

Counterfeit Coin – AI miniproject, Fall 2008

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Introduction

The 'Counterfeit Coin Measurement' is a very interesting, well-defined problem. I wrote a program to solve for the Solution-Tree. The program consider partially constructed Solution-Trees as states and use Depth-First-Search. The program accepts the following three arguments as input,

CoinN : a variable number of coins
MeasureN : a variable number of maximum measurements
Heuristic : using the heuristic strategy?

- The 'coinsolver.cpp' was done with Visual Studio 2008. There are no additional dependences required, compile and run it will be fine.
- The 'results' folder contains sample Solution-Trees stored in human-readable TXT files.

A Strategy for Reducing the Branching factor

The program applies the following strategy to reduce the branching factor. Given a node in the solution-tree, instead of considering all possible compositions of coins to measure, it first classify the coins into four categories according to the belief information at that node, (1) normal coin; (2) only possible lighter coin; (3) only possible heavier coin; (4) possible both lighter and heavier coin. Coins in the same category are treated equally.

This greatly reduces the branching factor. To give an example, for CoinN=12 at the root node, there are initially $C(12,6)*C(6,6)+C(12,5)*C(7,5)+C(12,4)*C(8,4)+C(12,3)*C(9,3)+C(12,2)*C(10,2)+C(12,1)*C(11,1)$ which is thousands of possible measurements. But since all coins there belong to category (4), there are only 6 possible measurements that are inherently different with each other, (1vs1), (1 2 vs 3 4), (1 2 3 vs 4 5 6), (1 2 3 4 vs 5 6 7 8), (1 2 3 4 5 vs 6 7 8 9 10) and (1 2 3 4 5 6 vs 7 8 9 10 11 12).

RESULTS

The following table lists runtime results (Number of solution-trees explored, Time-cost) given different inputs under 'non-heuristic' and 'heuristic' cases. The software and hardware environment is 'Vmware virtual WindowsXP, MacBook with CPU of 2.4GHz Intel Core 2 Duo'.

CoinN	MeasureN	Solution Found?	Run Time Results	
			Non Heuristic	Heuristic
2	2	NO	3 trees, 0.0 secs	3 trees, 0.0 secs
3	2	YES	15 trees, 0.0 secs	13 trees, 0.0 secs
4	2	NO	35 trees, 0.0 secs	35 trees, 0.0 secs
4	3	YES	44 trees, 0.0 secs	40 trees, 0.0 secs
6	3	YES	111 trees, 0.0 secs	40 trees, 0.0 secs
8	3	YES	2058 trees, 0.0 secs	40 trees, 0.0 secs
10	3	YES	31125 trees, 0.4 secs	40 trees, 0.0 secs
11	3	YES	89469 trees, 1.1 secs	40 trees, 0.0 secs
12	3	YES	146228 trees, 2.7 secs	40 trees, 0.0 secs
13	3	NO	268530 trees, 5.7 secs	268530 trees, 11.6 secs
13	4	YES	203288 trees, 3.6 secs	121 trees, 0.0 secs
14	4	YES	323461 trees, 8.3 secs	121 trees, 0.0 secs
15	4	YES	708305 trees, 19.2 secs	121 trees, 0.0 secs
16	4	YES	12934160 trees, 487secs	121 trees, 0.0 secs
20	4	YES	too big	121 trees, 0.1 secs
30	4	YES	too big	121 trees, 0.2 secs
39	4	YES	too big	121 trees, 0.4 secs
40	5	YES	too big	364 trees, 0.5 secs
50	5	YES	too big	364 trees, 1.6 secs
55	6	YES	too big	1093 trees, 2 secs
...				

Here is the Solution-Tree to the {CoinN=12, MeasureN=3} Problem. What is interesting here is that, we can have an arbitrary counterfeit coin in mind, and quickly go through the following solution-tree(text) to see if the the tree can figure it out.

```

Node 0 ( 1 2 3 4 .vs. 5 6 7 8 )
      Goto [1 | 14 | 27] for [left_heavy | equal | right_heavy]
Node 1 ( 5 6 1 2 .vs. 9 10 11 7 )
      Goto [2 | 6 | 10] for [left_heavy | equal | right_heavy]
Node 2 ( 7 1 .vs. 3 4 )
      Goto [3 | 4 | 5] for [left_heavy | equal | right_heavy]
Node 3 Ans = 1 heavy
Node 4 Ans = 2 heavy
Node 5 Ans = 7 light
Node 6 ( 8 3 .vs. 1 2 )
      Goto [7 | 8 | 9] for [left_heavy | equal | right_heavy]
Node 7 Ans = 3 heavy
Node 8 Ans = 4 heavy

```

```

Node 9  Ans = 8 light
Node 10      ( 5 .vs. 1 )
           Goto [11 | 12 | 13] for [left_heavy | equal | right_heavy]
Node 11      Impossible
Node 12      Ans = 6 light
Node 13      Ans = 5 light
Node 14      ( 9 10 11 .vs. 1 2 3 )
           Goto [15 | 19 | 23] for [left_heavy | equal | right_heavy]
Node 15      ( 9 .vs. 10 )
           Goto [16 | 17 | 18] for [left_heavy | equal | right_heavy]
Node 16      Ans = 9 heavy
Node 17      Ans = 11 heavy
Node 18      Ans = 10 heavy
Node 19      ( 12 .vs. 1 )
           Goto [20 | 21 | 22] for [left_heavy | equal | right_heavy]
Node 20      Ans = 12 heavy
Node 21      Impossible
Node 22      Ans = 12 light
Node 23      ( 9 .vs. 10 )
           Goto [24 | 25 | 26] for [left_heavy | equal | right_heavy]
Node 24      Ans = 10 light
Node 25      Ans = 11 light
Node 26      Ans = 9 light
Node 27      ( 1 2 5 6 .vs. 9 10 11 3 )
           Goto [28 | 32 | 36] for [left_heavy | equal | right_heavy]
Node 28      ( 3 5 .vs. 1 2 )
           Goto [29 | 30 | 31] for [left_heavy | equal | right_heavy]
Node 29      Ans = 5 heavy
Node 30      Ans = 6 heavy
Node 31      Ans = 3 light
Node 32      ( 4 7 .vs. 1 2 )
           Goto [33 | 34 | 35] for [left_heavy | equal | right_heavy]
Node 33      Ans = 7 heavy
Node 34      Ans = 8 heavy
Node 35      Ans = 4 light
Node 36      ( 1 .vs. 3 )
           Goto [37 | 38 | 39] for [left_heavy | equal | right_heavy]
Node 37      Impossible
Node 38      Ans = 2 light
Node 39      Ans = 1 light

```

For more Solution-Trees like {CoinN=55,MeasureN=5}, etc, please see in the `results' folder.