

1. AdvantageDisadvantage

- | | |
|--|---|
| <ul style="list-style-type: none">- Allows systematic exploration of possible states and transitions- can find optimal solⁿ for problem with well-defined state and transition rules- useful for modeling and solving a wide range of problems in AI. | <ul style="list-style-type: none">- complexity increases exponentially with problem size- May get stuck in local optima or search spaces with infinite loops.- Requires careful design and implementation to ensure efficiency and correctness. |
|--|---|

2 - simple and easy to implement.

- Iterative improvement leads to quick convergence.

- suitable for problems with a continuous search space

- prone to getting stuck in local optima, esp. in rugged search spaces.

- cannot guarantee finding the global optimum.

- sensitive to initial starting points.

3 simple hill climbing: Iteratively makes small improvements in the current solution.

Sleepless Ascent hill: considering all neighbours states and selects the one with the highest improvement.

Random Restart hill climbing: Randomly restart the search from different initial states to escape local optimal.

Simulated Annealing: Introduces randomness to escape local optimal by allowing uphill moves with a decreased probability.