

Heuristic Human Executability

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For the human executability scores, it will be assumed humans can execute heuristics better when the directions do not leave as much room for interpretation and are quick to spot. Human executability (HEX) will start at 1.0.

Hex

1. If all the numbers are the same and the goal is the same, then subtract .01 from HEX and skip [2] and [3].
2. If two pairs exist as part of the solution, then subtract .04 from HEX.
3. If a single pair is required for the heuristic, then subtract .1 from HEX.
4. If the goal has to be a specific number for the heuristic to work, then subtract .03 from HEX.
5. If the goal is not a specific number in the heuristic, then subtract .1 from HEX.
6. If a zero is required in the numbers for the heuristic, then subtract .02 from HEX.
7. If the goal is within the numbers, then subtract .04 from HEX.
8. If the goal is not within the numbers, then subtract .1 from HEX.
9. If the heuristic specifies a number to find other than zero, then subtract .05 from HEX.
10. If the heuristic requires two numbers to make a specific number without an exact operation, then subtract .2 from HEX.
11. If the heuristic requires two numbers to make a specific number with an exact operation, then subtract .1 from HEX.
12. If the heuristic requires three numbers to make a specific number without an exact operation, then subtract .3 from HEX.