EMMANUELLA EYO EEE917 11291003

tiles1.txt	STEP LIMIT					
	200 STEPS		1000 STEPS		5000 STEPS	
STRATEGY	score	time	score	time	score	time
Random guessing	12	0.0056	10	0.0284	8	0.1374
Random search	10	0.0302	7	0.1266	12	0.8042
Hill climbing	7	0.0006	11	0.0008	2	0.0024
Hill climbing, long restart	2	0.0045	2	0.0134	2	0.0597
Hill climbing, frequent restarts	2	0.0145	2	0.0536	2	0.2749

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tiles2.txt	STEP LIMIT					
	200 STEPS		1000 STEPS		5000 STEPS	
STRATEGY	score	time	score	time	score	time
Random guessing	22	0.0114	21	0.0499	18	0.2527
Random search	21	0.1078	18	0.3281	17	1.9485
Hill climbing	17	0.0018	17	0.0084	17	0.0073
Hill climbing, long restart	11	0.0161	10	0.0452	9	0.2212
Hill climbing, frequent restarts	13	0.0440	8	0.2172	8	1.0444

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*...*** (HCFR, 8)

tiles3.txt	STEP LIMIT					
	200 STEPS		1000 STEPS		5000 STEPS	
STRATEGY	score	time	score	time	score	time
Random guessing	67	0.028	61	0.1349	66	0.7304
Random search	52	0.2904	48	1.3166	47	5.3166
Hill climbing	53	0.0113	39	0.0497	45	0.0210
Hill climbing, long restart	40	0.0993	34	0.5990	34	2.3215
Hill climbing, frequent restarts	34	0.3992	34	2.3578	32	9.3626

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- Which algorithm found the best solution? What does this tell you about your choice of neighborhood for the block tiling problem?
    - The best solution is found with the hill climbing variant, (HCFR), This implies that the selection of neighborhoods for the block tiling issue may have been too limited, since the frequent resets facilitated the examination of various solutions, enhancing the likelihood of discovering an optimal solution.
- For the biggest problem (tiles3.txt), how well do you think the Search Tree methods from Chapter 3 would have performed? Why?'
    - For example like Informed Search like A*, the use of heuristics to guide the search for an optimal solution can lead to a faster convergence to an optimal solution compared to RS or RG or HCFR in larger problem spaces where they could possibly not be as efficient