

Optimization

Find min or max value (or local min/max)
in state space landscape
→ objective function if max, else cost function

Hill climb (steepest ascent)

- state = initial (select random)
- generate nbrs
- find best neighbour, replace curr state

Issue: gets stuck at local min.

Beam search: many different locals at once

Sim. annealing: use temperature and try hill-climb
up to max times,

- ΔE = how much better is nbr state than curr
- $\Delta E > 0$, replace
- else, replace with probability $e^{-\Delta E/t}$
- on each run temp. decreases: less likely to replace
- helps to explore nbrs that are worse → eventually get to better



$$3^0 \cdot 5^0 = 1$$

$$3^x 5^y \quad \{(x,y) \mid x \in \mathbb{Z}, y \in \mathbb{Z}, \sim (x=0 \wedge y=0)\}$$

L19, #6j

20, 21, 24, 25, 27, 30, 32, 35, 36, 39, 40, 43, 45

38

$$3^2 \cdot 2$$

LB x/y
UB x/y

$$3^2 \cdot 5^1$$

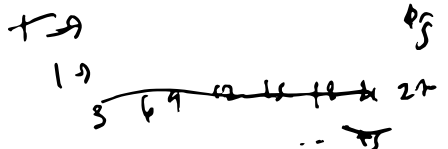
LB x
LB y
Floor

UB y
UB y

$$\frac{x}{15x} \cdot \frac{1}{5} x$$

$$x \lfloor 5x \rfloor + \frac{x^2}{15x} \rightarrow \text{size of gap}$$

$$\lceil \log(15x) \rceil$$



$$\lfloor 25 \rfloor = 15$$

$$\lfloor 15 \rfloor \cdot \lceil 15 \rceil$$

$$\begin{array}{r} 1 \ 3 \ 9 \ 27 \\ 1 \ 3 \ 9 \ 27 \\ \hline 5 \ 25 \ 45 \ 135 \\ \hline 15 \ 75 \ 315 \ 1575 \\ \hline 95 \end{array}$$

$$3 \times 5$$

1, 20

3, 5, 9, 12, 15, 18, 20

$$3^2$$

$$x=0$$

$$3^x 5^y \text{ in } 1 \dots 20$$

$$3^0 = 1$$

$$3^0 \cdot 5^0 = 1$$

$$3^1 \cdot 5^0 = 3$$

$$3^0 \cdot 5^1 = 5$$

$$3^1 \cdot 5^1 = 15$$

$$3^1 \cdot 5^2 = 25$$

$$3^1 \cdot 5^2 = \dots$$

$$\lceil \log(15 \cdot \frac{20}{3^0}) \rceil = 12 \quad (1, 5)$$

$$3^2 \cdot 5^0 = 9$$

$$1, 9$$

$$\lceil \log(15 \cdot \frac{20}{3^1}) \rceil = 2 \quad (3, 15)$$

$$\frac{9}{3^2}$$

$$\lceil \log(15 \cdot \frac{20}{3^2}) \rceil = 1 \quad (9)$$

[1, 9] 3, 5, 9

$$3^0 \cdot 5^0 = 1$$

$$3^1 \cdot 5^0 = 3$$

$$3^2 \cdot 5^0 = 9$$

$$3^0 \cdot 5^1 = 5$$

$$\lceil \log(15 \cdot \frac{9}{3^0}) \rceil = 2 \quad (1, 5)$$

$$\lceil \log(15 \cdot \frac{9}{3^1}) \rceil = 1 \quad (3)$$

$$\lceil \log(15 \cdot \frac{9}{3^2}) \rceil = 1 \quad (9)$$

find -test

Related cmds:

→ tree, find, grep

L a.txt

L find2

L a.txt

find -name "a.txt"

⇒ ./find2/a.txt

./a.txt

1. Take url

2. get HTML → Jdom

3. Use DFS or BFS
→ depth-limited search

→ add to vis set with depth

1. Infinite dir ✓

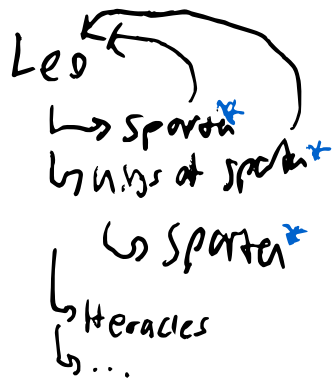
2. mult. goals ✓

3. depth 1: Leo/Spartan

Leo/Hys of sparta

4. first match: Leo/Spartan ✓

5. limit 2: Leo/sp,
Leo/Hys of



1. Depth limit
or

2. matches limit

3. First match

→ unspecified area

find w curl → Spartan - title

p approx p² exec. m tasks

How many tasks? m is quite big

(p², depth)

(p²) ≤ (p², d=1)
with task work-stealing?

Async task alloc: "write-all"

→ p processes, m tasks

→ p p² varies in speed etc. (hetero)

→ need decentralized scheduling → comm thru shared mem

→ ends p p² produce cert. that task done

preselect random task from task set to exec.

Rust

1. Identity dependence → draw task graph
→ where is sync needed?

2. Write pseudocode for BF based on
Navi's - identity changes

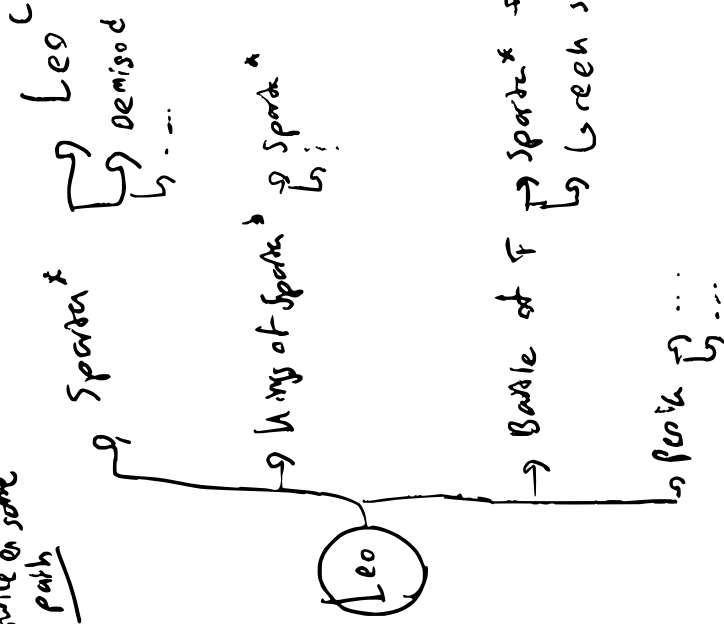
3. Benchmark

→ critical path (cpm) avg execution
work

work/cpm

FP:

C: when node
traverse on some
path

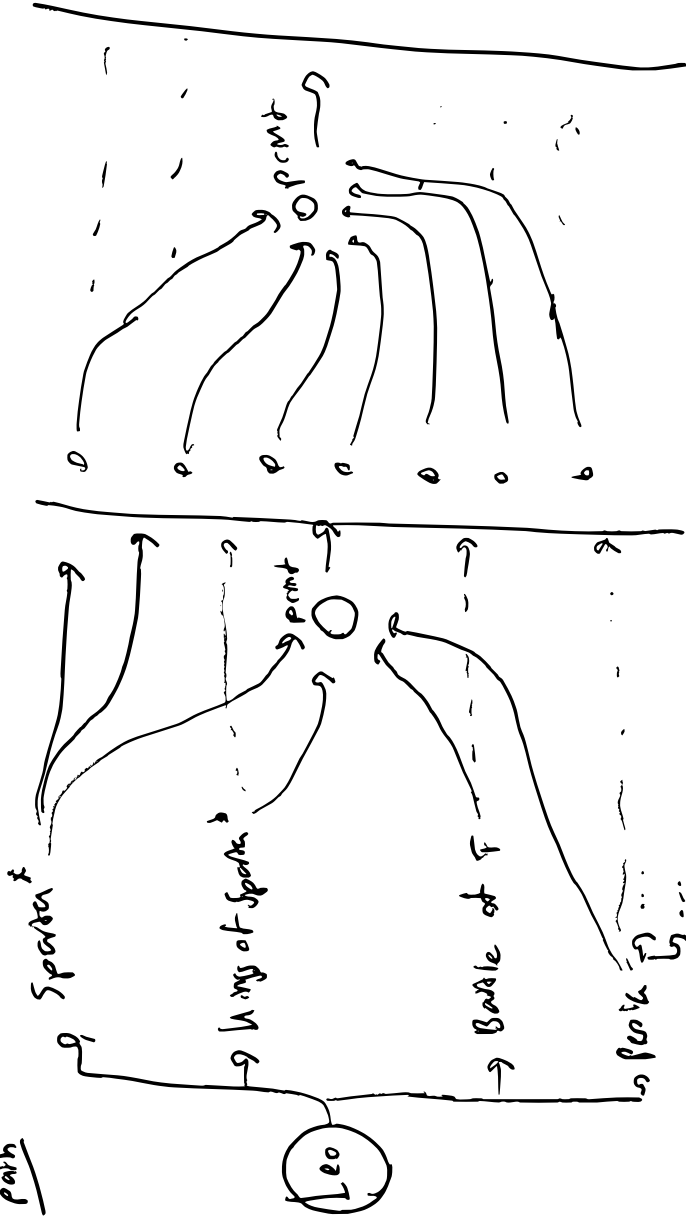


width: $O(b^d)$
 $\rightarrow b = \text{max branch factor}$
 $\rightarrow d = \text{critical path len}$

Span: $O(d)$

Request graph (data)
 \rightarrow asynchronous to priority

C: when node
built on some
path



with: $O(2^d)$

$\rightarrow b = \max$ branch factor
 $\rightarrow d = \text{critical path len}$

Span: $O(2^d)$

print graph (Case 2)

(x9' [C00777])