SISTEMAS DE INTELIGENCIA ARTIFICIAL (72.27) TP1 MÉTODOS DE BÚSQUEDA

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Ejercicio 1 - 8 Puzzle

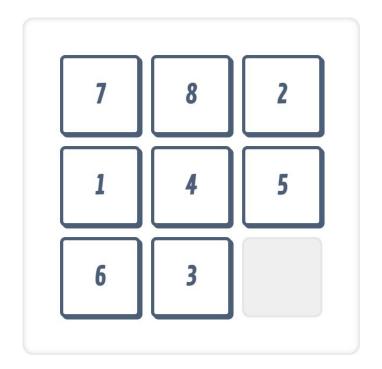
Preguntas

- ¿Qué estructura de estado utilizarían?
- Al menos 2 heurísticas admisibles no-triviales
- ¿Qué métodos de búsqueda utilizarían, con qué heurística, y por qué?

Estructura de estado

Clase para las piezas (1-8)

Clase para el vacío







Heurística 1

Suma de todas las distancias manhattan entre la pieza y donde se supone que debería estar posicionada

Heurística 2

Multiplicación entre H1 y la distancia manhattan entre la pieza y el vacío

Heurística 3

Cantidad de piezas en lugar incorrecto

Métodos de búsqueda

 Algoritmo A* con Heurística de Distancia Manhattan

 Algoritmo Iterative Deepening A* (IDA*) con Heurística de Distancia Manhattan



Ejercicio 2 - Sokoban

Estructura de estado

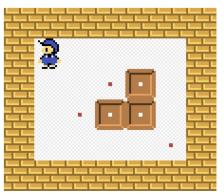
- Posición de las paredes
- Posición del jugador
- Posición del objetivo
- Posición de la/s caja/s
- Posición de los deadlocks

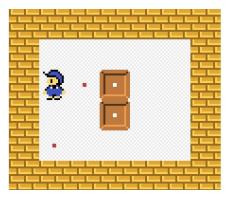
Métodos de búsqueda

- DFS
- BFS
- LocalGreedy
- GlobalGreedy
- A*
- IDDFS

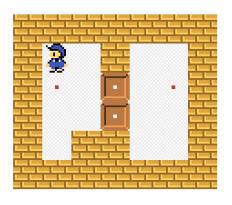
Mapas

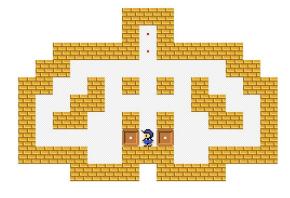




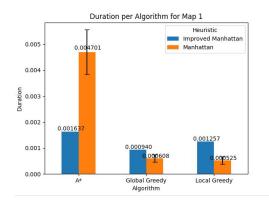


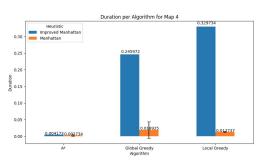


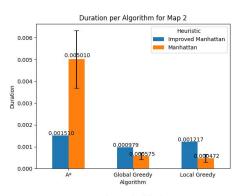


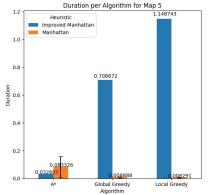


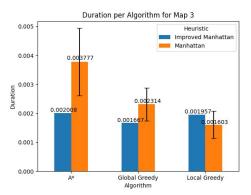


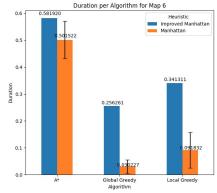




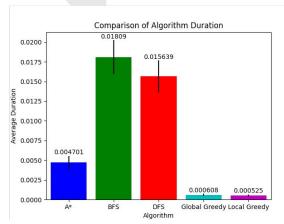


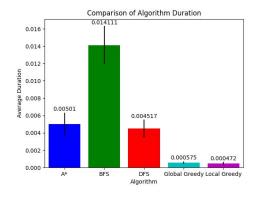




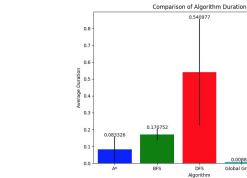


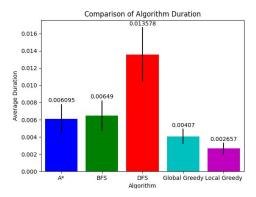
Duración comparación

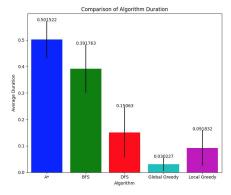


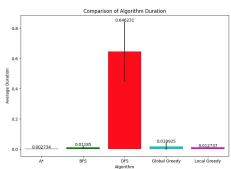


Local Greedy

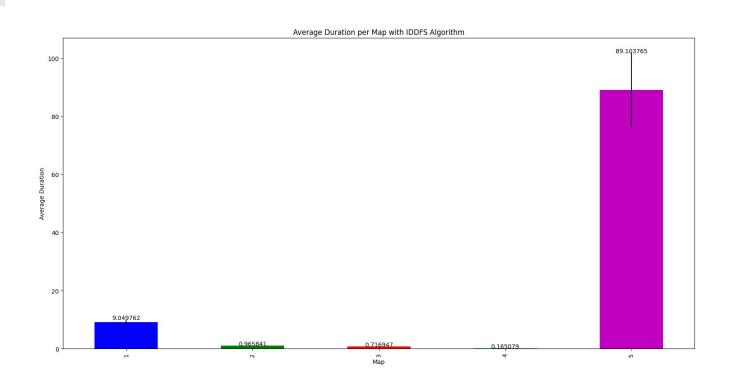




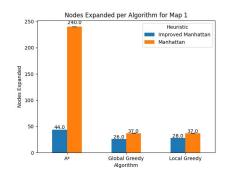


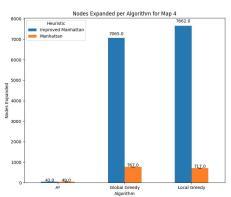


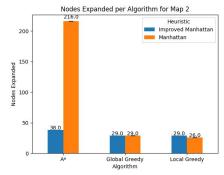
Duración IDDFS

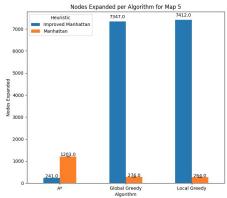


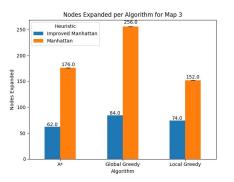
Datos - Nodos expandidos

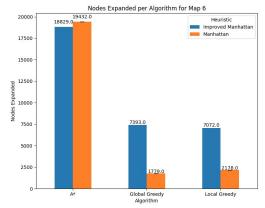




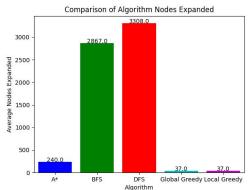


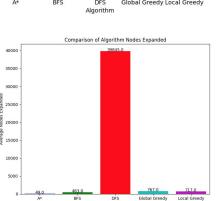




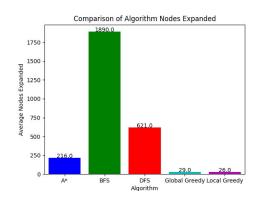


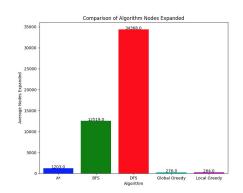


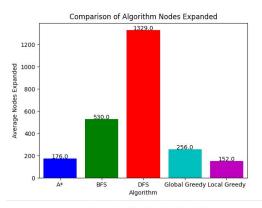


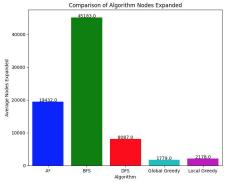


Global Greedy

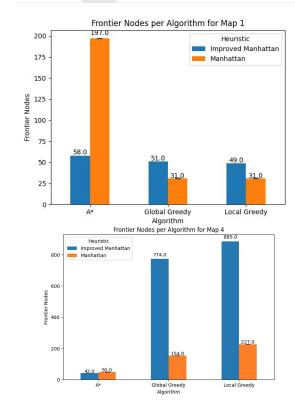


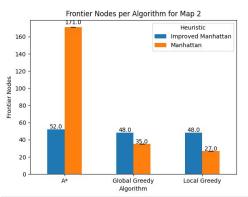


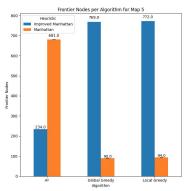


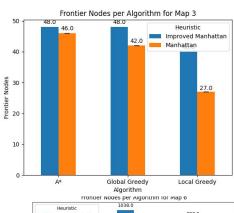


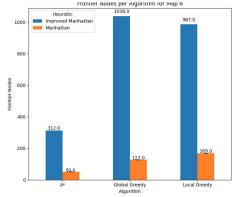
Datos - Nodos frontera



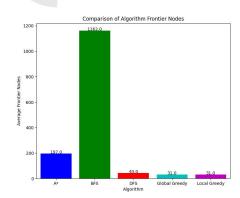


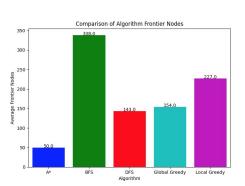


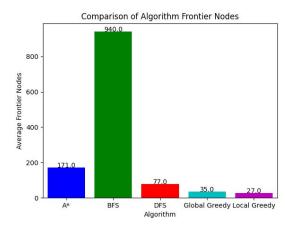


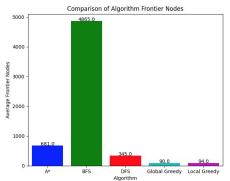


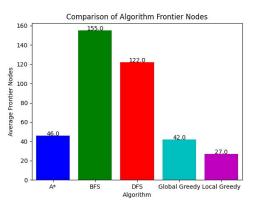
Nodos frontera comparación

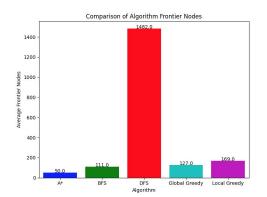












Gracias!