

Artificial Intelligence (CS571)

Assignment-4: Hill Climbing and Simulated Annealing

(Read all the instructions carefully & adhere to them.)

Date: 22-08-2019

Deadline: 29-08-2019

A. Hill Climbing:

A local search algorithm tries to find the optimal solution by exploring the states in the local region. Hill climbing is a local search technique which always looks for a better solution in its neighbourhood.

- a. Implement the **Hill Climbing Search Algorithm** for solving the 8-puzzle problem. Your start state can be anything and the goal state will be {123;456;78B}, where B is blank tile.
- b. **Input:** Input should be taken from an input file and processed as a matrix.
- c. **Output:** All the following results should be stored in an output file:
 - i. The success or failure message,
 - ii. Heuristics chosen, Start state and Goal state,
 - iii. (Sub)Optimal Path (on success),
 - iv. The total number of states explored.
 - v. The total amount of time taken.
- d. **Heuristics to be checked:**
 - i. $h_1(n)$ = Number of displaced tiles.
 - ii. $h_2(n)$ = Total Manhattan distance.
- e. **Constraints to be checked:**
 - i. Check whether the heuristics are admissible.
 - ii. What happens if we make a new heuristics $h_3(n) = 3h_1(n) - 2h_2(n)$.
 - iii. What happens if you consider the blank tile as another tile.
 - iv. What if the search algorithm got stuck into Local maximum? Is there any way to get out of this?
 - v. What happens when all the neighbours of the current state have the same value? How to get out of this situation?

B. Simulated Annealing:

Simulated annealing (SA) is a generic probabilistic metaheuristic for the global optimization problem of applied mathematics, namely locating a good approximation to the global minimum of a given function in a large search space.

- a. Implement the **Simulated Annealing Search Algorithm** for solving the 8-puzzle problem. Your start and Goal state can be anything desirable.
- b. **Input:** Input should be taken from an input file and processed as a matrix. Other inputs are Temperature variable T , heuristic function, neighbourhood generating function, a probability function to decide state change, and a cooling function.
- c. **Output:** All the following results should be stored in an output file:
 - i. The success or failure message,
 - ii. Heuristics chosen, Temperature chosen, cooling function chosen, Start state, and Goal state.
 - iii. (Sub)Optimal Path (on success),
 - iv. The total number of states explored.
 - v. The total amount of time taken.
- d. **Heuristics to be checked:**
 - i. $h_1(n)$ = Number of displaced tiles.
 - ii. $h_2(n)$ = Total Manhattan distance.
- e. **Constraints to be checked:**
 - i. Check whether the heuristics are admissible.
 - ii. What happens if we make a new heuristics $h_3(n) = 2h_1(n) * h_2(n)$.
 - iii. What happens if you consider the blank tile as another tile.
 - iv. What if the search algorithm got stuck into Local optimum?
Is there any way to get out of this?

Instructions:

- Please submit your assignment here: <https://bit.ly/2L1Li9e>
- The submission file should be as follows:

Group-NUMBER Assignment-NUMBER.zip