	$O(b^d)$	$O(b^{1+\lceil C^*/\epsilon \rceil})$	$O(bm)$	$O(bl)$	$O(bd)$	$O(b^{d/2})$
Optimal?	Yes <sup>c</sup>	Yes	No	No	Yes <sup>c</sup>	Yes <sup>c,d</sup>

**Figure 3.21** Evaluation of tree-search strategies.  $b$  is the branching factor;  $d$  is the depth of the shallowest solution;  $m$  is the maximum depth of the search tree;  $l$  is the depth limit. Superscript caveats are as follows: <sup>a</sup> complete if  $b$  is finite; <sup>b</sup> complete if step costs  $\geq \epsilon$  for positive  $\epsilon$ ; <sup>c</sup> optimal if step costs are all identical; <sup>d</sup> if both directions use breadth-first search.

Figure 3.21 show the summary of each search methods including its time complexity. Given this information, I can defend my choose of uniform cost search as the optimal by looking at the execution time; however, give the memory usage some can argue the breadth first search may give us the optimal results. This is a valid argument; however, in my defense, I can argue the even memory usage is less with breadth first search, memory itself may not be a game-changing factor when it compares to the execution time.

<code>air_cargo_p2</code>	Breadth First	Depth First Graph	Uniform Cost Search
Node Expansions	14491	3491	17615
Goal Tests	17947	3492	17617
Time Elapsed	147.28	71.8	76.0
Optimality	Yes	No	Yes

Table 3: Metrixs for non-huristic planning solution searches for `air_cargo_p3`

## Part 2 - Domain-independent heuristics:

### Analysis

Table 4 to 6 shows the problems `air_cargo_p1`, `air_cargo_p2` and `air_cargo_p3` with 3 different heuristics functions. All the functions reach the optimal solution including the **A\* search with level sum heuristic** even it took over 10min to run (took 22 minutes. data left black in table 3 ). By looking at all the running times of each function, it is evident the **A\* search with ignore predictions heuristic** perform the best.

<code>air_cargo_p1</code>	A* (h1 heuristic)	A* (ignore predictions heuristic)	A* (level sum heuristic)
Node Expansions	55	41	11
Goal Tests	57	43	13
Time Elapsed	0.06	0.06	1.8
Optimality	Yes	Yes	Yes

Table 4: metrics of A\* searches for `air_cargo_p1`

<code>air_cargo_p1</code>	A* (h1 heuristic)	A* (ignore predictions heuristic)	A* (level sum heuristic)
Node Expansions	4761	1450	86
Goal Tests	4763	1452	88
Time Elapsed	18.3	6.9	277
Optimality	Yes	Yes	Yes

Table 5: metrics of A\* searches for `air_cargo_p2`

## Conclusion

Results are shown in this report demonstrate the advantages using informed search methods with some custom heuristics functions over uninformed search methods when looking for an optimal plan. The benefits are justifiable by looking at both speed (time it took to execute) and the memory usage. It

<code>air_cargo_p1</code>	A* (h1 heuristic)	A* (ignore predictions heuristic)	A* (level sum heuristic)
Node Expansions	17615	4728	–
Goal Tests	17617	4730	–
Time Elapsed	77	25	–
Optimality	Yes	Yes	–

Table 6: metrics of A\* searches for `air_cargo_p3`

is possible to variate these two measurements to find the best possible search method for given problem which is not feasible with uninformed searches.