

Local Search and CSP

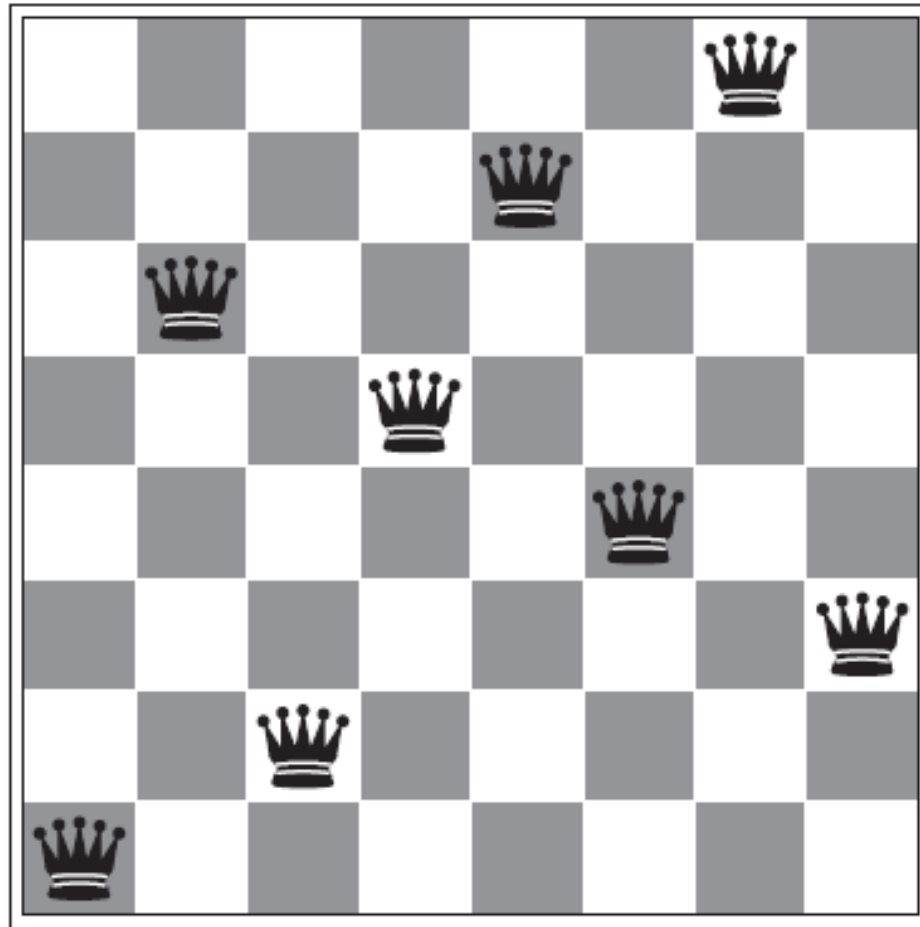
CS161

Guy Van den Broeck

Local Search

- Sometimes the path to the goal is irrelevant
- Only final configuration matters
 - n-queens, circuit design, road network, cryptarithmic, rubik, sliding tile, TSP?
- Modify a single current node
- Good for optimization problems
 - objective function

Hill-Climbing Search



Hill-Climbing Search

| | | | | | | | |
|----|----|----|----|----|----|----|----|
| 18 | 12 | 14 | 13 | 13 | 12 | 14 | 14 |
| 14 | 16 | 13 | 15 | 12 | 14 | 12 | 16 |
| 14 | 12 | 18 | 13 | 15 | 12 | 14 | 14 |
| 15 | 14 | 14 | ♔ | 13 | 16 | 13 | 16 |
| ♔ | 14 | 17 | 15 | ♔ | 14 | 16 | 16 |
| 17 | ♔ | 16 | 18 | 15 | ♔ | 15 | ♔ |
| 18 | 14 | ♔ | 15 | 15 | 14 | ♔ | 16 |
| 14 | 14 | 13 | 17 | 12 | 14 | 12 | 18 |

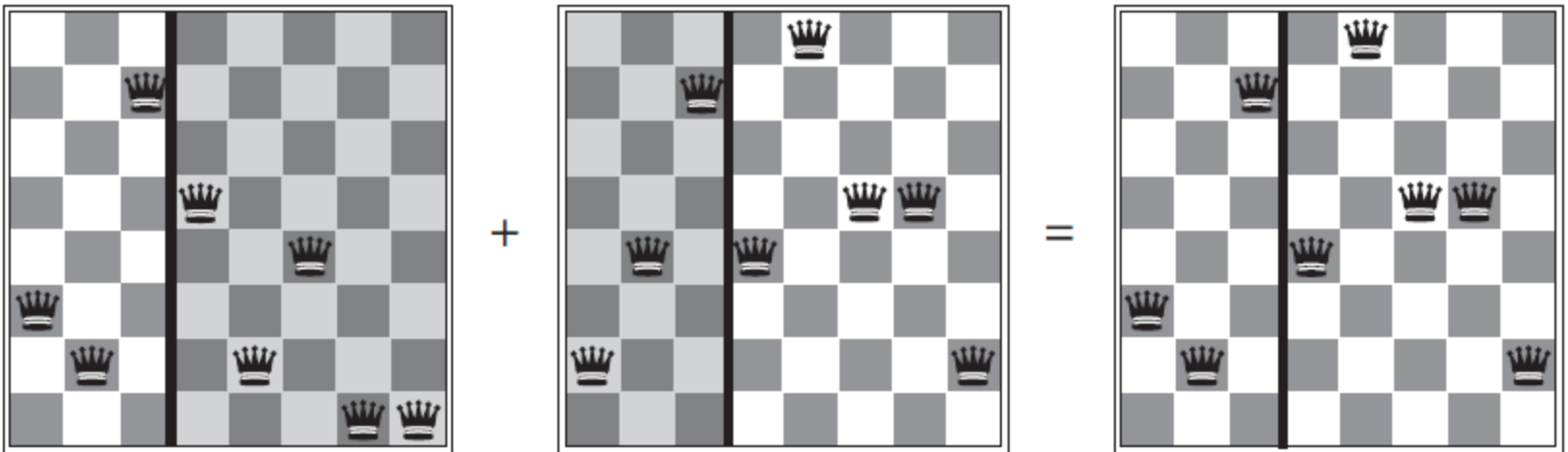
How to locally modify TSP?

Simulated Annealing

- Randomly select candidate successor
- Go there if better
- Else go there with probability
function of “energy” and “temperature”



Genetic Algorithms



24748552

32752411

24415124

32543213

(a)

Initial Population

