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Student netID **PRD190001** Fall 2020

CS 6364

Take Home Quiz 2

**Instructions:** Do not communicate with anyone in any shape or form. This is an independent test. Do not delete any problem formulation, just attach your answer in the space provided. If the problem is deleted and you send only the answer, you shall receive ZERO points.

Copy and paste the Quiz into a Word document, enter your answers (either by typing in Word, or by inserting a VERY CLEAR picture of your hand-written solution) and transform the quiz into a PDF format. If we cannot clearly read the picture, you will get ZERO for that answer! Make sure that you insert EACH answer immediately after EACH question. Failure to do so will result in ZERO points for the entire quiz! Submit the PDF file with the **name QUIZ\_2\_netID.pdf**, where netID is your unique netid provided by UTD. If you submit your quiz in any other format your will receive ZERO points. The Quiz shall be submitted in eLearning before the deadline. No late submissions shall be graded!

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S

A

B

C

D

E

F

G

H

*1*

*2*

*3*

*5*

*1*

*2*

*1*

*2*

*3*

*1*

*3*

*4*

*6*

*3*

1. Perform **Uniform-Cost Search** to find a solution for the search problem if the initial node is *S* and the goal node is *G*.

Provide the current node and the contents of the explored list (*3 points*) and the content of the frontier (*6 points*) **at each step of the search**.

The format of the frontier should be:

{Node1 (path-cost to Node1), Node2 (path-cost to Node2 ,… . E.g. A ,B ,…..

Indicate the solution path from *S* to *G* (*3 points*) as well as its cost (*3 points*). (**TOTAL: 15 points**)

1. If an informed search strategy, such as A\*, needs to be performed on the same graph, given knowledge about the true-cost to the goal from each node, what are all the possible values of variables *a,* *b*, *c, d* and *e* such that the heuristic is admissible? (**TOTAL: 15 points**)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Node | S | A | B | C | D | E | F | G | H |
| Heuristic Value | 5 | *a* | 3 | 3 | 3 | 4 | 2 | 0 | *e* |
| True-Cost | 6 | 5 | *b* | 3 | 5 | *c* | *d* | 0 | 10 |

1. If an informed search needs to be performed on the same graph and the heuristics function has the following values in the graph nodes:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Node | S | A | B | C | D | E | F | G | H |
| Heuristic Value | 5 | 4 | 5 | 3 | 3 | 4 | 2 | 0 | 1 |

Find if this heuristic function is consistent. (**TOTAL: 15 points**)

S

A

B

C

D

E

F

G

H

*1*

*2*

*3*

*5*

*1*

*2*

*1*

*2*

*3*

*1*

*3*

*4*

*6*

*3*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Node (n)** | **Successor (n’)** | **h(n)** | **c(n’)** | **c(n’) + h(n’)** | **h(n) ≤ c(n,a,n') + h(n')** |
| S | A | 5 | 1 | 1+4=5 | Satisfied |
| S | B | 5 | 2 | 2+5=7 | Satisfied |
| S | C | 5 | 3 | 3+3=6 | Satisfied |
| A | D | 4 | 1 | 1+3=4 | Satisfied |
| A | H | 4 | 5 | 5+1=6 | Satisfied |
| B | D | 5 | 2 | 2+3=5 | Satisfied |
| B | E | 5 | 1 | 1+4=5 | Satisfied |
| C | E | 3 | 3 | 3+4=7 | Satisfied |
| C | F | 3 | 2 | 2+2=4 | Satisfied |
| F | E | 2 | 6 | 6+4=10 | Satisfied |
| E | G | 4 | 4 | 4+0=4 | Satisfied |
| D | H | 3 | 3 | 3+1=4 | Satisfied |
| D | G | 3 | 3 | 3+0=3 | Satisfied |
| H | G | 1 | 1 | 1+0=1 | Satisfied |

**As the triangle inequality holds true for every node, the above heuristic values are *consistent*.**

**Problem 2**: Heuristic Search:

Consider the 8-puzzle problem, with the initial state represented as *I* and the Goal State as *G*:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | 7 | | 1 | | |  | | --- | | 4 | | 3 | | 8 | | |  | | --- | | 2 | | 5 | | 6 | | |  |  |  | | --- | --- | --- | | 1 | 2 | 3 | | 8 |  | 4 | | 7 | 6 | 5 | |
|  |

*I G*

If the cost of sliding the empty square is equal to the sum of its neighboring squares in the successor state and you use a ℎ𝑒𝑢𝑟𝑠𝑡𝑖𝑐 = 2× 𝑀𝑎𝑛ℎ𝑎𝑡𝑡𝑎𝑛\_𝐷𝑖𝑠𝑡𝑎𝑛𝑐𝑒, provide the details of the first 3 steps of the search using the Recursive Best-First Search (RBFS) strategy. (**TOTAL: 55 points**)

*Hint 1:*  You will have to fill the values of the following table: (**30 points**)

|  |  |  |  |
| --- | --- | --- | --- |
|  | STEP 1 | STEP 2 | STEP 3 |
| ***F\_limit*** | ? | ? | ? |
| ***best*** | ? | ? | ? |
| ***alternative*** | ? | ? | ? |
| ***Current State*** | ? | ? | ? |
| ***New State*** | ? | ? | ? |

*Hint 2:*  The following two examples show how you compute the cost of getting from a state *Si*to a state *Sj*, when using some specific action:

**EXAMPLE 1 EXAMPLE 2**

|  |  |  |
| --- | --- | --- |
| 2 | 4 | 5 |
| 1 |  | 3 |
| 6 | 8 | 7 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 | 4 | 5 |  | 2 | 4 | 5 |
| 1 | 3 |  | 1 | 3 |  |
| 6 | 8 | 7 | 6 | 8 | 7 |

|  |  |  |
| --- | --- | --- |
| 2 | 4 |  |
| 1 | 3 | 5 |

|  |  |  |
| --- | --- | --- |
| 6 | 8 | 7 |

*DOWNLEFT*

*Si Sj Si Sj*

For EXAMPLE 1: g(*Si, DOWN, Sj*)=5+3+7=15. For EXAMPLE 2: g(*Si, LEFT, Sj*)=1+4+3+8=16.

*Hint 3:*  If you show correctly (a) all the successors of state as I as well as all successors produced in all first 3 steps and you compute correctly the cost from the initial state *I* to each search node as well as the heuristic value in each of the search nodes involved in the first 3 steps, you will be assigned. (**25 points)**

**Solution starts on next page.**

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
|  | 3 | 5 |
| 1 | 8 | 6 |

**Step 1:**

**Initial State**

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
|  | 8 | 6 |

**7 + 1 + 3 = 11**

***Slide-Up***

**Manhattan-Distance:** 2+1+2+2+1+1+2+2 = 13

**Heuristic** = 2 \* 13 = 26

**Evaluation Function** = 26 + 11 = 37

This becomes **Best**

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
| 8 |  | 6 |

**8 + 3 + 6 = 17**

***Slide-Right***

**Manhattan-Distance:** 1+1+2+2+1+1+2+1=11

**Heuristic** = 2\*11 = 22

**Evaluation Function** =17 + 22 = 39

This Becomes **Alternate**

|  |  |  |  |
| --- | --- | --- | --- |
|  | STEP 1 | STEP 2 | STEP 3 |
| ***F\_limit*** | Infinity | ? | ? |
| ***best*** | 37 | ? | ? |
| ***alternative*** | 39 | ? | ? |
| ***Current State*** | Initial State | ? | ? |
| ***New State*** | InitialState.Slide-Up | ? | ? |

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
|  | 3 | 5 |
| 1 | 8 | 6 |

**Step 2:**

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
|  | 8 | 6 |

**7 + 1 + 3 = 11**

Cost = 11 + 7 + 4 = 22 Cost = 11+3+4+5+8 =31 Cost = 11+1+8 = 20

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 7 | 3 | 5 |
| 1 | 8 | 6 |

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 3 | 3 | 5 |
| 1 | 8 | 6 |

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
| 1 | 8 | 6 |

***Slide-Up. Slide-Right. Slide-Down.***

**Manhattan-Distance:** 2+1+2+2+1 **Manhattan-Distance:** 2+1+3+3+1 **Manhattan-Distance:** 1+1+2+2+1

+1+1+2=12 +1+2+2=15 +1+2+2=12

**Heuristic** = 2\*12 = 24 **Heuristic** = 2\*15 = 30 **Heuristic** = 2\*12 = 24

**Evaluation Function** =22+24=46 **Evaluation Function** =31+30=61 **Evaluation Function** =20+24=44

This Becomes **Alternate**  This Becomes **Best**

|  |  |  |  |
| --- | --- | --- | --- |
|  | STEP 1 | STEP 2 | STEP 3 |
| ***F\_limit*** | Infinity | 39 | ? |
| ***best*** | 37 | **44 (greater than f\_limit)** | ? |
| ***alternative*** | 39 | 46 | ? |
| ***Current State*** | Initial State | InitialState.Slide-Up | ? |
| ***New State*** | InitialState.Slide-Up | FAIL | ? |

As Best > F\_limit in this step, we need to update the path cost in the previous step to

**Update InitialState.Slide-Up =** MAX(F[Initial,State.Slide-Up, F[best])

= MAX(37,44)

= 44

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
|  | 3 | 5 |
| 1 | 8 | 6 |

**Step 3:**

**Initial State**



|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
|  | 8 | 6 |

**7 + 1 + 3 = 11**

***Slide-Up***

**Manhattan-Distance:** 2+1+2+2+1+1+2+2 = 13

**Heuristic** = 2 \* 13 = 26

**Evaluation Function** = 26 + 11 = 37



**Evaluation Function**

= MAX(F[Initial,State.Slide-Up, F[best])

= MAX(37,44)

= **44**

This Becomes **Alternate**

|  |  |  |
| --- | --- | --- |
| 7 | 4 | 2 |
| 1 | 3 | 5 |
| 8 |  | 6 |

**8 + 3 + 6 = 17**

***Slide-Right***

**Manhattan-Distance:** 1+1+2+2+1+1+2+1=11

**Heuristic** = 2\*11 = 22

**Evaluation Function** =17 + 22 = 39

This Becomes **Best**

|  |  |  |  |
| --- | --- | --- | --- |
|  | STEP 1 | STEP 2 | STEP 3 |
| ***F\_limit*** | Infinity | 39 | Infinity |
| ***best*** | 37 | **44 (greater than f\_limit)** | 39 |
| ***alternative*** | 39 | 46 | 44 |
| ***Current State*** | Initial State | InitialState.Slide-Up | Initial State |
| ***New State*** | InitialState.Slide-Up | FAIL | InitialState.Slide-Right |