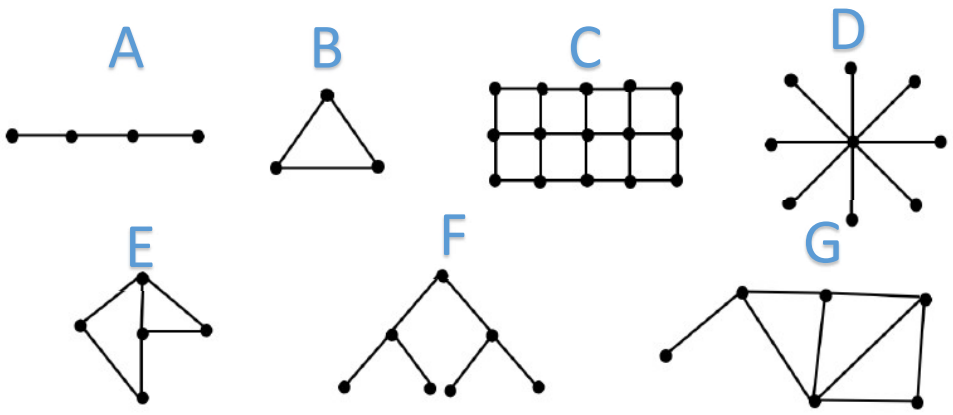
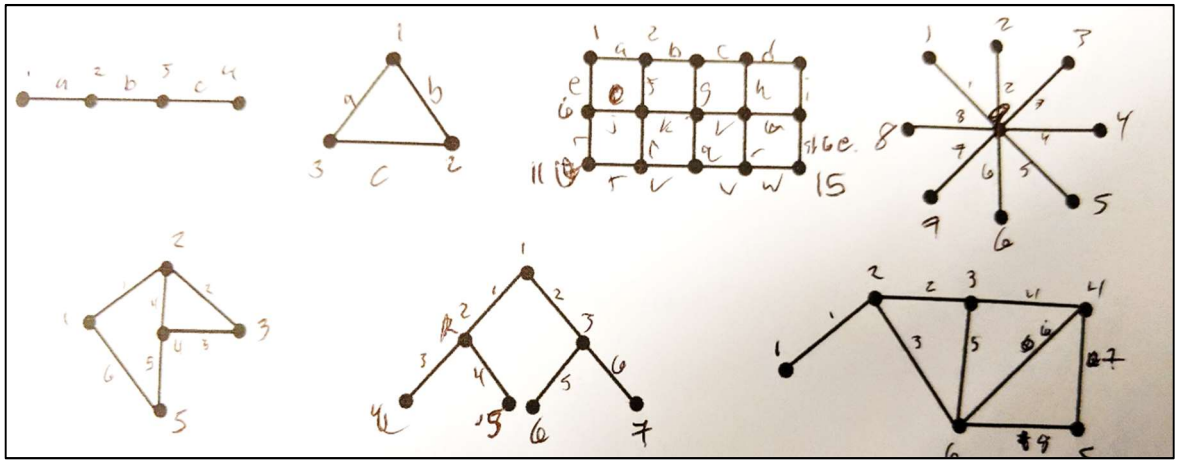
AE for AI – Homework #2

Question 1

Adjacency and incidence matrices for:





Adjacency Matrix: The adjacency matrix of G is the n × n matrix A = (aij), where aij = 1 if there is an edge between vertex i and vertex j and aij = 0 otherwise

Incidence Matrix: The incidence matrix of G is an n × m matrix B = (bik), where each row corresponds to a vertex and each column corresponds to an edge such that if ek is an edge between i and j, then all elements of column k are 0 except bik = bjk = 1.

A:

$$\text{Adjacency: } \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \quad \text{Incidence: } \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \\ 0 & 0 & 1 \end{bmatrix}$$

B:

$$\text{Adjacency: } \begin{bmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{bmatrix} \quad \text{Incidence: } \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 0 & 1 \end{bmatrix}$$

C:

Adjacency:

$$\begin{bmatrix}
0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0
\end{bmatrix}$$

Incidence:

$$\begin{bmatrix}
1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1
\end{bmatrix}$$

D:

Adjacency:

$$\begin{bmatrix}
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0
\end{bmatrix}$$

Incidence:

$$\begin{bmatrix}
1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\
1 & 1 & 1 & 1 & 1 & 1 & 1 & 1
\end{bmatrix}$$

E:

Adjacency:

$$\begin{bmatrix}
0 & 1 & 0 & 0 & 1 \\
1 & 0 & 1 & 1 & 0 \\
0 & 1 & 0 & 1 & 0 \\
0 & 1 & 1 & 0 & 1 \\
1 & 0 & 0 & 1 & 0
\end{bmatrix}$$

Incidence:

$$\begin{bmatrix}
1 & 0 & 0 & 0 & 0 & 1 \\
1 & 1 & 0 & 1 & 0 & 0 \\
0 & 1 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 1 & 1 & 0 \\
0 & 0 & 0 & 0 & 1 & 1
\end{bmatrix}$$

F:

Adjacency:

$$\begin{bmatrix}
0 & 1 & 1 & 0 & 0 & 0 & 0 \\
1 & 0 & 0 & 1 & 1 & 0 & 0 \\
1 & 0 & 0 & 0 & 0 & 1 & 1 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 & 0 & 0
\end{bmatrix}$$

Incidence:

$$\begin{bmatrix}
1 & 1 & 0 & 0 & 0 & 0 \\
1 & 0 & 1 & 1 & 0 & 0 \\
0 & 1 & 0 & 0 & 1 & 1 \\
0 & 0 & 1 & 0 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 0 & 1
\end{bmatrix}$$

G:

$$\text{Adjacency: } \begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 1 & 1 & 0 \end{bmatrix} \quad \text{Incidence: } \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 & 1 \end{bmatrix}$$

Question 2

The A* program was developed with insight from RedBlobGames (https://www.redblobgames.com/pathfinding/a-star/implementation.html). This was chosen to after investigating efficient data storage methods in Python. This implementation of A* utilizes a data structure called PriorityQueue which utilizes binary heaps for speed.

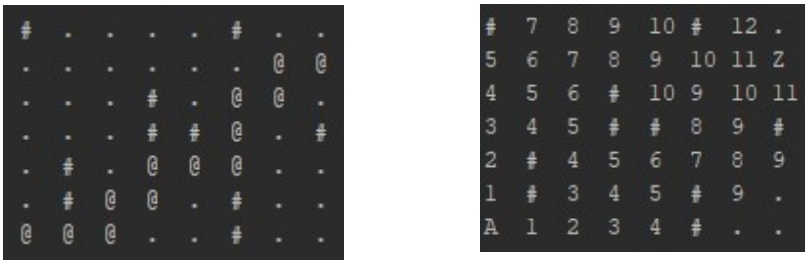


Figure 1: Resulting Path Traced by '@' Symbol with '#' denoting walls and Cost Map

```
from algorithms import *

# Define
grid = SquareGrid(width=8, height=7)
WALLS = [from_id_width(id, width=8) for id in
[0,5,19,27,28,31,33,41,45,53]]

grid.walls = WALLS

start = (0,6)  # Column, Row (indexing from 0)
goal = (7,1)
wtd_grid = GridWithWeights(width=8, height=7)
wtd_grid.walls = [(0, 0), (5, 0), (3, 2), (3, 3), (4, 3), (7, 3), (1,
4), (1, 5), (5, 5), (5, 6)]
path = a_star_search(wtd_grid, start, goal, debug=True)
```

In addition, the number of search steps and search time are calculated when the debug option is set to true. The problem resulted in results similar to the following:

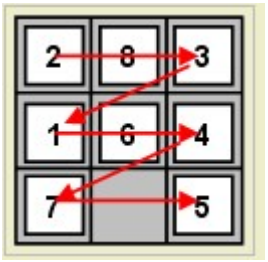
Solution after 33 search iterations and 290.1820 microseconds!

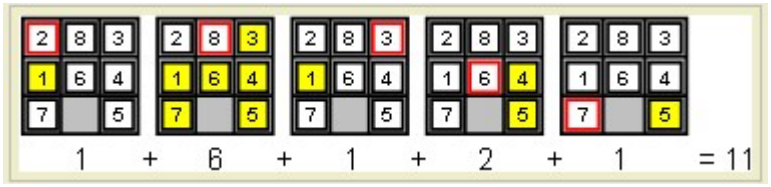
Question 3

The 8-puzzle, otherwise known as Loyd's Eight, is a version of Sam Loyd's Fifteen puzzle. The graph of the puzzle can be shown to be a bipartite, meaning there exists two disjoint sets of vertices that can only

be achieved if starting in the respective set. Therefore, there exists two potential solutions to the 8-puzzle, but the potential to achieve these goal states depend on the starting position.

The proof involves defining an inversion at each grid cell as the number of following grid cells which are lower in value. An example is shown, using graphics from (http://jinchengchen.blogspot.com/2009/07/8-puzzle-algorithm.html):





Then, two disjoint sets are seen by showing that the N Mod 2 of this resulting value is invariant under any legal move. Further investigation results in two goal states which can be achieved, correlating to the result of N Mod 2 of either 0 (goal state B) or 1 (goal state A)

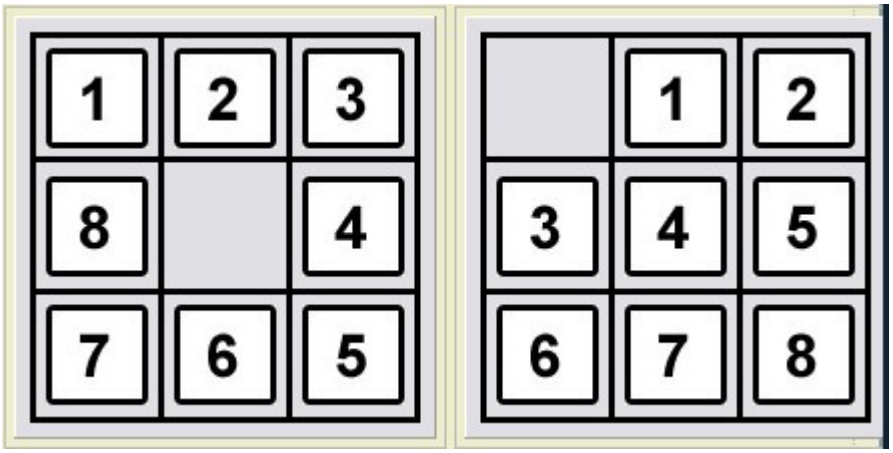


Figure 2: Goal States A and B

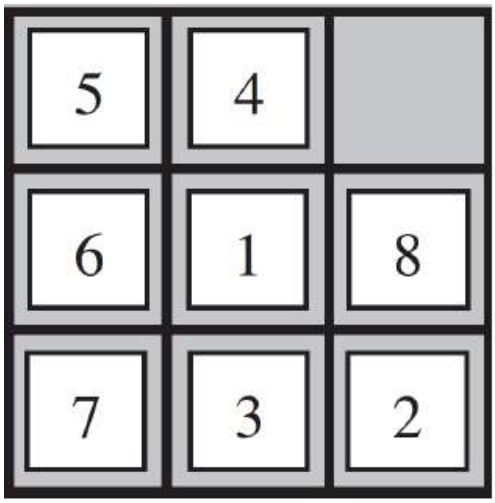
A programming procedure was developed to determine the goal set (A or B) that can be achieved from a given start state. The procedure involves vectorising the matrix in the counting order as shown in previous figures. Then, for each index in the array, the number of inversions are calculated by looping through the larger indices of the vector. Lastly, the inversions are summed and N Mod 2 determines whether goal state A or B is achievable. An example is shown below:

```
>>> test_puzzle = [[1,2,3],[8,'_',4],[7,6,5]] # GOAL STATE a
Count = 7, Goal state = A
>>> test_puzzle = [[1,2,3],[4,5,6],[7,8,0]] # GOAL STATE B
Count = 0, Goal state = B
```

This method is useful for generating random states and for integrating into a graph-based solver because it prevents cases of unachievable states and never-ending searches.

Question 4

The example puzzle is given:



The program from Question 3 results in the following results:

Inversions = 16, Goal State = B