

## Current Demos

### Domains:

Sliding Tile Puzzle  
Pancake Puzzle

### Search algorithms:

DFS  
DFID  
BFS  
Dijkstra  
A\*  
IDA\*  
IBEX/BTS  
IBEX/BGS  
Jump Point Search  
Canonical A\*  
Bounded Jump Point Search  
Canonical Dijkstra's  
Weighted A\*  
WA\* (XUP, XDP, pwXD, pwXU)  
Dynamic Potential Search  
Optimistic Search  
Improved Optimistic Search

### Heuristics:

Pattern Databases  
Compressed PDBs  
Differential Heuristics  
FastMap

### Constraints:

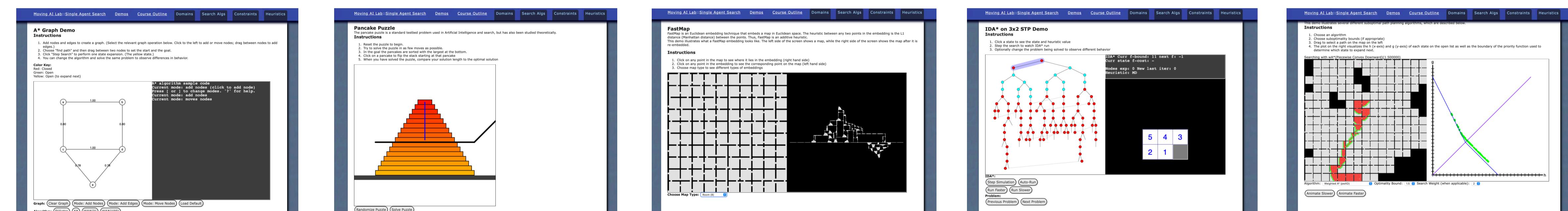
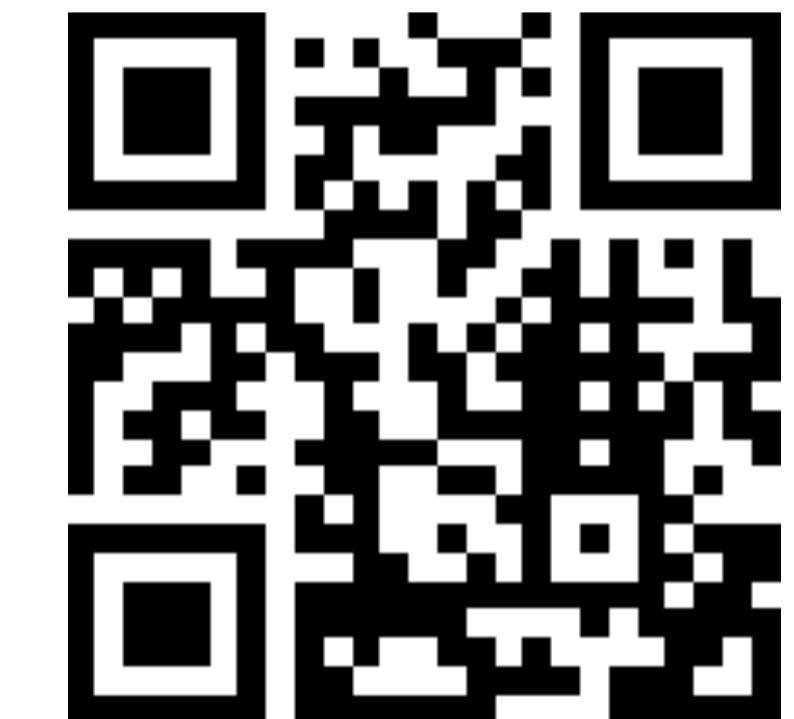
Reach  
Bounding Boxes  
Abstraction/Refinement  
Transit Routing

Theory  
A\* worst case  
WA\* worst case  
IDA\* worst case  
Necessary expansions  
Must-expand graph

More to come!

# Web-based demos of heuristic search algorithms that you can use in your classes!

<https://www.movingai.com/SAS/>



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