Implementation and comparison of local search algorithms applied to the eight queens puzzle

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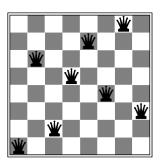
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 - Code will be available on Github (on francespos account) after the exam.



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- ▶ We will use PEAS approach to describe the problem.

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- Sensor: Player looking at the board.

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 - ► The element in position i is the row position of the queen on column i

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- ► For each column c (i.e. position in the list), for each row r (i.e. value of an element in that position):
 - if queen in the column c is not in position r, an adjacent state is represent by the same list with the new element r in position c.

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- The heuristic function is calculated as the number of conflicts on each row and on each diagonal.

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 - After an iteration, we get a pair (state, value) for the best neighbor.
 - If "value" is greater than or equal to current state value, a local minimum has been reached.
 - Otherwise, a new iteration starts with the pair (state, value).

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- ▶ Space? O(1). Only the current state is stored.

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- ▶ If the move improves the heuristic value, it will always be choose, otherwise it is accepted with some probability p < 1.
- ▶ Probability exponentially decreases with the worsening of the heuristic value and the lowering of temperature.
- ▶ If temperature decreases slowly, for the Boltzmann distribution propriety, all probability is centered on global minimum with a limit value of 1.

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 - In each generation, individuals reproduce with a probability that depends on their fitness value.
- ► The recombination procedure occurs by randomly selecting a crossover point, at which the parents are divided to form their children.

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- ▶ Space? O(m). The current population is stored.