625-600: Programming Assignment 2

Read every page very carefully before you begin.

1. Implement eight search algorithms to solve 8-puzzle: dfs, bfs, dls, ids, greedy best-first (hence-forth ‘greedy’), a-star, ida-star, heuristic.

2. Test and compare time and space complexity for all cases.

3. Test and compare the effect of different heuristic functions (for the informed search algorithms).

This project is inspired by: http://www.cs.utexas.edu/users/novak/asg-8p.html.

Program 2: 8-Puzzle with Search

- Input: a board configuration
  '1 3 4 8 6 2 7 0 5'
- Output: sequence of moves
  '(UP RIGHT UP LEFT DOWN)
- Search methods to be implemented (use the exact function interface):
  dfs, bfs, dls, ids, greedy, a-star, ida-star, heuristic.
- Use $h_1$ (number of tiles out-of-place), and $h_2$ (sum of manhattan distance) for those requiring heuristics (make the functions to take the function as an argument).
- This is an individual project.

Program 2: Required Material

Use the exact filename as shown below (in bold).

- Program code (eight.lsp): put it in a single text file.
  – Ample indentation and documentation is required.
- Documentation (README): user manual plus results/analysis.
- Inputs and outputs (include in README; truncate output for search sessions that produce too much output):
  – Easy: ‘(1 3 4 8 6 2 7 0 5)
  – Medium: ‘(2 8 1 0 4 3 7 6 5)
  – Hard: ‘(5 6 7 4 0 8 3 2 1)

Program 2: Required Material (Cont’d)

Continued from the previous page

- For each run, report the time taken and the number of nodes visited. Except for IDA*, report the maximum length of the node list (or recursion depth) during the execution of the search.
- Compare the time and space complexity (from above) of various search methods using the Easy, Medium, and Hard case examples.
- For each method, comment on the strengths and weaknesses.
- Some search methods may fail to produce an answer. Analyze why it failed and report your findings.
Program 2: Function interface

• See
  http://courses.cs.tamu.edu/choe/08fall/625/src/eight-interface.lsp

• Exactly follow the interfaces and function names.

Program 2 Tips (1)

Timing execution: use `(time (your-function-to-run))` to get the execution time.

* `(time (car '(x x)))`
  real time : 0.000 secs
  run time : 0.000 secs
X
*

Program 2 Tips (2)

Checking for duplicate states

(defun dupe (state node-list)
  (dolist (node node-list nil)
    (if (equal state (first node))
      (return-from dupe T)))))

(You may use a state-list to save space, rather than a node-list, or better yet, use somekind of hash function.)

Program 2: Node Representation

A node in the search tree has the following data structure:

`(h ;heuristic function value
 depth ;depth from the root
 path));list of moves from the start

```
1 3 4
8 6 2
7 5
```

(blank is stored as 0)
Program 2: Sorting

`((1 3 4 8 6 2 7 0 5);blank is stored as 0
h ;heuristic function value
depth ;depth from the root
path)) ;list of moves from
; the start

Sorting a node list, e.g. according to the heuristic:

(sort <node-list>
#'(lambda (x y) (< (second x) (second y)) )
)

lambda : read define-anonymous function

#'something = (function something)
cf. 'something = (quote something)

Lambda Expression

lambda expression can basically replace any occurrences of function names, i.e. it works like an anonymous function:

(defun mysqr (x) (* x x))
(mysqr '11)

; the above is the same as
((lambda (x) (* x x)) '11)

; some more examples
(defun myop (x op)
  (eval (list op (first x) (second x))))

(myop '(2 3) '*)

(myop '(2 3) '(lambda (x y) (* x y)))

Sorting: Alternatives

(defun sort-node-list (node-list)
  (sort node-list
   #'(lambda (x y) (< (second x) (second y)) )))

; the above is equivalent to :
(defun sort-node-list (node-list)
  (sort node-list
   (function (lambda (x y) (< (second x) (second y)) ))))

; the above is equivalent to :
(defun compare-h (x y)
  (< (second x) (second y)))

(defun sort-node-list (node-list)
  (sort node-list #'compare-h))

Sorting: Example

(setq test-node-list
'((list1 10 0 0) (list2 87 0 0)
  (list 100 0 0) (list 5 1 0 0))
)

(defun sort-node-list (node-list)
  (sort node-list
   #'(lambda (x y) (< (second x) (second y)) )))

; the above is equivalent to :
(defun compare-h (x y)
  (< (second x) (second y)))

(defun sort-node-list (node-list)
  (sort node-list #'compare-h))

* You can use any combination of values to sort, and do ascending or descending sorts by changing the lambda function.
Program 2: Utility Routines

Source is available on the course web page:
http://courses.cs.tamu.edu/choe/08fall/625/src/eight-util.lsp

- `(apply-op <operator> <node>): return new node after applying operator on current node`
- `(print-tile <state>): prints out the board`
- `(print-answer <state> <path>): prints boards after each move in the path, starting from the state.`
- `(while <cond> <expr1> <expr2> ...): while loop macro.`

See http://courses.cs.tamu.edu/choe/08fall/625/src/eight-util.txt for example runs.

Program 2: DFS working code

See http://courses.cs.tamu.edu/choe/08fall/625/src/dfs.lsp for a functioning DFS code.

You can either use the recursive version `(dfs)` or iterative version `(dfs-iter)` as the base. The iterative version is more memory-efficient.

Program 2: Other tips

For this assignment, it is highly recommended that you compile and run your program. See ROB, “Lisp: compiling”.

Program 2: Grading Criteria

- analysis, program comments, readability: 15%
- dfs, bfs, dls, and ids: 10% each
- greedy, a-star, ida-star: 10% each
- heuristic: 5%

Program 2: Submission

- Turnin using CSNET turnin page.
- See the course web page for details.
- Standard late penalty applies: 1 day late 80%, 2 days late 60%, etc.
- Only send plain ASCII text files. Do not send MS-Word documents or other formatted text.