

Assignment 1 Solution

1. Informed Search (4 points)

1(a) (1 point)

Consider $H_1 = \text{Misplaced Tile Heuristic}$ and $H_2 = \text{Manhattan Distance Heuristic}$. Acceptable “proofs” should have that H_2 is better than H_1 because H_2 is closer to the correct cost, i.e., $H^*(n) \geq H_2(n) \geq H_1(n)$, where $H^*(n)$ is the real cost. This implies that the time taken to do search should be lower. In other words, H_2 provides a tighter lower bound.

1(b) (1 point)

For a heuristic to be consistent, it must comply with the following:

$$h(n) \leq c(n, n') + h(n') \quad \forall n, n'$$

Proposition: H_1 is consistent

Proof: 3 cases need to be addressed:

1 - After a move, the SAME NUMBER of tiles is out of position:

In this case, $c(n, n') = 1$ and $H(n) = H(n')$. So, $h(n) \leq c(n, n') + h(n')$.

2 - After a move, one LESS tile is out of position:

In this case, $c(n, n') = 1$ and $H(n) = H(n') + 1$. So, $h(n) \leq c(n, n') + h(n')$.

3 - After a move, one MORE tile is out of position:

In this case, $c(n, n') = 1$ and $H(n) = H(n') - 1$. So, $h(n) \leq c(n, n') + h(n')$.

These 3 cases show that no matter the move, we will have $h(n) \leq c(n, n') + h(n')$, which means that after each move the f -cost increases or stays the same. Therefore, the f -cost increases monotonically.

Proposition: H_2 is consistent

The proof for this proposition is almost identical to the proof given above, with the exception that the first case is not possible anymore. When the blank moves, H_2 's value is either -1 or $+1$ from n to n' . Note: An answer like this one was given full marks.

2(a) (1 point)

Time complexity: $O(b^d)$; in the worst case it may still take exponential time since all nodes up to a certain f limit need to be expanded, which takes exponential time with respect to the depth of the shallowest solution.

Space complexity: $O(bd)$: the algorithm needs to store all nodes in a path with all children (at most b) of each node on the path.

For full marks, the complexity in big O notation is required (as opposed to simply stating exponential and linear complexity).

2(b) (0.5 point)

IDA^* is complete because the algorithm uses a *DFS* scheme to visit exhaustively the tree of solutions while increasing continually the fringe depth limit after each iteration, until the goal is reached. This limit stops the search from going down the tree indefinitely. As a result admissibility and consistency are **not** needed for completeness.

Note 1: The fact that the fringe ceiling is derived from an f -cost value doesn't change this assumption as long as the branching factor is finite, and that the costs are positive (greater than some constant).

Note 2: This is only true if we assume the computer has enough resources available (memory).

2(c) (0.5 point)

IDA^* is optimal because it uses a *DFS* scheme similar to *IDS*, and *IDS* is optimal. Every time IDA^* chooses a new *cutoff* value, it chooses a value that is larger than its previous *cutoff*, but that is the smallest value among all the f -cost values encountered so far. Hence, the optimality relies upon the consistency of the heuristic in use, which guarantees that the f -costs are monotonically increasing by some 'optimistic' amount. Note that admissibility is not sufficient for graphs. We need consistency of the heuristic to ensure optimality of IDA^* .

2. Constraint Satisfaction (6 points)

1. (1 point)

Example of a possible solution:

Variables: V_1, \dots, V_{81}

Domain: $\{1, \dots, 9\}$

Constraints:

- Each row contains integers from 1 to 9 without duplications.

- Each column contains integers from 1 to 9 without duplications.
- Each box contains integers from 1 to 9 without duplications.

2. (5 points)

Example of an acceptable solution for time and number of steps (nodes):

Nodes						
	BT		BT+FC		BT+FC+H	
	Mean	SD	Mean	SD	Mean	SD
Easy	676,505	301,959	3,425	2,213	51	4
Medium	1,641,523	981,547	3,207	2,283	95	12
Hard	228,613,111	117,327,442	219,157	176,555	95	12
Evil	679,017,025	374,752,909	420,324	306,087	232	154
				Time (seconds)		
	BT		BT+FC		BT+FC+H	
	Mean	SD	Mean	SD	Mean	SD
Easy	7.35	3.31	0.48	0.32	0.02	0.00
Medium	18.87	11.35	0.47	0.35	0.04	0.01
Hard	2,875.13	1,475.58	35.17	28.33	0.04	0.01
Evil	7,940.85	4,340.72	69.00	51.30	0.10	0.07

Note: Clearly, the running times depend on the implementation. Those results are based on a Python implementation where averages and standard deviations are computed based on a sample of 50 runs.

Explanation of the results: As expected, BT+FC+H expands fewer nodes and takes less time than BT+FC. Similarly, BT+FC expands fewer nodes and takes less time than BT. Note however, that the time per expanded node is greater for BT+FC+H than BT+FC due to the overhead introduced by the heuristics. Similarly, the time per expanded node is greater for BT+FC than BT due to the overhead introduced by forward checking. The results clearly show a dramatic reduction in time and expanded nodes as forward checking and the heuristics are incorporated.