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My major contribution was that I have created PDB.py separately to implement a statically-partitioned pattern database for the 5-5-5 partitioning and 6-6-3 of 15 sliding tile puzzles, so as the separate Puzzle_pdb.py to generate the partitioned pattern database 15 puzzle using the A* and PEA* search algorithm that Wei Liang Li and Huaiyan Chen created.

These information is precisely included in the Section 2.6 (PDB heuristic), 2.6.1 (Statically-Partitioned Additive Database Heuristics), 2.6.1.1 (Limitations of Statically-Partitioned Additive Database Heuristics), 3.2 (PDB Methodology), 5.3 (Result of using statically-partitioned database of 15-puzzle) including the table and plot, and the last part of the Section 6 (Conclusion) in the CMPT417_Report_Team2.