

# COMS 4701 - Homework 2 - Written

Liang, Hu

lh3057

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## Question 1

1)  $h(n) = \min(h_1(n), h_2(n))$

Admissible heuristics will not overestimate the cost. However,  $h_1(n) \geq \min(h_1(n), h_2(n))$  and  $h_2(n) \geq \min(h_1(n), h_2(n))$ . So,  $h(n)$  which proves  $h(n)$  is admissible.

2)  $h(n) = \max(h_1(n), h_2(n))$   $h_1(n)$  and  $h_2(n)$  is admissible. As a result,  $h(n)$  is admissible

3)  $h(n) = w \cdot h_1(n) + (1-w) \cdot h_2(n)$  with  $0 \leq w \leq 1$   $w \cdot h_1(n) \leq w \cdot h^*(n)$   $(1-w) \cdot h_2(n) \leq (1-w) \cdot h^*(n)$  As a result,  $w \cdot h_1(n) + (1-w) \cdot h_2(n) \leq h^*(n)$  So,  $h(n)$  is admissible

## Question 2

The solution may be  $9!/2$ . Since the total configuration should be  $9!$  if it is in the worst case. Since every states is not chosen randomly, we need to divide to get possible valid, not -repeating movements. In other word, the set of all states reachable from a given state is  $9!/2$ .

<https://mathworld.wolfram.com/15Puzzle.html> <http://ai.stanford.edu/~latombe/cs121/2011/slides/B-search-problems.ppt>

### Question 3

a)  $(6^6) = 46656$

b)  $6*5=30$  successors c) Let the queens be labeled as q1, q2, q3, q4, q5, and q6.

Q1 is not attacking with Q2,Q4,Q5 =3

Q2 is not attacking with Q1,Q3,Q5=2

Q3 is not attacking with Q2,Q4,Q5=3

Q4 is not attacking with Q1,Q2,Q3,=3

Q5 is not attacking with Q1,Q2,Q3,Q4=4

Q6 is not attacking Q2,Q3,Q4=3

The pairs should be  $18/2=9$  pairs

As a result, the fitness function should be 9.

D) We need to consider mutation method, since mutation needs each element in the string can also be some mutation with a small probability( in the lecture) In this case, this algorithm will choose one queen randomly to move a special position that can count its successor. As a result, mutation will change one queen per time in one column.

## Question 4

### Advantage

- 1) Local search is relative saved time if you know the area. Because the area is always given, it will not waste time to do large amounts of searching.
- 2) Local search uses very little among of space. Because it doesn't need to store a lot of neighbors, it only will take care of the node around.
- 3) Local search doesn't need to a search tree, since the algorithm is straight forward. Local search algorithms are typically approximation or incomplete algorithms, as the search may stop even if the best solution found.

### Disadvantage:

- 1) It doesn't have a stopping criteria, because local search algorithms are typically approximation or incomplete algorithms, as the search may stop even if the best solution found.
- 2) It can't prove the best solution, because its algorithm can't search for the best path. It is an incomplete algorithm which it only can search for the local best value.
- 3) They often have problems with highly constrained, because local search only perform well in pure optimization problems. Since that, local search can't be used widely.