Inf2d Assignment 1 Feedback

Student ID: s1620208
Overall mark: 92

Question	Feedback	Mark
Q3.1		4
Q3.2		7
Q3.3	- your depth first search is rather slow - your depthFirstSearch cannot find the starting node e.g. when searching for (6,1) from (6,1) you return nothing - you also return nothing for other searches e.g. searching for (4,6) from (5,1) - you do not seem to be following a strictly depth first search order since you expand all nodes on the frontier at each stage: see the solution for the correct approach - you should remove elements for the fronteir as you go along to avoid increased space complexity	3
Q3.4	- Your approach seems to work reasonably well but is somewhat adhoc: see the solution/lecture notes to a more systematic approach. It also seems to increase the space usage for the method. - Your depthLimitedSearch does not find a path at depth d=4 when searching for (1,2) from (3,1) despite the fact that one exists: [(1,2),(2,2),(3,2),(3,1)]	5
Q3.5		10
Q4.1		5
Q4.2		10
Q4.3		15
Q5.2		5
Q5.3		15
Q5.4	The alphabeta returns wrong value: expected: 1, but got: 0 for maxPlayer [-1,-1,-1,-1,-1,0,-1,1,0,1,1,1,0,0,0,1]; expected: 0 but got 1 for minPlayer [-1,-1,-1,-1,-1,-1,0,-1,1,0,1,1,1,0,0,0,1].	13

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