Q1

a) by admissibility,

 $h(D) \leq cost(D \rightarrow Z)$ 

=> h(D) \le 4 ( least dost is D-1F-7E-92)
(DFEZ)

⇒ h(D) ∈ 11,2,3,49

b) by consistency,

 $h(x) - h(D) \leq \text{west}(x \rightarrow D)$ 

h(D) - h(y) < cost (D->Y)

where X E LA,B,CY Y E LE,F,ZY

for n EX,

n=A,  $h(A)-h(D) \leq 3$ 

=> h(D) >> 2

n=B,  $h(B)-h(D) \leq 2$ 

⇒ h(D)>1

n=C,  $h(c)-h(b) \leq 1$ 

シ かしり >> 2

from y∈Y,  

$$n = E$$
,  $h(D) - h(E) \le 3$   
⇒  $h(D) \le 4$   
 $n = F$ ,  $h(D) - h(F) \le 1$   
⇒  $h(D) \le 2$   
 $n = Z$ ,  $h(D) - h(Z) \le 4$   
⇒  $h(D) \le 4$ 

: forom above  $2 \le h(D) \le 2 \Rightarrow h(D) = 2$ 

B2a) Voviables:  $\{0, N, E, T, W, X_1, X_2\}$ Somain:

→ domain [Z] ∈ 10,1,2,3,4,5,6,7,8,999 where Z ∈ 10,N,E,T,W9

ナ ×1,1×2 E う0つり

Constraints :

- o alldiff (O, N, E, T, W)
- 2 E+E = 0+10 X1
- (3)  $N + N + x_1 = W + 10X_2$

$$\Theta = O + O + X_2 = T$$

- try min-remaining value hereistic, we stort with  $X_1 = 0$ 
  - 0 Set X1=0 reduced domain

reduced domain

- ⇒ 0=0 violates alldiff
- $x_1 \quad x_2 = \frac{1}{1} \frac{0}{12} \frac{N}{49} \frac{N}{40.39} \frac{N}{40.69}$

in step 6 & 6 we set 0=2 & T=4 no domain reduction happens

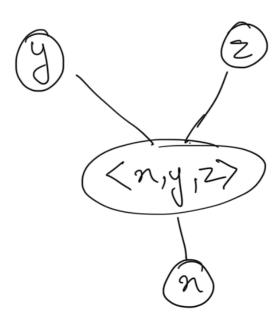
8 set 
$$N=3$$
 $X_1 \quad X_2 = 0 \quad T \quad N : W$ 
 $X_1 \quad X_2 = 0 \quad T \quad N : W$ 
 $X_1 \quad X_2 = 0 \quad Y_1 = 0$ 

Set  $W = 6 \Rightarrow We found solution$ 
 $X_1 = 0, \quad X_2 = 0$ 
 $X_1 = 0, \quad X_2 = 0$ 

$$+ \frac{0}{0} = \frac{2}{3} = \frac{3}{1}$$
 $+ \frac{0}{0} = \frac{2}{3} = \frac{3}{1}$ 
 $+ \frac{3}{1} = \frac{1}{2} = \frac{3}{1} = \frac{1}{2}$ 
 $+ \frac{3}{1} = \frac{1}{2} = \frac{3}{1} = \frac{3}{1$ 

US3 Let Y+Z=K and  $X \in D_1$ ,  $Y \in D_2$ ,  $Z \in D_3$  $K = \langle n, y, z \rangle$ 

we generate the domain of K by enumeration S. t y+2 > 2 and y ∈ D2, z ∈ D3, 2 ∈ D1



now we are left with binary constraints only:

first element of K = Xsecond

Third

- B4 a) Greedy hill climbing: instead of keeping torack of k, we track a single variable updating it to the rent best possible variable.
  - b) BFS: Since we start with a single variable, and track in non-decreasing order (from 1 > no limit), it's analogous to BFS where we have I number of elements in the fringe at every level.
  - C) Random hill dimbing? since T=0, eff (as 16 < 0), we reject the node (don't go down hill) and our next state is random uphill node.
  - d) Random walk: Since T=0, e^DET=1 hence we do not sieject any mode. The next state is chosin completely at random.