

Artificial Intelligence

AI-2002

Types of Hill Climb

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FAST NUCES CFD

Hill Climb Algorithm

- It examines the neighboring nodes **one by one** and selects the first neighboring node which optimizes the current cost as the next node.
- Types of Hill Climb Algorithm
 - Steepest Hill Climb
 - Stochastic Hill Climb
 - Random Start
 - First Choice

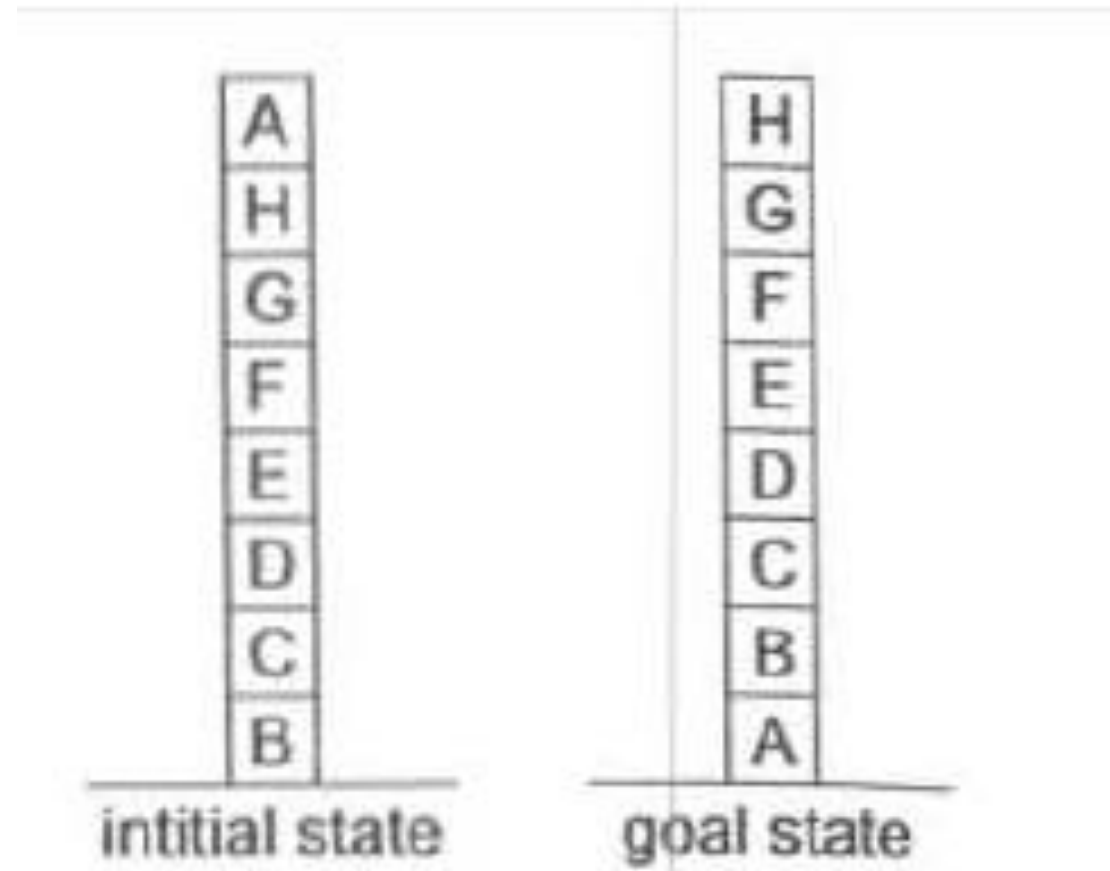


Steepest Hill Climb

- It first examines **all the neighboring nodes** and then **selects the node closest to the solution state** as of the next node.

In the case of hill climbing technique we picked any state as a successor which was closer to the goal than the current state whereas, in Steepest-Ascent Hill Climbing algorithm, we choose the best successor among all possible successors and then update the current state.

Example:



Solution:

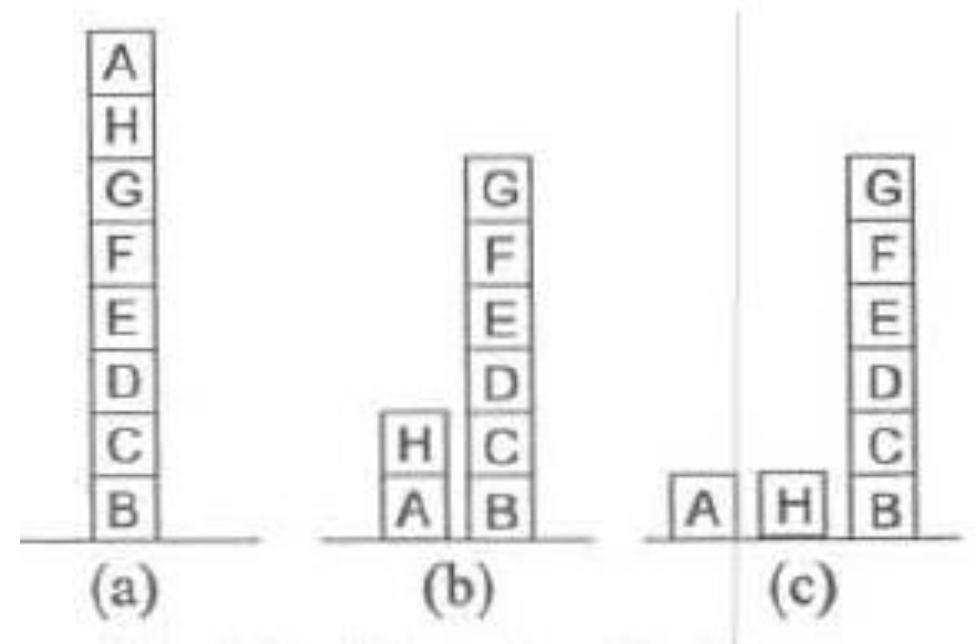
- Firstly we calculate the actual cost of Goal State

- Cost = variable placing location
- Total Cost = $7+6+5+4+3+2+1+0$
 $= 28$

| Final State | Cost |
|-------------|------|
| H | 7 |
| G | 6 |
| F | 5 |
| E | 4 |
| D | 3 |
| C | 2 |
| B | 1 |
| A | 0 |

Solution:

- Firstly we make three possible moves inst



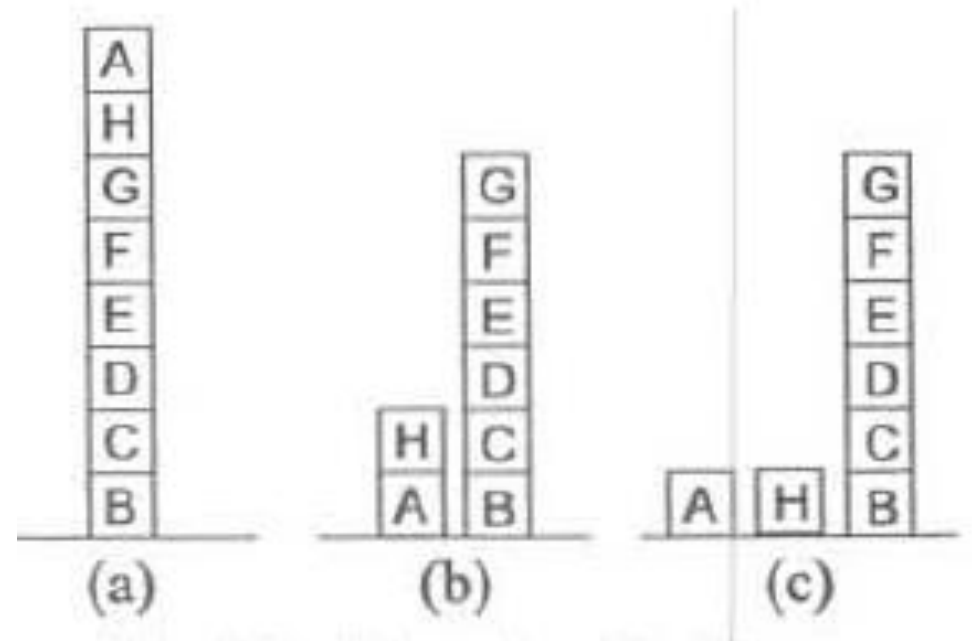
Possible Choice

Estimated/Heuristic Cost of Choice **A** = **-28**

Estimated/Heuristic Cost of Choice **B** = **-16**

Estimated/Heuristic Cost of Choice **C** = **-15**

This time, steepest-ascent hill climbing will choose move (c), which is the correct one. Because minimum value is C



Stochastic Hill Climb

- Stochastic hill climbing **does not examine for all its neighbor** before moving.
- this search algorithm **selects one neighbor node at random** and decides whether to choose it as a current state or examine another state.

Stochastic Hill Climb

In Simple Way

1. create random initial solution
2. make a modified copy of best-so-far solution
3. if it is better, it becomes the new best-so-far solution (if it is not better, discard it).
4. go back to 2. (until the time is up)

Example:

- Here we are the number of list, we work with objective function, so our goal is to find the maximum value from list
- Given list

Numbers = { 1, 3, 7, 12, 9, 5 }

Working Difference in simple, steepest and stochastic

Simple

- Start from the first number of list
- Compare it with next one
- Repeat until, we find a number that is not smaller than the next one

Steepest

- Starts from the first number as the current maximum
- iterates through the list and updating the current maximum whenever it find the a larger value.
- Largest number find after checking all the element and then return.

Stochastic

- Start from random position from list
- Then randomly selected the next number from the list
- If number is greater then it become the current state otherwise find some explore some other numbers