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Workbook: Iterative deepening search

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DSIC

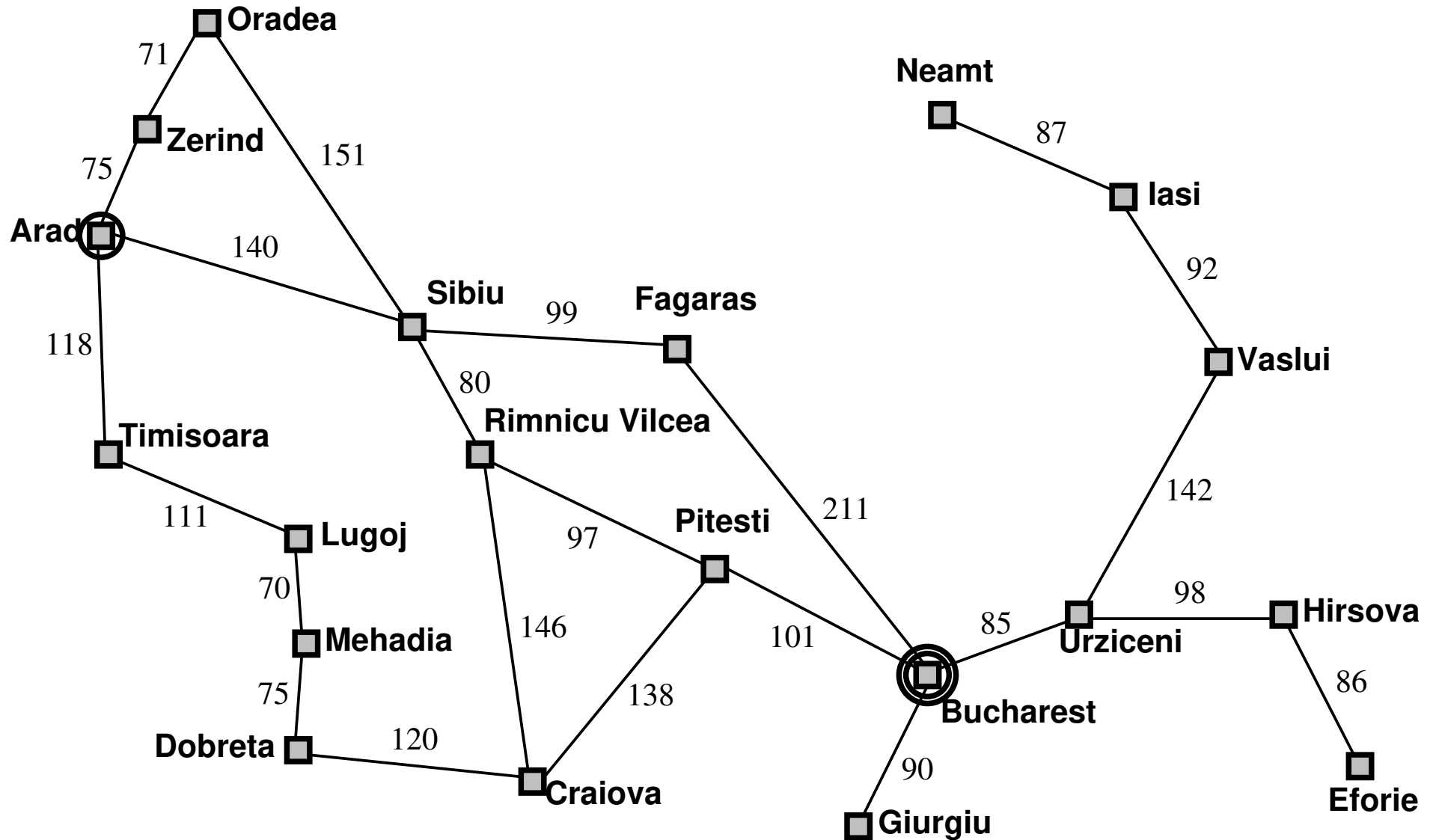
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Learning objectives

- ▶ To describe iterative deepening search.
- ▶ To draw the trees of iterative deepening search.
- ▶ To apply iterative deepening search to a well-known problem
- ▶ To analyze the quality of iterative deepening search.

Problem: Shortest path between two points

Shortest path from Arad to Bucarest [1]:



$\text{Actions}(\text{Arad}) = \{\text{Move}(\text{Sibiu}), \text{Move}(\text{Timisoara}), \text{Move}(\text{Zerind})\}.$

Iterative deepening search [2]

IDS(G, s) // *Iterative deepening search*

for $m = 0, 1, 2, \dots$: **if** ($r = \text{DFS}(G, s, m)$) $\neq \text{NULL}$: **return** r

DFS(G, s', m) // *Depth-first search* with maximum depth of m

$O = \text{InitStack}(s')$ // *Open: search frontier-stack*

while not $\text{EmptyStack}(O)$:

$s = \text{Pop}(O)$ // selection *LIFO (Last in, first out)*

if $\text{Goal}(s)$ **return** s // solution found!

if $\text{Depth}(s) < m$: // maximum depth not reached

forall $(s, n) \in \text{Adjacents}(G, s)$: // generation: n child of s

$\text{Push}(O, n)$ // n added to the stack

return **NULL** // no solution found

- ▶ **Question 1:** Write a trace of the **IDS** algorithm applied to the problem of finding the shortest path from Arad to Bucarest.
- ▶ **Question 2:** Draw the search tree as a result of applying the **IDS** algorithm to the problem of finding the shortest path from Arad to Bucarest with maximum depth $m = 3$.
- ▶ **Question 3:** Does the IDS algorithm find a solution?
- ▶ **Question 4:** If the answer is “Yes”:
 - ▷ How many iterations does the IDS algorithm need to find the solution?
 - ▷ What the number of iterations depends on?
 - ▷ What is the solution found?
 - ▷ What is the cost of this solution?
 - ▷ Is this the solution of minimum cost?
 - ▷ What type of solution is found by the IDS algorithm?

References

- [1] S. Russell and P. Norvig. *Artificial Intelligence: A Modern Approach*. Pearson, third edition, 2010.
- [2] R. E. Korf. Depth-first iterative-deepening: An optimal admissible tree search. *Artificial Intelligence*, 1985.