

Answer to question 1

1a) Node E will be explored first.

b) The queue will look like 

y	x	z
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c) Node y will be explored first.

b) The queue will look like

y	A	x	B	z	C	D
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c) Node y will be explored first.

2.a) A heuristic  $h(n)$  is admissible if it always underestimates the actual cost to reach the goal.

Here, optimal path cost for A to goal is 7. So, the heuristic  $h(n) \leq 7$ . It can't be more than 7 as it will be overestimation.

For consistency,

Here,  $n^* = A$ ,  $h(n^*) = 2$ ,  $h(n, n^*) = 5$

We know,

$$h(n) \leq h^*(n, n^*) + h(n^*)$$

$$\Rightarrow h(n) - h(n^*) \leq \cancel{h(n, n^*)} \leq \epsilon; \text{ it must}$$

be satisfied.

$$\text{For } n^* = I$$

$$h(n) - h(n^*) \leq 0.$$

That's how consistency is maintained.

b) The formula for consistency ~~states~~ states that ~~each node is~~ admissible. Search is efficient and fast. A consistent heuristic is always admissible. And, a admissible heuristic is necessary for optimality. That's how the condition ensures optimality.

$$h(n) \leq h^*(n, n^*) + h(n^*)$$



Question: 2

I will use binary encoding

0  $\rightarrow$  Absent in the population

1  $\rightarrow$  present in the population

	A	B	C	D	E	F	G
c1	1	1	0	0	0	0	1
c2	0	0	0	0	1	1	1
c3	1	0	1	0	1	1	0
c4	0	0	0	1	1	0	0

These are the chromosomes.

2. The fitness functions are, consider the profit,

$$C1 = A + D + G = 10 + 3 + 10 = 23$$

$$C2 = E + F + G = 6 + 18 + 10 = 34$$

$$C3 = A + C + E + F = 10 + 15 + 6 + 18 = 49$$

$$C4 = D + E = 7 + 6 = 13$$

$\therefore C2$  and  $C3$  are selected as they are fittest.

Their weight,  $C2 = 1 + 4 + 8 = 13$

$\therefore$  They are also less than 15.

So, they are selected.

3. Crossover, point = 3

$$c_2 = [0|0|0|0|1|1|1|1] = [0|0|0|0|1|1|0|0]$$

$$c_3 = [1|0|1|0|1|1|1|0] = [1|0|1|0|1|1|1|1]$$

4. Mutation,

$$OS1 = [0|0|0|0|1|1|1|0] \Rightarrow [0|1|0|0|1|1|1|0]$$

$$\text{Fitness} = B + E + F = 5 + 6 + 18 = 29$$

$$OS2 = [1|0|1|0|0|1|1|1] = [1|0|1|0|1|0|1|1]$$

$$\text{Fitness} = A + C + E + H$$

$$= 10 + 15 + 6 + 10 = 41$$

(Ans)



3.1) BFS:

270 (1)

$\{s^0\}$

$\{0\}$

$s^0 \{A^1 B^2 C^1\}$

$A^1 \{B^2 C^1 D^0\}$

$B^2 \{C^1 D^0\}$

$C^1 \{D^0\}$

$D^0 \{ \}$

$E^8 \{ \}$

$F^9 \{ \}$

$\therefore \text{Path } s \rightarrow A \rightarrow B, \text{ cost} = 26$



ii) DFS

$\{s^0\}$

$\{s^0\}$

$s^0 \{A^1 B^2 c^1\}$

$A^1 \{D^3 u^2 B^2 c^1\}$

$D^3 \{F^9 u^2 B^2 c^1\}$

$F^9 \{u^{10} u^2 B^2 c^1\}$

$u^{10} \{u^2 B^2 c^1\}$

~~$\therefore \text{path } s \rightarrow A \rightarrow D \rightarrow F \rightarrow u$~~

$\therefore \text{path}$

$s \rightarrow A \rightarrow D \rightarrow F \rightarrow u, \text{ cost} = 10$

iii) we have: even path A is chosen to be

of the set  $\{s^0\}$  with 70 edges

of the set  $\{s^0, B^2, A^6\}$  with 70 edges

of the set  $\{B^2, F^5, A^6, E^7\}$  with 70 edges

of the set  $\{B^2, D^4, F^5, A^6, E^7\}$  with 70 edges

of the set  $\{D^4, F^5, A^6, E^7\}$  with 70 edges

of the set  $\{F^5, A^6, E^7, L^{10}\}$  with 70 edges

of the set  $\{A^6, E^7, L^{10}\}$  with 70 edges

of the set  $\{E^7, L^{10}\}$  with 70 edges

of the set  $\{E^7, L^{10}\}$  with 70 edges

~~$\{D^2, E^7\}$~~

$\{L^9\}$

Path:  ~~$s \rightarrow A \rightarrow D \rightarrow L$~~   $s \rightarrow C \rightarrow E \rightarrow L$

$$\text{cost}_A = 9$$

### Question 4)

Performance measures: Reliability, cost, efficiency, quality.

Environment: Bidder item, auctioneer, room.

Actuator: Speaker, microphone, display, projector.

Sensor: Camera, price monitoring system,  
sound detector system.



5. ~~So~~ Simulated Annealing uses the (iii) analogy of how metal cools and freezes in a minimum energy situation. To build something from metal when the temperature is high it's changed again and again to bring into a good shape. With cooling down the changes also decrease. Simulated annealing follows the same principle. When the control parameter  $T$  is high it makes more and more bad moves. With  $T$  bad moves also decreases. With  $T$  tends



to zero, it becomes like hill climbing.

We know,  $e^{\frac{\Delta E}{T}} \in \text{rand}(0,1)$ . ~~The higher the~~

In high temperature bad moves will happen more often. Because, in  $e^{\frac{\Delta E}{T}}$ , a larger  $T$  will give a ~~smaller~~ larger value cause it's in the ~~denominator~~ denominator so, it's ~~less~~ more likely

that it will give a ~~value~~ value greater than  $\text{rand}(0,1)$ , so ~~less~~ more bad moves.

Again, in low temperature  $e^{\frac{\Delta E}{T}}$  will give large values, ~~so it is~~ and  $\Delta E$  is negative. So, the computed value will be smaller.

The smaller it is, the lesser bad

moves. So, in low temperature it will

be less bad (moves).  $\frac{\Delta E}{T}$