## ASSIGNMENT 1: TOWER ALLOCATION

Goal: The goal of this assignment is to take a complex new problem and formulate and solve it as (local) search. Formulation as search is an integral skill of AI that will come in handy whenever you are faced with a new problem. Local search has the characteristic that it may not find the optimal solution, but is usually able to find good solutions for really large problems. So, it is very useful in practice.

Scenario: You are the telecom minister in the government of a developing country. You want to auction off construction of cell-phone towers to various cell-phone companies. You have divided the country into M regions and have asked the companies to bid prices for each region. However, the companies are smart. They know that their profits will increase if they can capture a whole state (or a set of nearby states) instead of just a smaller region within a state. So, instead of bidding per region they decide to bid on a *set* of regions at a time. Example, a company may say, that it will pay $\$ 10,000$ if it gets to build towers in regions 1,3 and 5 , however, it will pay only $\$ 3,000$ if it is allowed just regions 1 and 3 . Your government wants to find which bids to accept (that is give which region to which company) in order to maximize its own profits. We can assume that all companies will do a high quality job and are equal in every other way. Your government has another goal - it wants to be fair to all companies, and so you have decided to not accept more than one bid for any company. Note that you may choose to not accept any bid of a company. Also assume that for the purpose of first allocation that some region may go undeveloped.

Problem Statement: There are M regions to be auctioned off. There are B bids and C companies. Each bid has a company id, a set of regions, and a dollar amount. Find which subset of bids to accept so that you maximize the total auction amount. The total auction amount is sum of dollar amounts of an accepted bid. Of course, you cannot allocate one region to two companies. And, you will not accept two bids of the same company.

Algorithm 1: Implement this optimization problem as local search. Define a state representation and a neighborhood function. Implement hill climbing with random restarts as your first baseline solution.

Algorithm 2: Think about the problem further and develop your best algorithm for the problem. You are welcome to use any techniques discussed in the class. You are welcome to develop your own novel algorithm or your tweaks on an existing technique discussed in the class. However, you may not model
the problem as linear programming or integer linear programming. If you are confused about whether it is kosher to use a technique, email us to ask!

## Input format:

Time (in mins)
M

B

C
Company-id dollar-amount region-id region-id ... region-id \#

Company-id dollar-amount region-id region-id ... region-id \#

Here is an example
5.5

6

4

2

03000014 \#

02000015 \#
11000.523 \#
11525.75012345 \#

For this problem you are given 5.5 mins of wallclock time to solve the problem. The optimal solution is to accept bid numbers 0 and $2(\$ 3000$ and $\$ 1000.5$ ) so total auction cost is $\$ 4000.5$. Note that the bids are implicity numbered from 0 to $\mathrm{B}-1$.

## Output format:

bid-id bid-id ... bid-id \#

## What is being provided?

Your assignment packet contains 20 sample problems and sample code in java that (1) reads the sample problem, (2) generates a random feasible solution, (3) evaluates the random solution and (4) outputs the random solution in the desired format. The function ReadFile reads bids into a convenient data structure and GenRandom computes a random feasible solution and returns the total revenue.

## What to submit?

1. Submit your code for Algorithm 2. We will run your code with 2 command line arguments, the first being an input file (with the input in the described input format) and an output file where your program needs to write its output (in the described output format). We will treat both randomized and deterministic algorithms the same way, running the code multiple times till the time limit on the problem is hit, and take the best solution amongst all the runs.
2. Submit an at-most 2 page writeup ( 10 pt font) describing
a. Your choices for Algorithm 1 and Algorithm 2.
b. Some experimental results comparing the two algorithms (if your algorithm is randomized use average of multiple runs).
c. Some analysis of what worked and what didn't.

## Evaluation Criteria

1. [5 points] Final competition on a set of similar benchmark problems. The points awarded will be your normalized performance relative to other groups in the class.
2. [ 5 points] Your writeup. It will be assessed for its clarity and defensibility of the empirical evaluation.
3. [2.5 points] Discretionary points awarded to top performers, highest quality write-ups, and anything else beyond the normal.

## What is allowed? What is not?

1. You may work in teams of two or by yourself. We do not expect a different quality of assignment for 2 people teams. At the same time, please spare us the details in case your team cannot function smoothly. Our recommendation: this is not a very tough assignment; work by yourself.
2. You are required to work in java for fair comparison amongst all teams. You may choose to not use the sample code.
3. You can download any existing java code of a general purpose algorithm (e.g., local search, genetic algorithms, etc) and use/tweak it. But, you must understand that code, otherwise we lose the point of the assignment. You may like this link: http://code.google.com/p/aima-java/. That said, you may not use an existing code that is already specialized for such kind of problems.
4. It is preferable to develop your algorithm using your own efforts. However, I cannot stop you from google searching!
5. You must not discuss this assignment with anyone outside the class. Make sure you mention the names in case you discuss with anyone in the class outside your team.
6. Your best code will be automatically evaluated against another set of benchmark problems. There will be negative penalty if your output is not automatically parsable and the TA has to go back and forth with your team to get your code/output working.
