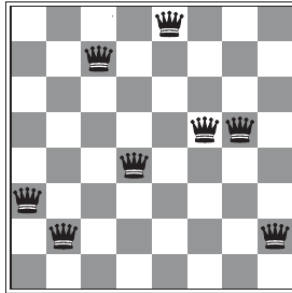


8-queens problem



3 2 7 4 8 5 5 2

- ▶ Completeness of a search algorithm

Notion of completeness

- ▶ Completeness of a search algorithm
- ▶ Is steepest ascent hill climbing complete?

Travelling salesman problem

n

$n!$

$(1, 2, \dots, n)$

$$16! = 3628800$$

$(2, 8, 1, \dots)$

$$20! = \underbrace{2.433 \times 10^{18}}$$

$(4, \underline{3}, 1, \underline{5}, 2)$

$(4, 5, 1, 3, 2)$

$n C_2$

Simulated Annealing

Q. Suppose we are at state A initially and $f(\cdot)$ is the fitness function. There are two neighbouring states B and C such that:

1. $f(B) - f(A) < 0$ and $f(C) - f(A) < 0$.
2. $|f(B) - f(A)| \ll |f(C) - f(A)|$.

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 - c. When temperature becomes very small and current state is A which state becomes more likely to be the next state: B or C ?

More applications of Local search

- ▶ VLSI layout problem
 - ▶ optimize area (yield), power dissipation, etc.

More applications of Local search

- ▶ VLSI layout problem
 - ▶ optimize area (yield), power dissipation, etc.
- ▶ Factory layout problem
 - ▶ Minimize total transportation of materials

▶ Local beam search

K

best 'K'

$$3 \times 56 = 168 - 3$$

$$= 8 \times 7$$

- ▶ Local beam search
- ▶ Stochastic beam search

K



24748552

24 31%



32752411

23 29%

24415124

20 26%



32543213

11 14%

2

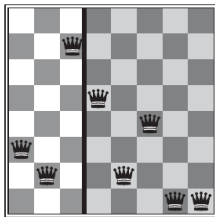
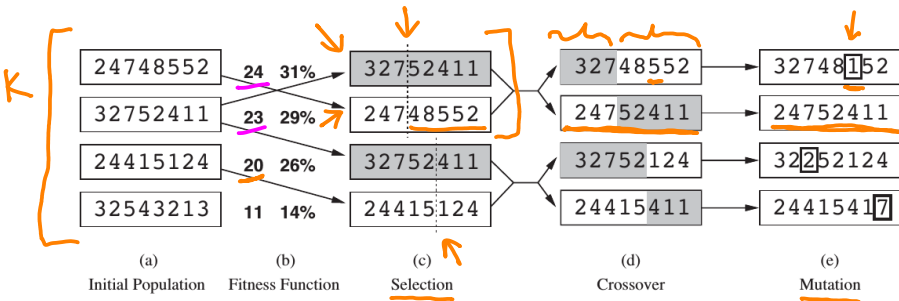


24

$$(24 + 23 + 20 + 11)$$

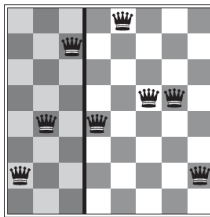
↑
All neighbours

Genetic Algorithm



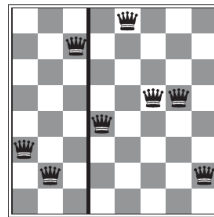
P1

+



P2

=



C

Genetic Algorithm

$(1, \dots, n)$

$(1, \dots, 1)$

4

8-queens

function GENETIC-ALGORITHM(*population*, FITNESS-FN) **returns** an individual

inputs: *population*, a set of individuals

FITNESS-FN, a function that measures the fitness of an individual

repeat

new_population \leftarrow empty set

for $i = 1$ **to** SIZE(*population*) **do**

$x \leftarrow$ RANDOM-SELECTION(*population*, FITNESS-FN)

$y \leftarrow$ RANDOM-SELECTION(*population*, FITNESS-FN)

$child \leftarrow$ REPRODUCE(x, y)

if (small random probability) **then** $child \leftarrow$ MUTATE($child$)

add $child$ to *new_population*

population \leftarrow *new_population*

until some individual is fit enough, or enough time has elapsed

return the best individual in *population*, according to FITNESS-FN

- ▶ Stochastic beam search vs. Genetic Algorithm

Which algorithm will find a good solution in a faster manner?

Genetic Algorithm

- ▶ Stochastic beam search vs. Genetic Algorithm
Which algorithm will find a good solution in a faster manner?
- ▶ What if we randomly permute each parent before crossover?
Will the algorithm work?

Genetic Algorithm

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Which algorithm will find a good solution in a faster manner?
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Will the algorithm work?
- ▶ GA : schema and instances

$(\underline{2}, \underline{1}, \underline{7}, *, *, *, *, *)$
 ↑ ↑ ↑
 $(1, 1, 1, *, \dots)$

- ▶ Stochastic beam search vs. Genetic Algorithm
Which algorithm will find a good solution in a faster manner?
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- ▶ Stochastic beam search vs. Genetic Algorithm
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- ▶ GA : schema and instances
- ▶ If average fitness of the instances of a schema is above mean, then the number of instances of the schema in the population will grow over time.
- ▶ Successful use of GA requires careful engineering of representation.