

**UG SEMINAR ABSTRACT**

Academic Year: 2019-20

**DEPARTMENT: COMPUTER ENGINEERING**

**Seminar On:** Algorithms

**By:** Shubham Rajendra Chemate

**Roll No.** 31118

1. Name of The Topic: Performance Comparison of Three Closely Related Pathfinding Algorithms on US Road Network
2. Topic wise contents:
  - i. Abstract
  - ii. Keywords
3. References Used:
  - [1] E. Dijkstra, A note on two problems in connexion with graphs, *Nu777 merische Mathematik* 1 (1959) 269–271
  - [2] Cui, Xiao and Shi, Hao (2011) A\*-based Pathfinding in Modern Computer Games. *International Journal of Computer Science and Network Security*, 11 (1). pp. 125-130. ISSN 1738-7906
  - [3] Botea A, Muller M, and Jonathan S. Near optimal hierarchical path-finding. *J Game Dev* 2004; 1: 7–28.
  - [4] Javaid, M.A. Understanding Dijkstra Algorithm. *SSRN Electron. J.* 2013.
  - [5] Alija, A.S. Analysis of Djikstra’s and A\* Algorithm to Find the Shortest Path. Master’s Thesis, *Universiti TunHussein Onn Malaysia, Johor, Malaysia*, September 2015.
  - [6] Ma, H.; Koenig, S.; Ayanian, N.; Cohen, L.; Honig, W.; Kumar, T. K. S.; Uras, T.; and Xu, H. 2016a. Overview: Generalizations of multi-agent path finding to real-world scenarios. In *WOMP Workshop at IJCAI*, Available at <http://idm-lab.org/publications.html>.
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Date: 13/09/2021

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REMARKS BY UG SEMINAR CO-ORDINATOR:

Date:

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**Abstract:** Pathfinding is one of the most classical problem in graph theory, which aims to find the path between two nodes in the network. Pathfinding problem has very wide range of application in field of computer games, network routing algorithms, artificial intelligence and so on. This seminar work represents comparative analysis of three closely related pathfinding algorithms which are slight modification over each other – Dijkstra, A\* and HPA\*. The theoretical analysis includes time and space tradeoffs whereas in practical performance analysis the algorithms are tested on road network of three states in US. Seminar work also includes graphical representation of analysis to give great depth of result to the audience.

**Keywords:** Pathfinding, Road Networks, Graphical Model, Comparative Analysis, Real-time data

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REMARKS BY UG SEMINAR GUIDE:

Date:

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(Prof.                      )