



# AI Searching Techniques

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# Learning Objectives

- Introduce the students to different search techniques and algorithms
- Present a general approach to model and represent problems as search problems
- Demonstrate how to implement AI search techniques and algorithms

# Last-Time

- What is Intelligence?
- What is Artificial Intelligence?
- How do we measure Intelligence?
- How do we measure Artificial Intelligence?
- Branches of AI and Its Applications

# Outlines

- Introduction to AI Search Techniques
- Uninformed Search (blind or brute-force)
- Informed Search (Heuristic)
- Local Search



# Introduction To Search Techniques



# What is Search?

- Examine a large number of possibilities
- An algorithm that **retrieves** information stored within some **data structure**
- Can you give examples of search algorithms?
  - Linear Search
  - Binary Search
- What is the time complexity of linear search and binary search?

# Search Common Terminologies

- **Search Space:** aka problem space or state space. The set of all possible solutions of the search problem.
- **Problem Instance:** The initial state and the goal state.
- **Goal State:** The desired outcome (problem solution)
- **State Space Search:** all of the information necessary to predict the effects of an action and to determine if it is a goal state.
- **Space Complexity:** The maximum number of states that are stored
- **Time Complexity:** The maximum number of states to examine to reach the goal state

# Search Problems

Search Problems share some common characteristics:

1. Start by the **initial situation**, and we want to reach a certain goal.
2. For any **current state**, we have a set of simple actions or steps.
3. **Executing** a set or a subset of **steps** may or may not lead to the goal
4. Search is the process of **investigating and selecting** one or more actions to reach the goal
5. In general, executing one or more actions is associated with a certain **cost**.  
If the goal of a search problem is to find the goal and with a given cost, then this is an **optimization problem**.



# Uninformed Search

# Uninformed Search

- Also known as blind or brute-force search
- It can only distinguish between goal and not goal state
- High **time** and **space** complexity
- The most **simple** search algorithm in term of implementation and knowledge.
- They do not require **domain-specific knowledge**
- Generates the **search tree** without using any domain specific knowledge.

# Uninformed Search

Is guessing a sign of Intelligence?

Is trying or examining all possible states to the goal an act of intelligence?

# In Class Activity: Check Your Group

If you have a group work with your group on the today in-class activity if you do not join or form a group and work on the in-class activity.

The first 5 groups to finish the activity get (1 bonus point)

# Next-Time

Uninformed Search

Constraint satisfaction problem

Backtracking algorithm

# Questions