## Lecture SAT Example Hill Climbing

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## **State Space**

The start state is "11111".

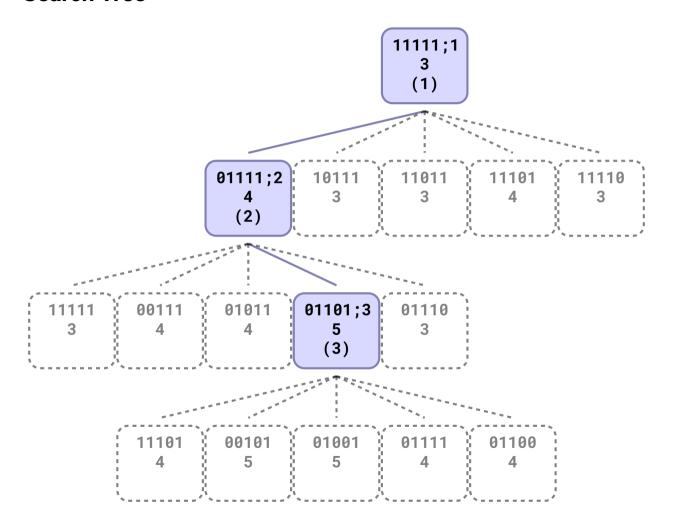
MoveGen is a one bit flip function.

It flips the bits from left to right, one bit at a time, and accordingly returns the neighbours.

 $F(abcde) = (b \lor \neg c) \land (c \lor \neg d) \land (\neg b) \land (\neg a \lor \neg e) \land (e \lor \neg c) \land (\neg c \lor \neg d)$ 

| 0 N -    | <b>.</b>       | <b>L</b> / <b>C</b> ) |         | ( <b>b.</b> ) (-) | (-) (-1) | ( <b>L</b> ) | eval    | (-)      | ( a.v1\   |
|----------|----------------|-----------------------|---------|-------------------|----------|--------------|---------|----------|-----------|
| S.No.    | abcde          | h(F)                  | eval(F) | (b V ¬c)          | (c v ¬d) | (¬b)         | (¬a∨¬e) | (e V ¬c) | (¬c ∨ ¬d) |
| 1        | 00000          | 6                     | 1       | 1                 | 1        | 1            | 1       | 1        | 1         |
| 2        | 00001          | 6                     | 1       | 1                 | 1        | 1            | 1       | 1        | 1         |
| 3        | 00010          | 5                     | 0       | 1                 | 0        | 1            | 1       | 1        | 1         |
| 4        | 00011          | 5                     | 0       | 1                 | 0        | 1            | 1       | 1        | 1         |
| 5        | 00100          | 4                     | 0       | 0                 | 1        | 1            | 1       | 0        | 1         |
| 6        | 00101          | 5                     | 0       | 0                 | 1        | 1            | 1       | 1        | 1         |
| 7        | 00110          | 3                     | 0       | 0                 | 1        | 1            | 1       | 0        | 0         |
| 8        | 00111          | 4                     | 0       | 0                 | 1        | 1            | 1       | 1        | 0         |
| 9        | 01000          | 5                     | 0       | 1                 | 1        | 0            | 1       | 1        | 1         |
| 10<br>11 | 01001<br>01010 | 5<br>4                | 0<br>0  | 1<br>1            | 1<br>0   | 0<br>0       | 1       | 1        | 1<br>1    |
| 12       | 01011          | 4                     | 0       | 1                 | 0        | 0            | 1       | 1        | 1         |
| 13       | 01100          | 4                     | 0       | 1                 | 1        | 0            | 1       | 0        | 1         |
| 14       | 01101          | 5                     | 0       | 1                 | 1        | 0            | 1       | 1        | 1         |
| 15       | 01110          | 3                     | 0       | 1                 | 1        | 0            | 1       | 0        | 0         |
| 16       | 01111          | 4                     | 0       | 1                 | 1        | 0            | 1       | 1        | 0         |
| 17       | 10000          | 6                     | 1       | 1                 | 1        | 1            | 1       | 1        | 1         |
| 18       | 10001          | 5                     | 0       | 1                 | 1        | 1            | 0       | 1        | 1         |
| 19       | 10010          | 5                     | 0       | 1                 | 0        | 1            | 1       | 1        | 1         |
| 20       | 10011          | 4                     | 0       | 1                 | 0        | 1            | 0       | 1        | 1         |
| 21       | 10100          | 4                     | 0       | 0                 | 1        | 1            | 1       | 0        | 1         |
| 22       | 10101          | 4                     | 0       | 0                 | 1        | 1            | 0       | 1        | 1         |
| 23       | 10110          | 3                     | 0       | 0                 | 1        | 1            | 1       | 0        | 0         |
| 24       | 10111          | 3                     | 0       | 0                 | 1        | 1            | 0       | 1        | 0         |
| 25       | 11000          | 5                     | 0       | 1                 | 1        | 0            | 1       | 1        | 1         |
| 26       | 11001          | 4                     | 0       | 1                 | 1        | 0            | 0       | 1        | 1         |
| 27       | 11010          | 4                     | 0       | 1                 | 0        | 0            | 1       | 1        | 1         |
| 28       | 11011          | 3                     | 0       | 1                 | 0        | 0            | 0       | 1        | 1         |
| 29       | 11100          | 4                     | 0       | 1                 | 1        | 0            | 1       | 0        | 1         |
| 30       | 11101          | 4                     | 0       | 1                 | 1        | 0            | 0       | 1        | 1         |
| 31       | 11110          | 3                     | 0       | 1                 | 1        | 0            | 1       | 0        | 0         |
| 32       | 11111          | 3                     | 0       | 1                 | 1        | 0            | 0       | 1        | 0         |

## **Search Tree**



## **Solution**

Break ties by selecting the smallest bit-string in numerical order.

```
Tuple: (NODE, H-VALUE)
1.
NODE
           11111
close (11111,3)
moveGen
          01111:10111:11011:11101:11110:[]
children
           (01111,4):(10111,3):(11011,3):(11101,4):(11110,3):[]
2.
NODE
          01111
close
          (01111,4)
moveGen
          11111:00111:01011:01101:01110:[]
children
           (11111,3):(00111,4):(01011,4):(01101,5):(01110,3):[]
3.
NODE
          01101
close
           (01101,5)
moveGen
           11101:00101:01001:01111:01100:[]
children
           (11101,4):(00101,5):(01001,5):(01111,4):(01100,4):[]
PATH
           []
```