CS571 AI LAB 03

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https://colab.research.google.com/drive/1pKqmmp7ewR5kOeP1oV6o2gVh6A2NzQ-X?usp=sharing

OBJECTIVE

The objective of this assignment was to solve the 8-puzzle problem using Local Search Hill Climbing Algorithm

The following heuristic searches have been used this assignment

A. g(n) = least cost from source state to current state so far

B. Heuristics

- 1. h1(n) = number of tiles displaced from their destined position
- 2. h2(n) = sum of Manhattan distance of each tiles from the goal position

ALGORITHM

Classical hill climbing algorithm with 100 sideway moves is implemented.

- → If current state is the target state, return true and print path
- → If the heuristic function (cost) of all the valid neighbors is more than that of the current state, discard them and return current state as the local maxima
- → If the heuristic cost of at least one neighbor is less than that of the current state, update this to be the next current state. If equal cost, check with respect to sideway move to check against flat or shoulder.

TEST CASES

```
Enter the start_state: B23145678
Enter the target_state: 2431B5678
Source State
[['B' '2' '3']
['1' '4' '5<u>'</u>]
 ['6' '7' '8']]
Target State
[['2' '4' '3']
  '1' 'B' '5']
 ['6' '7' '8']]
 Algorithm
                   Path Cost |
                                   Path States |
                                                   Execution Time | Reachable
                                                                                    | Path Traversed
| h1(n)
                            2
                                                       5.50747e-05 | True
                                                                                     B23145678->2B3145678->2431B5678
| h2(n)
                                                        8.22544e-05 | True
                                                                                      B23145678->2B3145678->2431B5678
```

QUESTIONS

Make your observations for Hill climbing with respect to the time complexity (for near-optimal solution) and no of steps.

We iterate our algorithm to find the target state from 10⁵ randomly generated grid states for h2 as the cost function over Hill Climbing Algorithm We find the average result

```
Success probability: 0.00145 %
Success Case:
Average states explored 11
Average time taken 0.0002438907753931333
Failure Case:
Average states explored 3
Average time taken 0.00045665136382205807
```

For near optimal solutions (or local maxima), we observe that the average number of steps taken to reach them is really less. The time complexity will directly be proportional to the number states explored.