CS486: Artificial Intelligence

Project 1 Grading Sheet

Names: \_\_Oh, Reece, Vena\_\_\_

Late: N / Y Days: \_\_\_\_\_\_\_ Autograder Score: \_\_26\_/25 Final Score: \_35.77/ 35\_

Overall Notes/Remarks:

Despite the output of the autograder, I can’t believe your corners heuristic is consistent since you’re taking the max of the distance to \*all\* the corners, even the ones you’ve already visited. Please let me know if I’m misreading something.

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| Question | Remarks | Score |
| 1  DFS  (4.2 pts) | depthFirstSearch, stack-based, graph search, child-order |  |
| 2  BFS  (4.2 pts) | breadthFirstSearch, queue-based, graph search, terminate @ goal |  |
| 3  UCS  (4.2 pts) | uniformCostSearch, priority-queue, graph search, optimal path |  |
| 4  A\*  (4.2 pts) | aStarSearch, priority-queue, graph search, optimal path |  |

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| 5  All Corners  Problem  (4.2 pts) | CornersProblem, state representation |  |
| 6  Corners  Heuristic  (4.2 pts) | cornersHeuristic, non-trivial, consistent | 3.57 |
| 7  All Food  (5.6 pts) | foodHeuristic, non-trivial, consistent |  |
| 8  Suboptimal Search  (4.2 pts) | findPathToClosestDot, AnyFoodSearchProblem, |  |