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_i to be some task in the set of tasks T, and defining $t_i \in p_i$ as task t_i being assigned to p_i , the operation of assigning $t_i \in p_i$ is only allowed if the following inequality is maintained:

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

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:

(c) State space with breadth-first search:

2. Problem 2