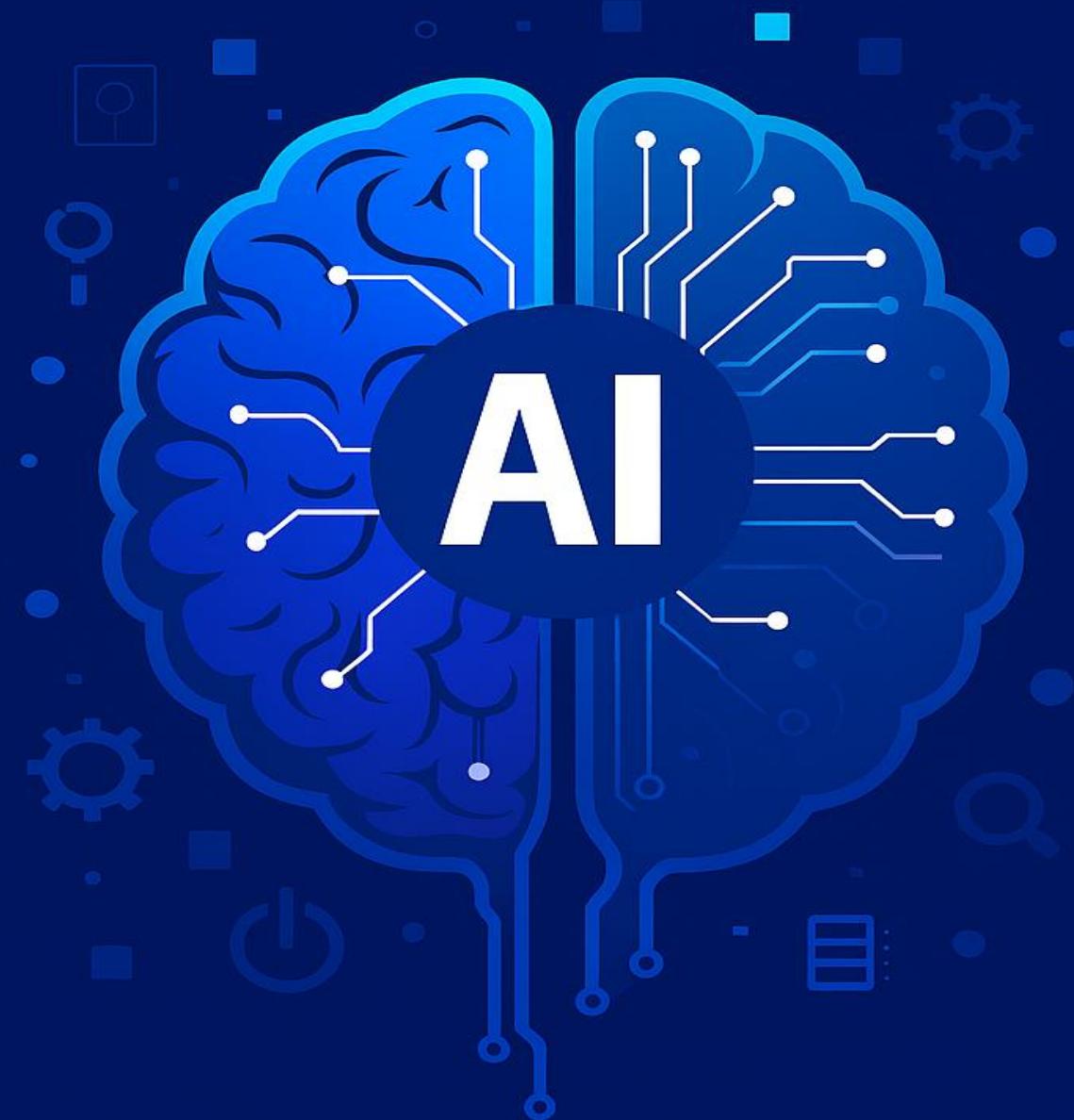


# ARTIFICIAL INTELLIGENCE

TOPIC :

DEPTH LIMITED SEARCH

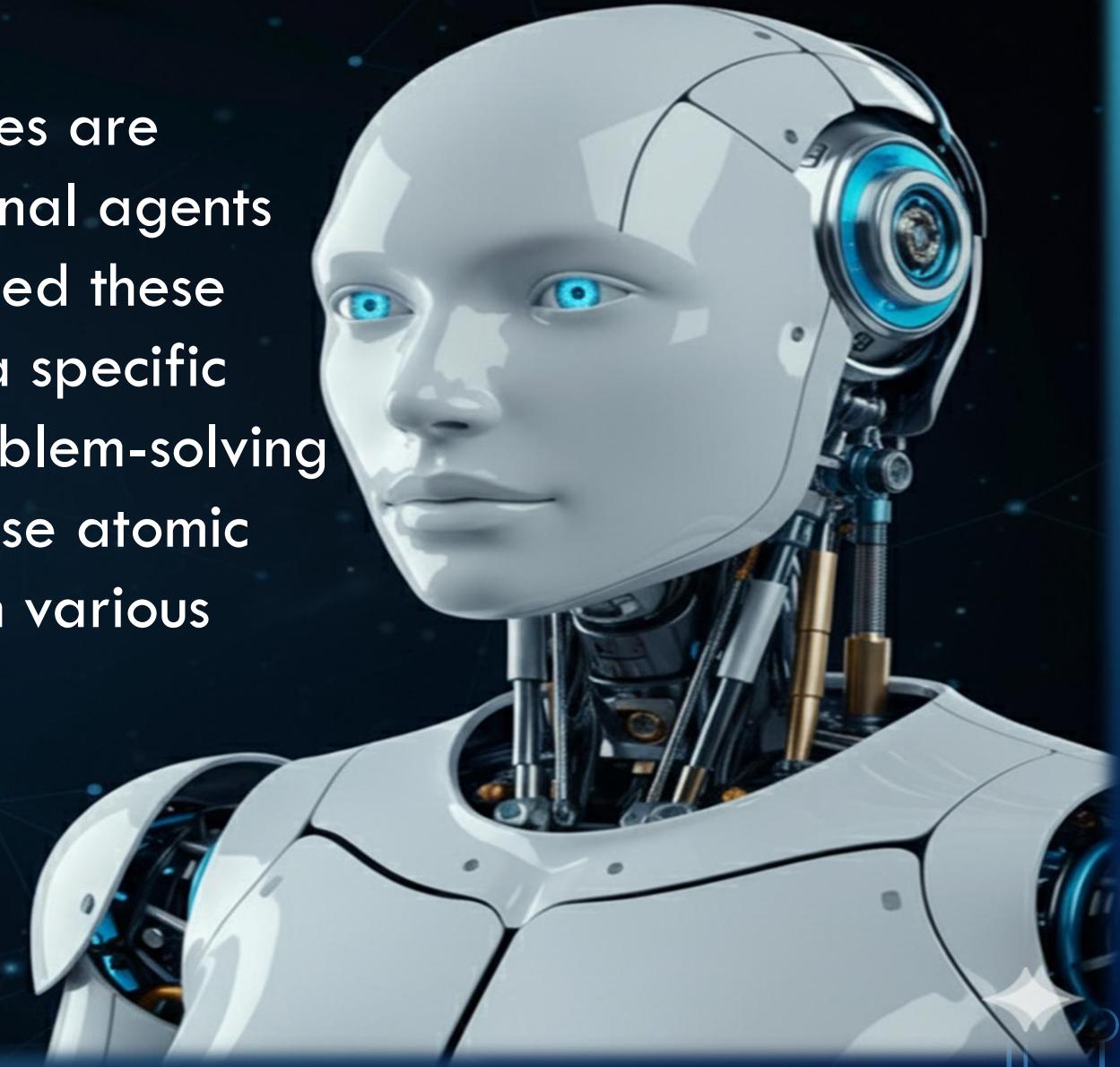
ITERATIVE DEEPENING  
DEPTH-FIRST SEARCH



Presented by:- Aman Kr. Gupta

# INTRODUCTION TO SEARCH TECHNIQUES

“In Artificial Intelligence, Search techniques are universal problem-solving methods. Rational agents or Problem-solving agents in AI mostly used these search strategies or algorithms to solve a specific problem and provide the best result. Problem-solving agents are the goal-based agents and use atomic representation. In this topic, we will learn various problem-solving search algorithms.”



# Search Algorithm Terminologies:

**Search:** Searching is a step by step procedure to solve a search-problem in a given search space. A search problem can have three main factors:

1. **Search Space:** Search space represents a set of possible solutions, which a system may have.
2. **Start State:** It is a state from begins the search.
3. **Goal test:** It is a function which where agent observe the current state and returns whether the goal state is achieved or not.



# Properties of Search Algorithm

- 1. Completeness:** A search algorithm is said to be complete if it guarantees to return a solution if at least any solution exists for any random input.
- 2. Optimality:** If a solution found for an algorithm is guaranteed to be the best solution (lowest path cost) among all other solutions, then such a solution is said to be an optimal solution.
- 3. Time Complexity:** Time complexity is a measure of time for an algorithm to complete its task.
- 4. Space Complexity:** It is the maximum storage space required at any point during the search, as the complexity of the problem.



# Depth Limited Search

A depth-limited search algorithm is similar to depth-first search with a predetermined limit. Depth-limited search can solve the drawback of the infinite path in the Depth-first search. In this algorithm, the node at the depth limit will be treated as if it has no successor nodes further.

## Depth-Limited Search: Failure Conditions

### Standard Failure Value

It indicates that the problem does not have any solution.

### Cutoff Failure Value

It defines no solution for the problem within a given depth limit.

# Depth Limited Search(Algorithm):-

- A *depth-limited search algorithm is similar to depth-first search with a predetermined limit.*
- *Depth-limited search can solve the drawback of the infinite path in the Depth-first search.*
- *In this algorithm, the node at the depth limit will treat as it has no successor nodes further.*
- *(It may not be optimal if the problem has more than one solution.)*

# Example:-

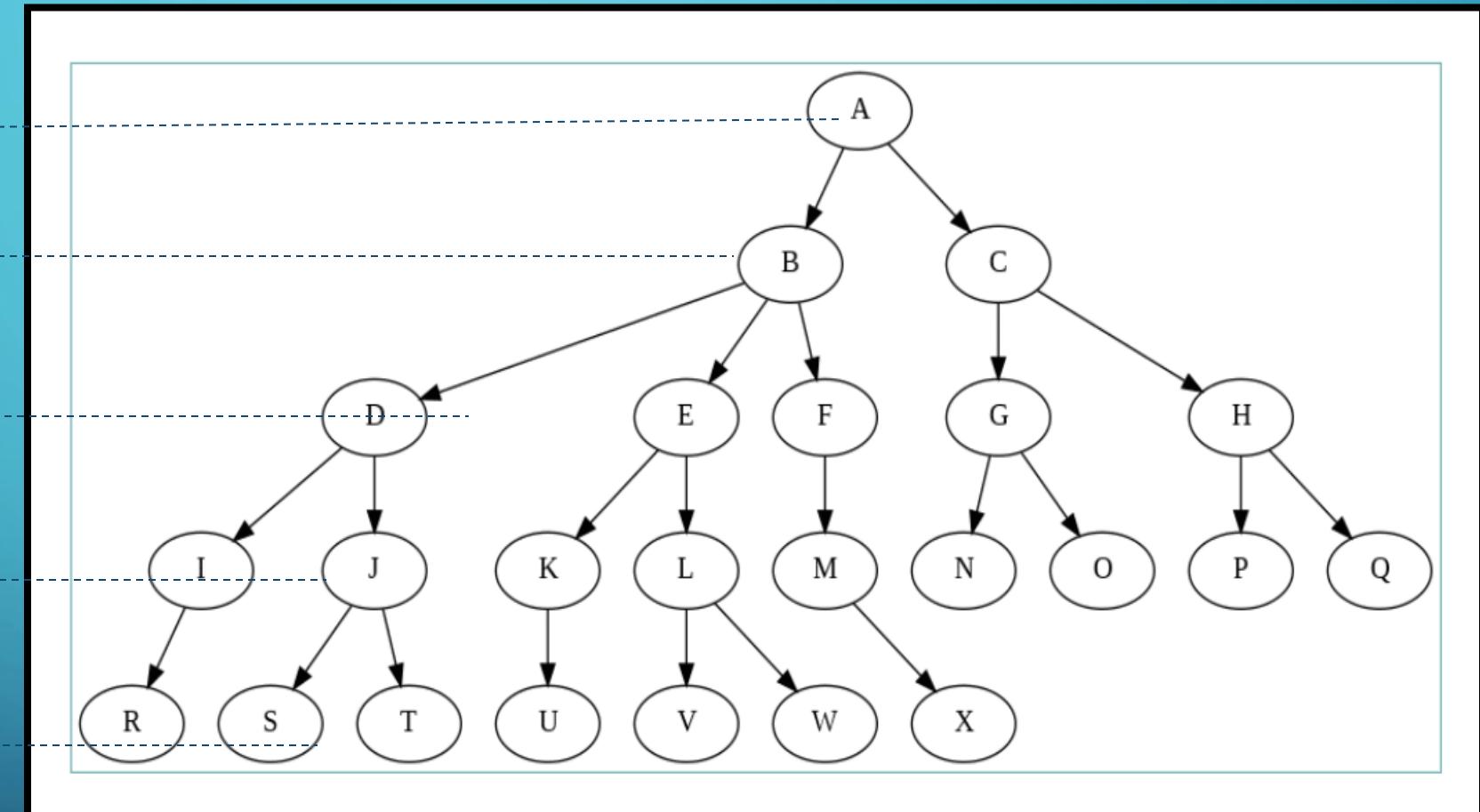
Level 0

Level 1

Level 2

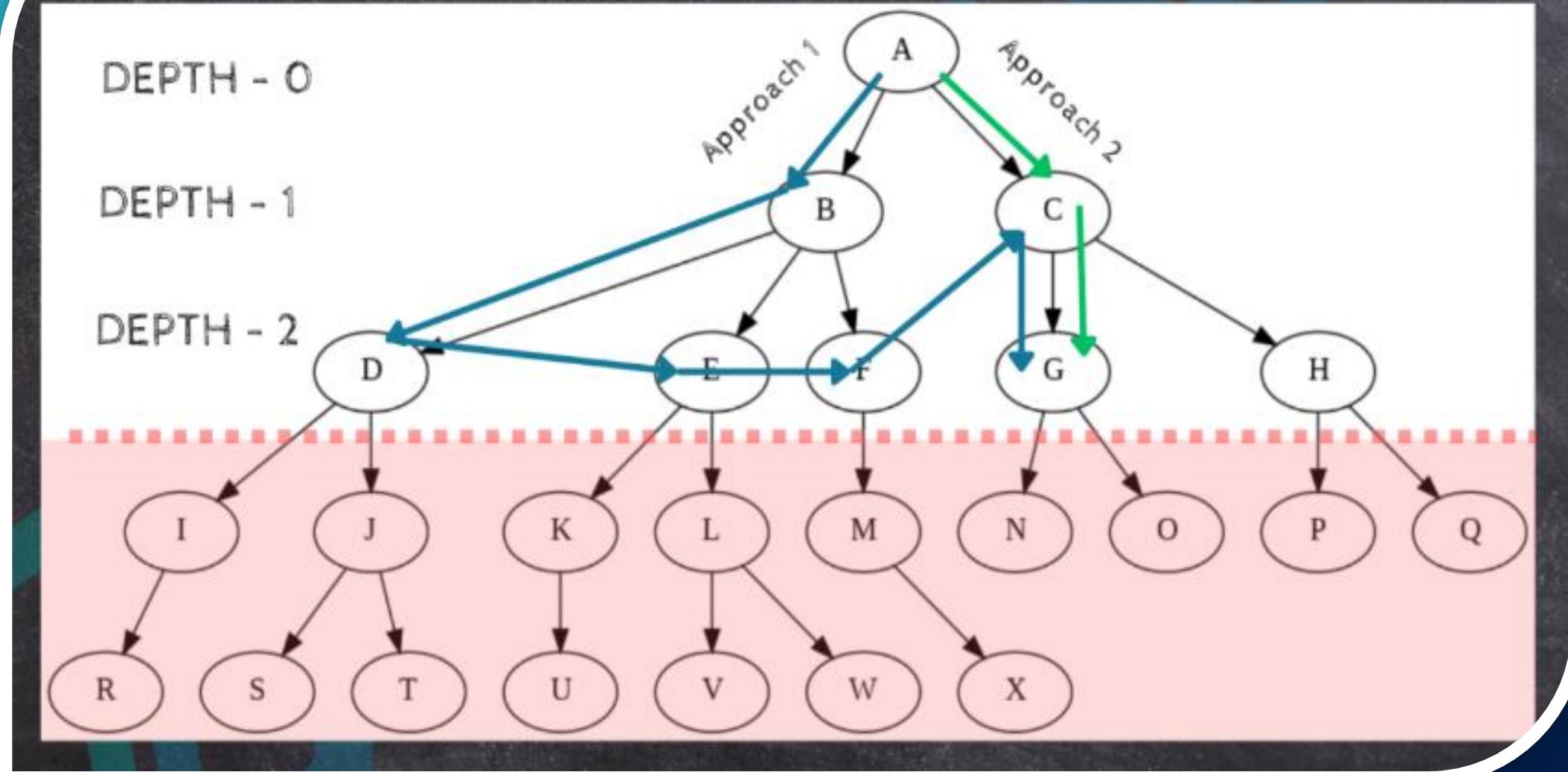
Level 3

Level 4



# Solution:-

Start Node - S, Goal Node - G, Depth Limit - 2



## Advantages:-

- **Memory Efficient**: Stores only the current path up to the depth limit.
- **Avoids Infinite Loops**: Prevents DFS from going down endless paths.

## Disadvantages:-

- **Incomplete**: May miss solutions beyond the depth limit.
- **Not Optimal**: Might return a longer or costlier path even if a better one exists.

# Depth-Limited Search

**Completeness:** DLS search algorithm is complete if the solution is above the depth-limit.

**Time Complexity:** Time complexity of DLS algorithm is  $O(b^\ell)$ .

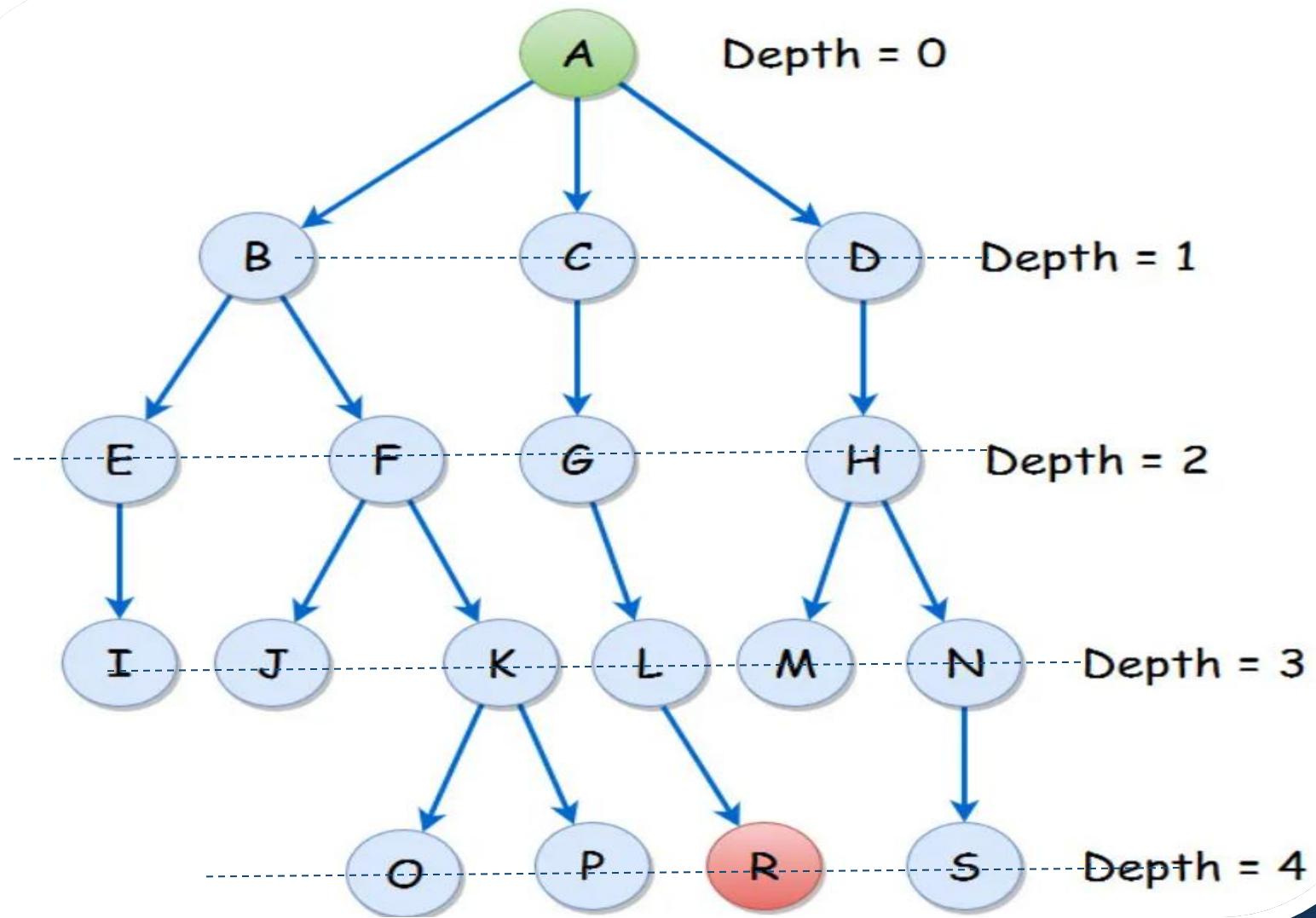
**Space Complexity:** Space complexity of DLS algorithm is  $O(b \times \ell)$ .

**Optimal:** Depth-limited search can be viewed as a special case of DFS, and it is also not optimal even if  $\ell > d$ .

# Iterative Deepening Depth-First Search:

- The *iterative deepening algorithm* is a combination of *DFS* and *BFS* algorithms. This search algorithm finds out the best depth limit and does it by gradually increasing the limit until a goal is found.
- This algorithm performs depth-first search up to a certain "depth limit", and it keeps increasing the depth limit after each iteration until the goal node is found.
- This search algorithm combines the benefits of Breadth-first search's fast search and Depth-first search's memory efficiency.
- The iterative search algorithm is useful in uninformed search when the search space is large, and the depth of the goal node is unknown.

# Example:-



# Iteration's:-

A

A B C D

A B E F C G D H

A B E I F J K C G L D H M N  
A B E I F J K O P C G L R D H M N S

# Solution:-

DEPTH	DLS traversal
0	A
1	ABCD
2	ABEFCGDH
3	ABEIFJKCGLDHMN
4	ABEIFJKOPCGLRDHMNS

## Advantages:-

- *Combine the advantage of both DFS and BFS*
- *It is Complete & Optimal*
- *Will not go in infinite loop*

## Disadvantages:-

- *Regressive Recursion is required*
- *May require more memory*

# IDDFS(Properties):

- **Completeness:**

This algorithm is complete if the branching factor is finite.

- **Time Complexity:**

Let's suppose  $b$  is the branching factor and depth is  $d$ , then the worst-case time complexity is  $O(b^d)$ .

- **Space Complexity:**

The space complexity of IDDFS will be  $O(bd)$ .

- **Optimal:**

IDDFS algorithm is optimal if path cost is a non-decreasing function of the depth of the node.

# Thank you

SOURCE:- GEEKS FOR GEEKS  
LINKEDIN POSTS

