## Problem Set 1

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## 1. Problem 1

Task	T1	T2	Т3	T4
Length	12	42	48	54
Processor		P1	P2	
Speed		2	3	

- (a) Characterize tree structures state space problem.
  - The states are characterized as as either the empty state (no tasks assigned to the any processors) or a partially filled state (some n tasks assigned to m processors). Technically the goal state (the state where all tasks are assigned some processor and the total time taken is less than deadline time D) is also a state.
  - The **operators** (or operations) are defined as actions that assign a given task to a processor, such that the time taken by that processor to finish the task plus the sum of times for all other tasks assigned to that processor do not take time D or more to finish. In other words, assuming  $p_i$  to be some processor in the set of processors P, and  $t_j$  to be some task in the set of tasks T, and defining  $t_j \in p_i$  as task  $t_j$  being assigned to  $p_i$ , the operation of assigning  $t_i \in p_i$  is only allowed if the following inequality is maintained:

$$\forall p \in P, \bigg(\sum_{t \in p} t.length/p.speed\bigg) < D$$

Where D is the deadline time.

- The **branching factor** is 2, since at each step we assign a given task to one of the two processors.
- The depth of the goal node is known initially in some cases where a solution exists. If a solution exists, then all tasks are assigned a processor, and therefore the depth of the goal node is 4, since there are 4 edges from the goal node to the root node. Of course if no solution exists, then the goal node does not exist and it's depth is undefined.
- (b) State space with depth-first search: