In Search of Further Intelligence

Note Title

Step II! Recognize When you're Beating a Dead Horse

Deadend Conditions

Flailing Wildly - or even moving intelligently won't work if a solution is impossible

from where you are now:

Example: Water Jugs, revisited

Dendend condition: sum of all water in assisted jugs is < ant in goal communities.

Given an non chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — hone can attack any other. [Note: Must have exactly 1 in each row, column]

7	1	1	
٧	Q	ーフ	7
1	1	1	
	-	9	
	V		Y

Given an non chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — hone can attack any other. [Note: Must have exactly 1 in each row, column]

7	1	1	
~	Q	フ	一
4	1	1	
	V		À

1 - Try putting a queen in top-left corner:

Q	ዾ	X	X
X	X		
X		X	
۴			×

Given an non chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — none can attack any other. [Note: Must have exactly 1 meach row, column]

				•	-				
K	1	1		1 —	Tr	Y	Pr	H	١
2	Q	7	7			•		-1	
1	L	7				Q	ዾ	X	3
Ļ	Ť					K	X		
	1 1		Y			X		X	
						4			-

	Q	بر	X	X
2 ~	X	X	Q	
	X		X	
	7			×

Given an non chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — none can attack any other. [Note: Must have exactly 1 meach row, column]

				1 7
「 下	1	1		1 - Try putting a queen in top-left corner
٧	Q	7	-	in top-left corner
	,			
1	1	7		Q X X X
	L		15	× ×
				XX

				_		
	Q	×	X	X	Q	
2 ~	×'	×	Q		~	Ī,
			_	-	_	
	X		X		X	3
				_		t
	*				*	

Given an nxn chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — hone can attack any other. [Note: Must have exactly 1 in each row, column]

TAD - Try patting a queen LQ -> - in top-left corner:
X X X X X X X X X X X X X X X X X X X
XXXXX & conft put one here
- Campriore nore

Given an non chessboard, place N chess queens on an NXN board in such a way that they are "mutually non-threatening" — hone can attack any other. [Note: Must have exactly 1 meach row, column]

K 1 2 1 -	Try potting a gr	veen Deadend condition:
€ Q → →	Try potting a gr	
4 1 3	Q × X X	without considering
↓ >	XX	without considering
	* *	row î+1, i+2,
2 ~	Q ×× × × × Q	Q x x x x x Q x x x Q x x x x x con't put one in row 3
	× ×	XXXX & conf put one here

2	amp	le	
_			

Losing Your Marbles:

Each of three baskets contains a certain number of marbles. You may move from one basket into another basket as many marbles as are already there, thus doubling the quantity in the basket that received the marbles. You must find a sequence of moves that will yield the same number of marbles in the three baskets (or decide that no such sequence exists).

Deadend Condition:	(nn zn)	-
0000	(n in in	1 -2
	(11 64 61	

{x	amp	k	

Losing Your Marbles:

Each of three baskets contains a certain number of marbles. You may move from one basket into another basket as many marbles as are already there, thus doubling the quantity in the basket that received the marbles. You must find a sequence of moves that will yield the same number of marbles in the three baskets (or decide that no such sequence exists).

Deadend Condition:

n 90 3 \$ 0 (impossible to have same number in each)

Exam	ple:

Losing Your Marbles:

Each of three baskets contains a certain number of marbles. You may move from one basket into another basket as many marbles as are already there, thus doubling the quantity in the basket that received the marbles. You must find a sequence of moves that will yield the same number of marbles in the three baskets (or decide that no such sequence exists).

Deadend Condition:

n 90 3 \$ 0 (impossible to have same number in each)

or one basket has o marbles can never change this number.

Example:

Losing Your Marbles:

Each of three baskets contains a certain number of marbles. You may move from one basket into another basket as many marbles as are already there, thus doubling the quantity in the basket that received the marbles. You must find a sequence of moves that will yield the same number of marbles in the three baskets (or decide that no such sequence exists).

Deadend condition:

n 90 3 \$ 0 [impossible to have same number in each)

- or one basket has O marbles can never change this number.
- or 1/3 is odd (con't have odd number after doubling ok only if starting that my)