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# Artificial Intelligence with Python

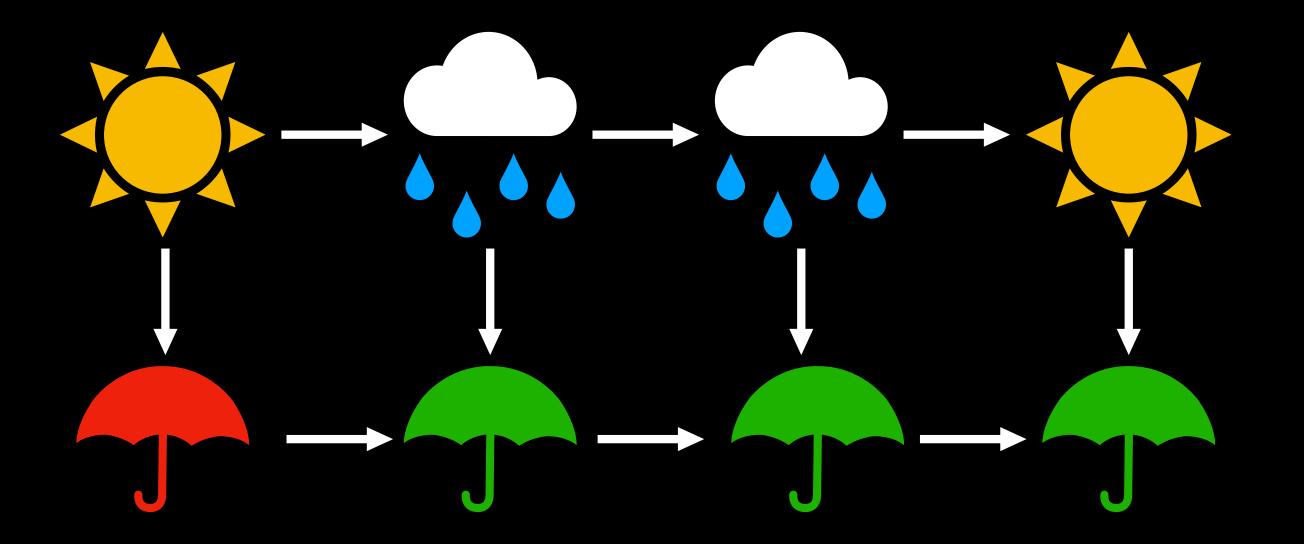
### Artificial Intelligence

Search

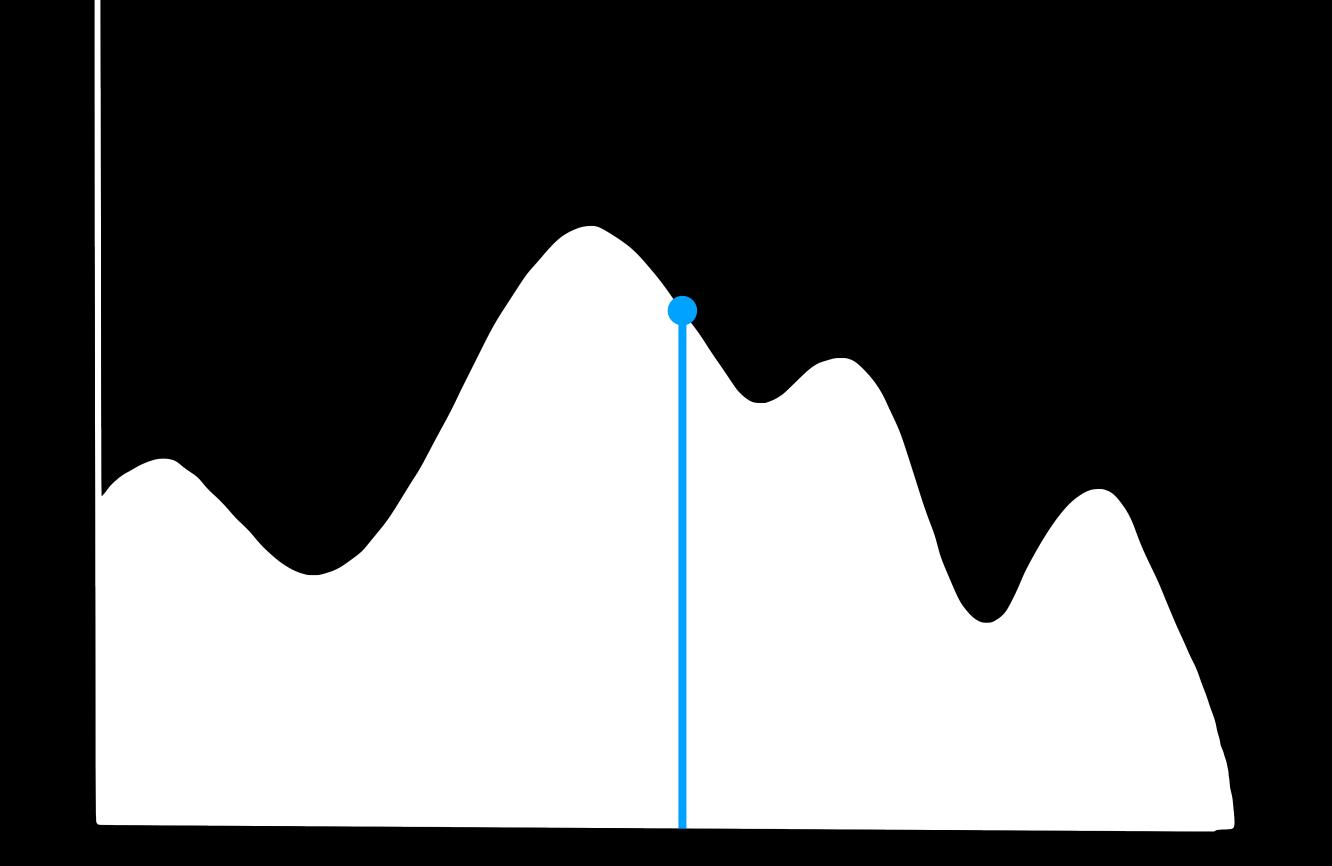
#### Knowledge

$$P \rightarrow Q$$
 $P$ 

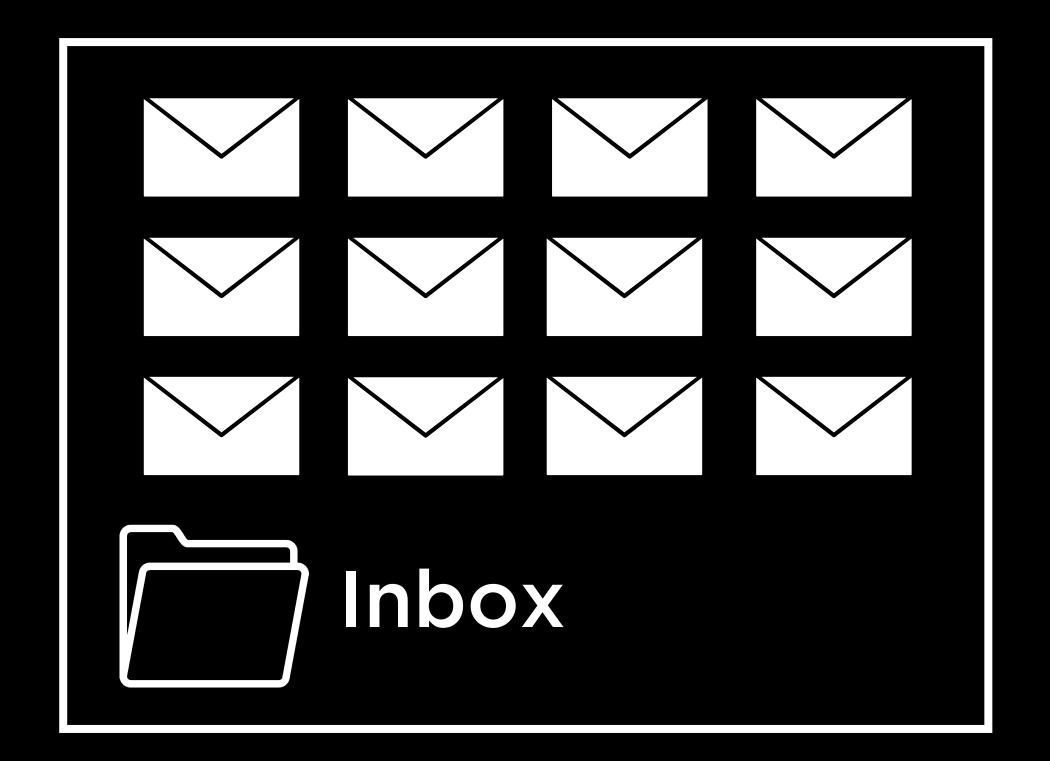
#### Uncertainty

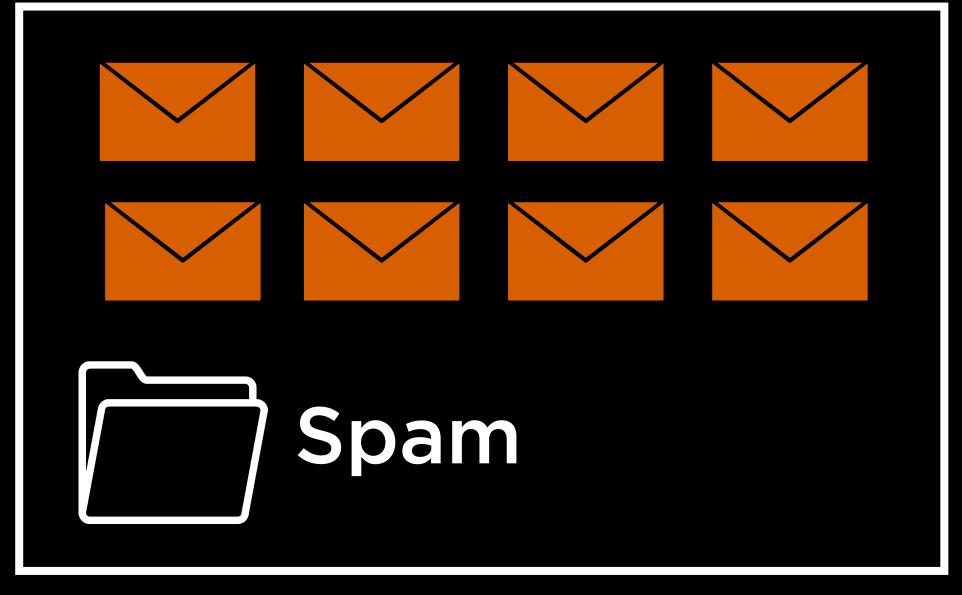


## Optimization

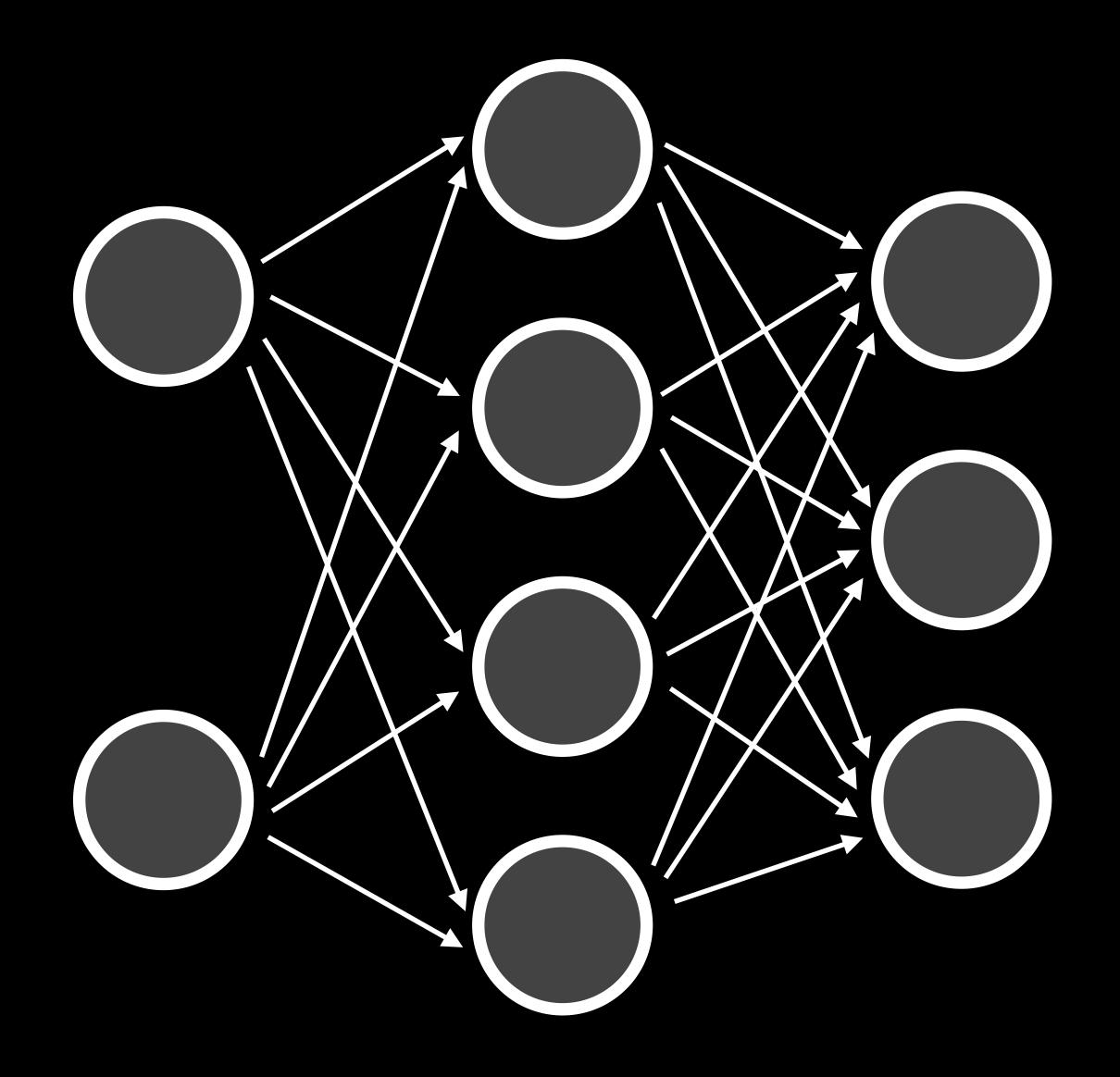


### Learning

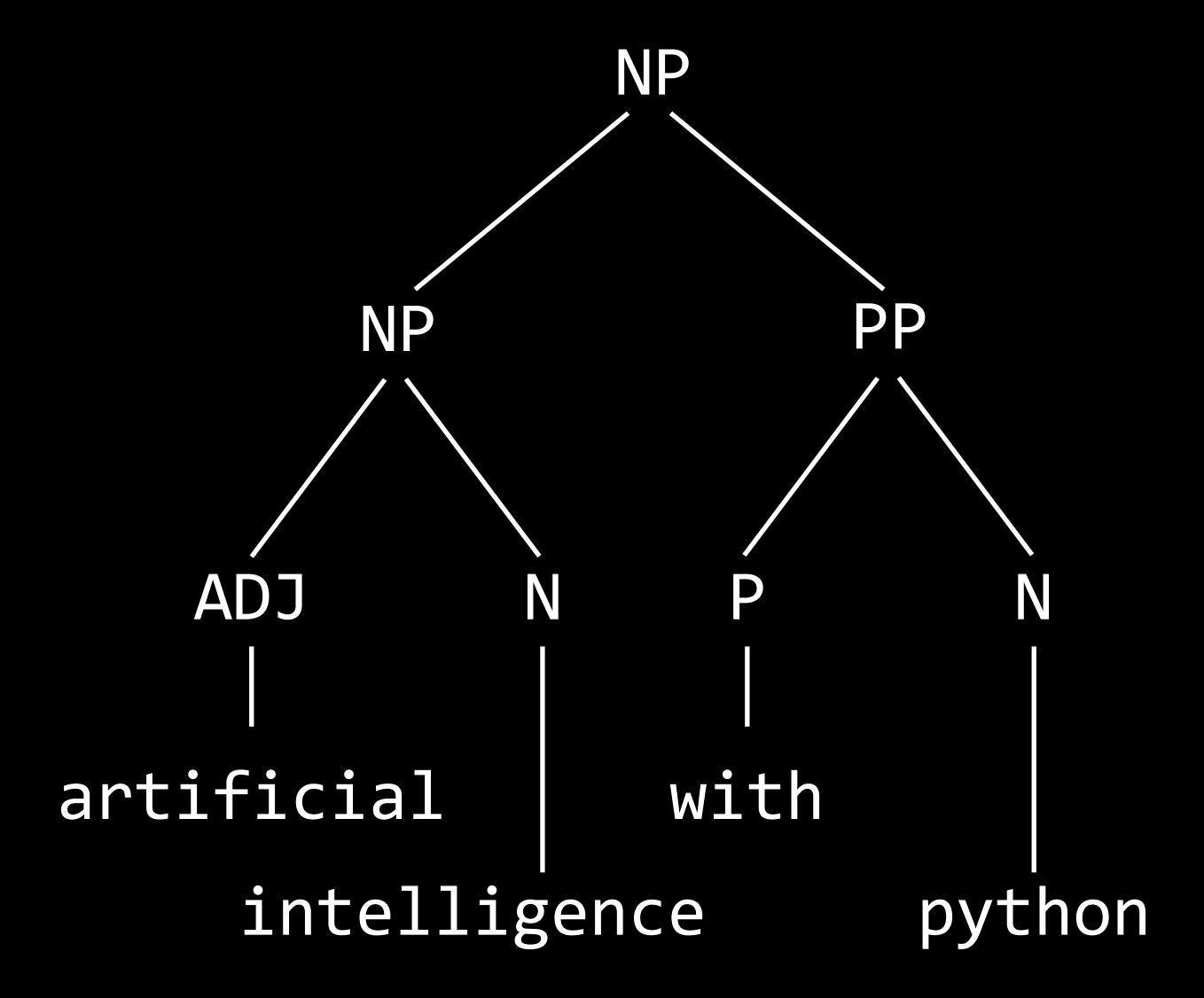




#### Neural Networks

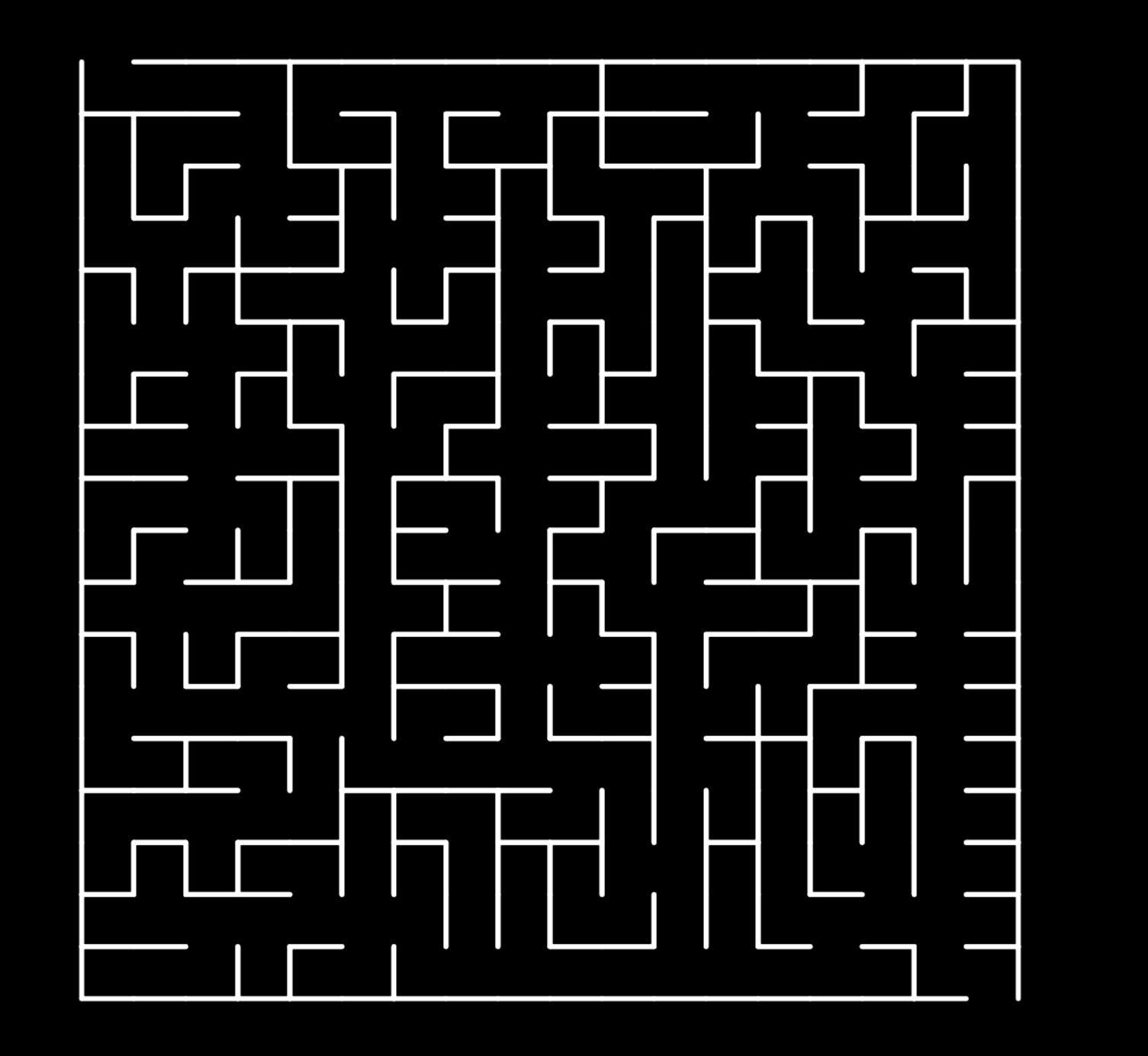


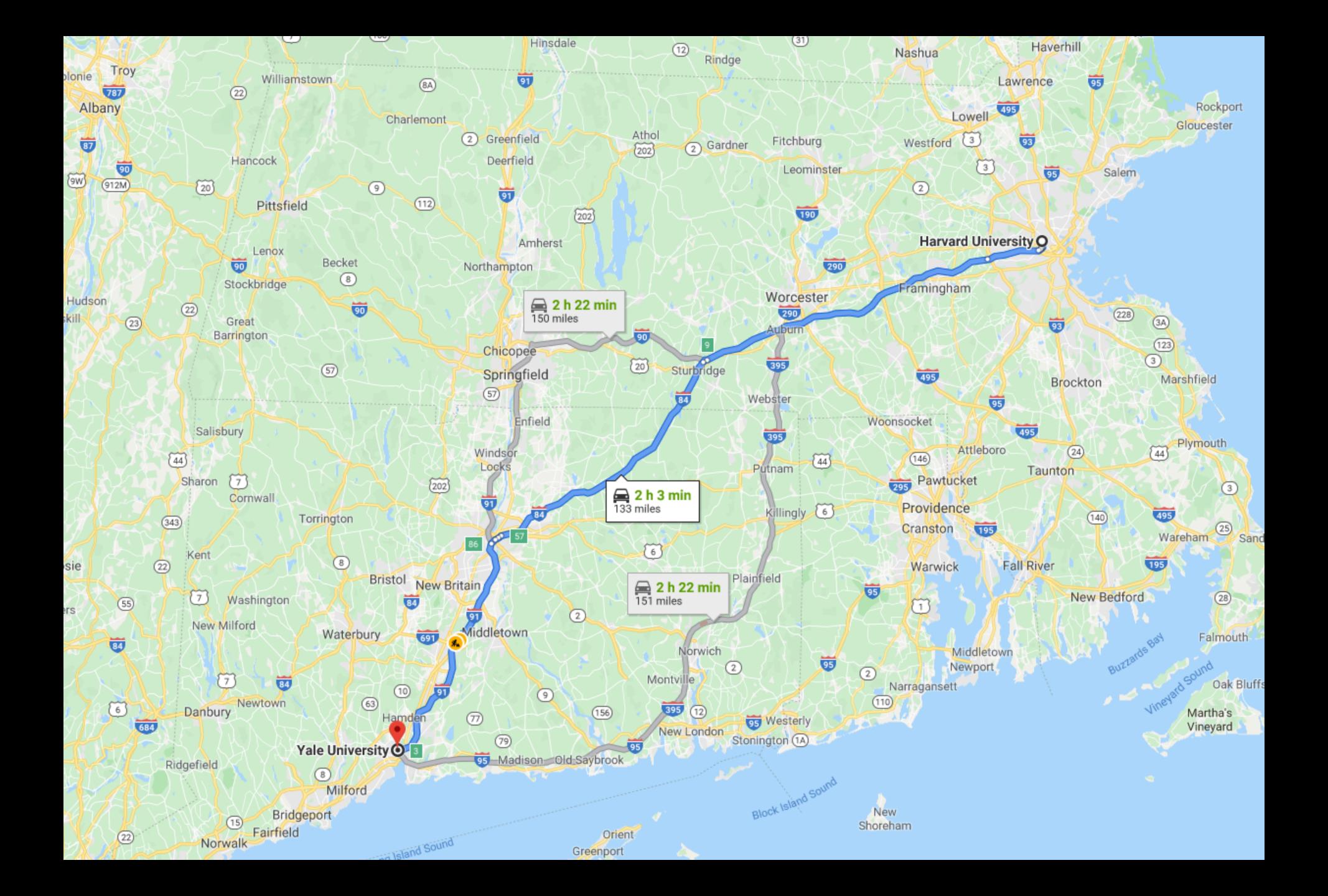
#### Language



# Search

	2	3	4
5	6		8
9	10		12
13	14	15	





#### Search Problems

#### agent

entity that perceives its environment and acts upon that environment

#### state

a configuration of the agent and its environment

2	4	5	7
8	3	1	11
14	6		10
9	13	15	12

12	9	4	2
8	7	3	14
	1	6	11
5	13	10	15

<b>1</b> 5	4	10	3
13	1	11	12
9	5	14	7
6	8		2

#### initial state

the state in which the agent begins

### initial state

2	4	5	7
8	3	1	11
14	6		10
9	13	15	12

# actions

choices that can be made in a state

#### actions

Actions(s) returns the set of actions that can be executed in state s

# actions

#### transition model

a description of what state results from performing any applicable action in any state

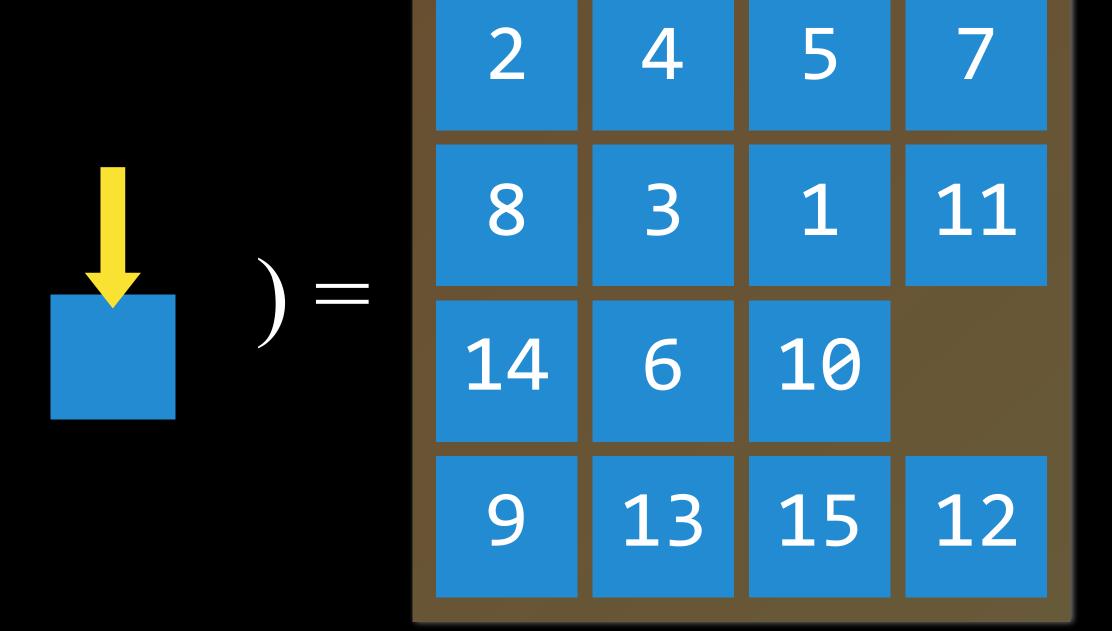
#### transition mode

RESULT(s, a) returns the state resulting from performing action a in state s

	2	4	5	7		2	4	5	7
	8	3	1	11		8	3	1	11
RESULT(	14	6	10	12	,	14	6	10	12
	9	13	15			9	13		15
	2	4	5	7		2	4	5	7
Decite	2	4 3	5	7 11		2	4 3	5	7 11
RESULT(		<ul><li>4</li><li>3</li><li>6</li></ul>	<ul><li>5</li><li>1</li><li>10</li></ul>	7 11 12			3	<ul><li>5</li><li>1</li><li>10</li></ul>	11

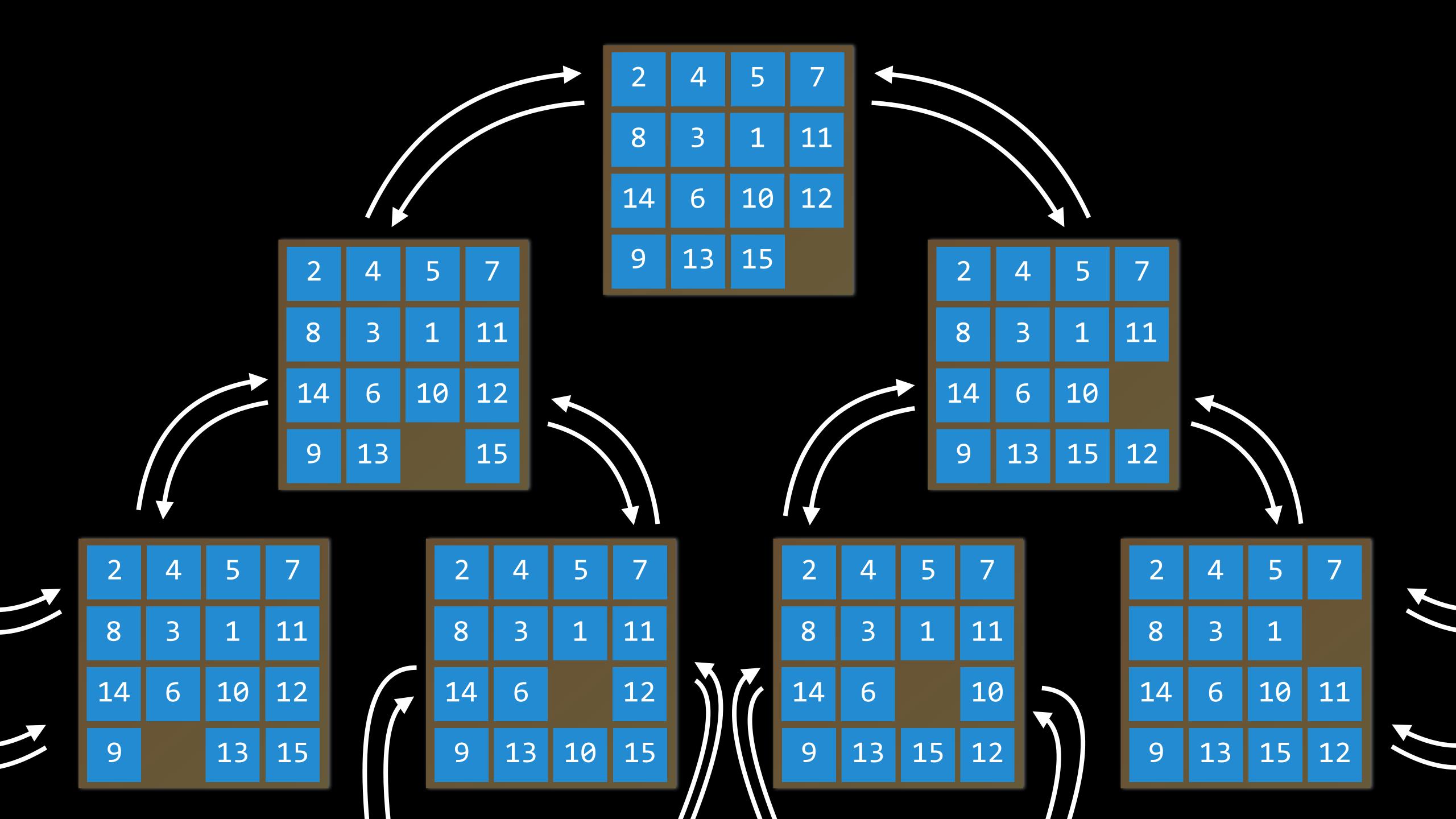
#### transition model

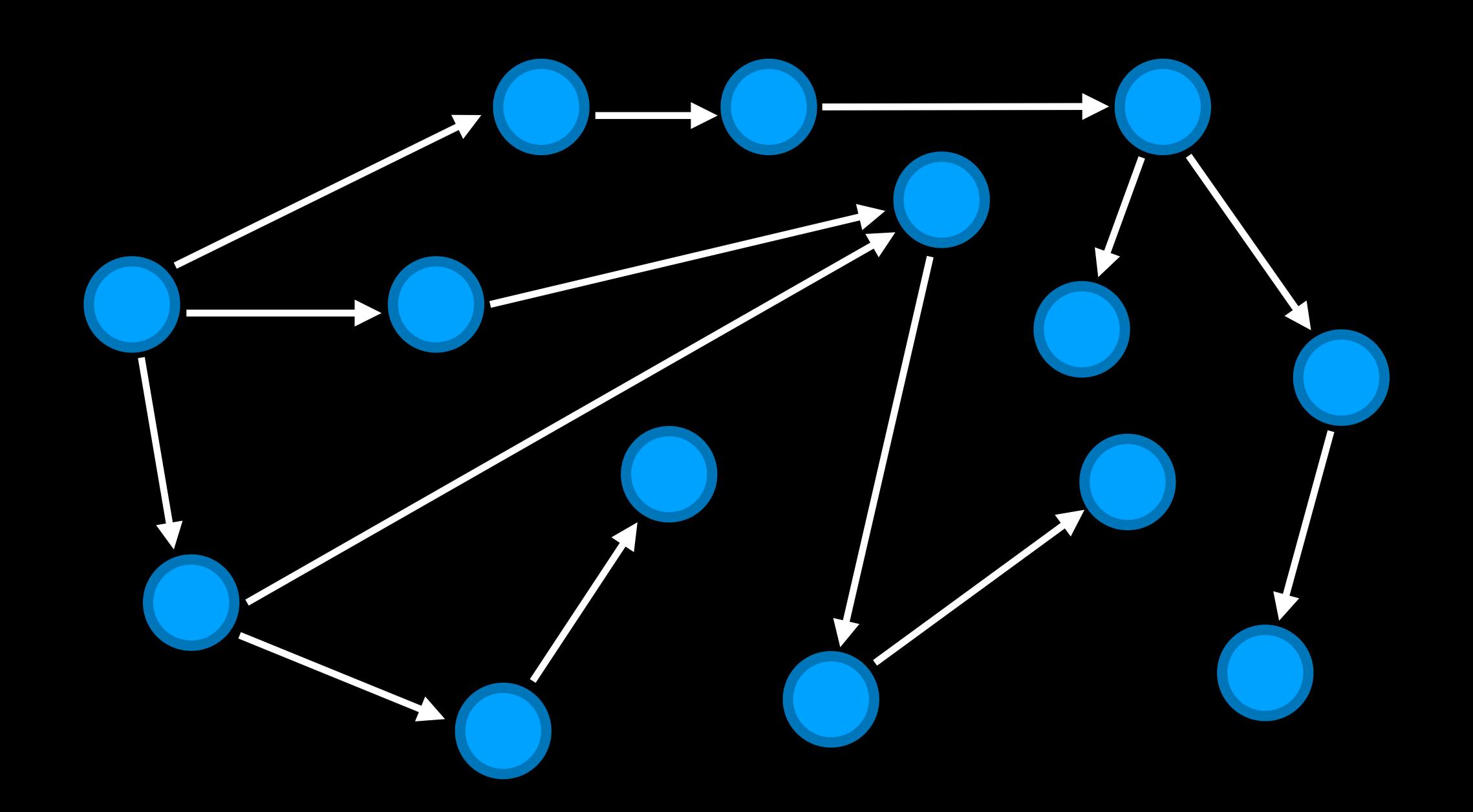
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#### state space

the set of all states reachable from the initial state by any sequence of actions



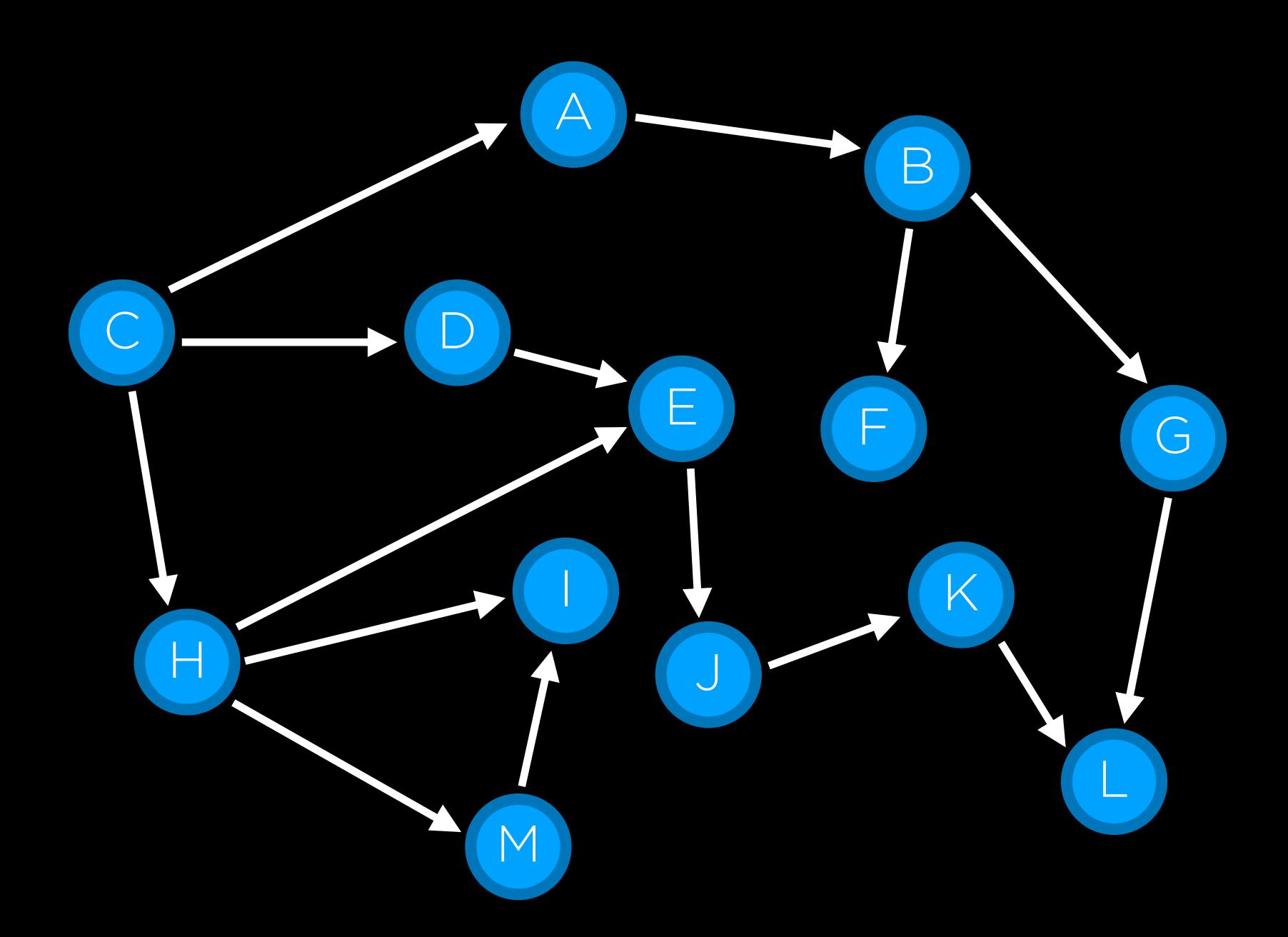


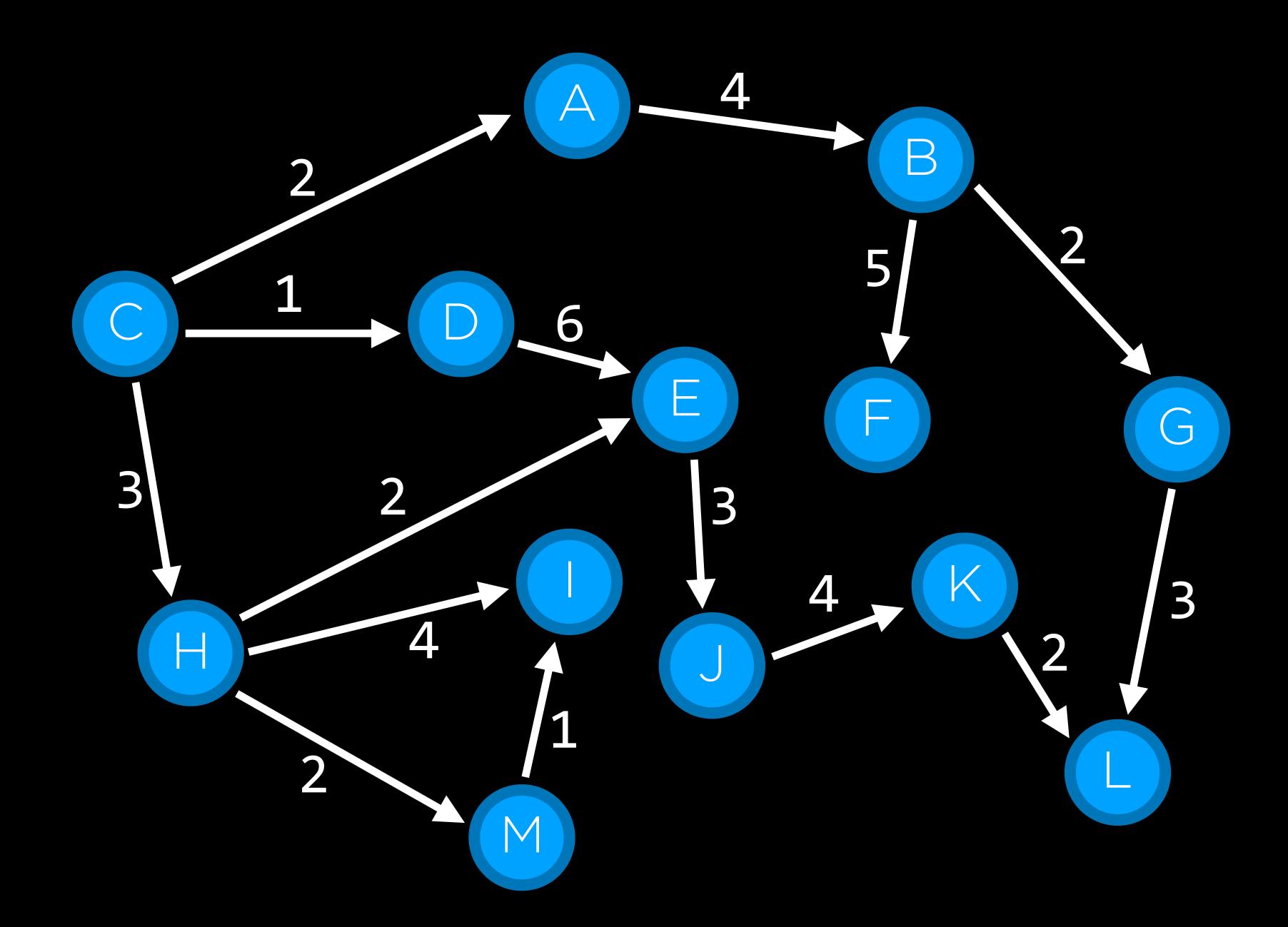
#### goal test

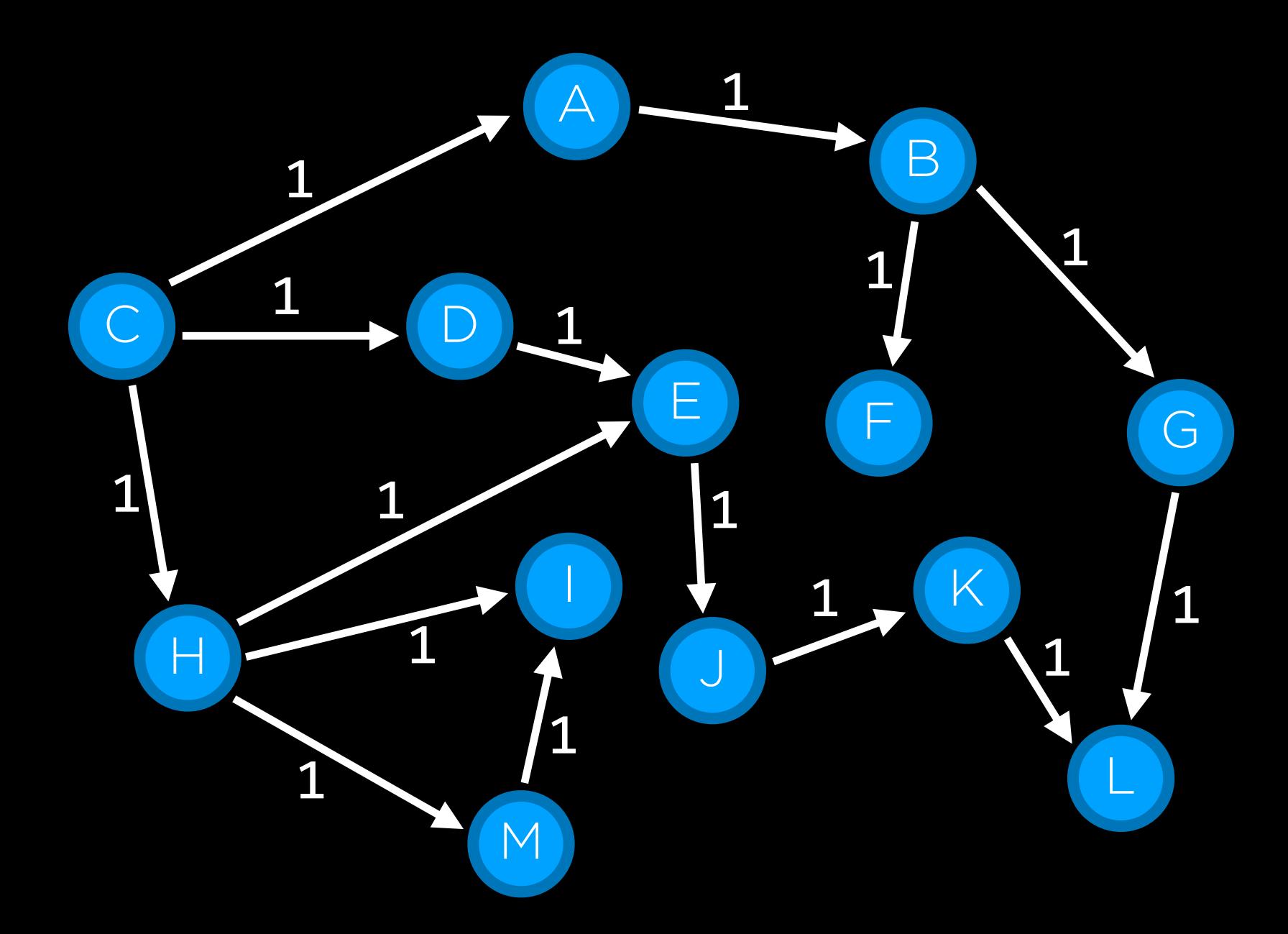
way to determine whether a given state is a goal state

#### path cost

numerical cost associated with a given path







#### Search Problems

- initial state
- actions
- transition model
- goal test
- path cost function

### solution

a sequence of actions that leads from the initial state to a goal state

### optimal solution

a solution that has the lowest path cost among all solutions

### node

a data structure that keeps track of

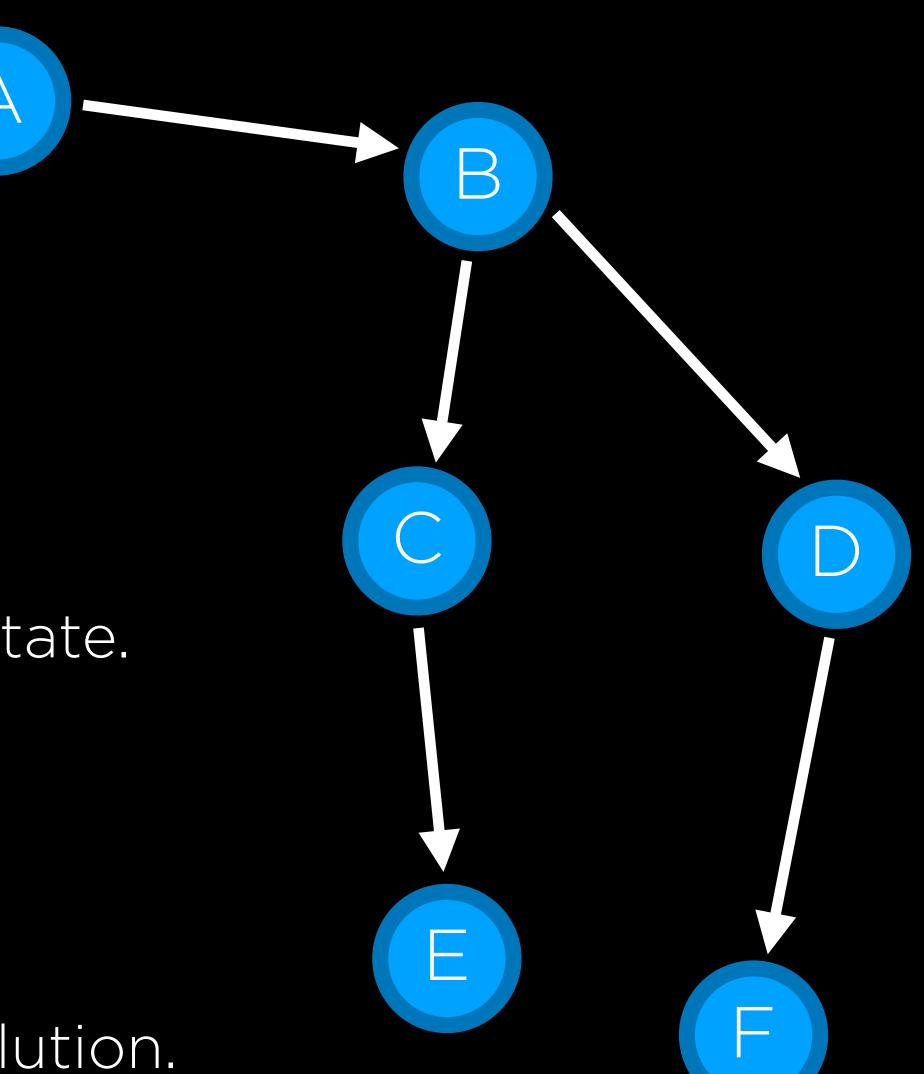
- a state
- a parent (node that generated this node)
- an action (action applied to parent to get node)
- a path cost (from initial state to node)

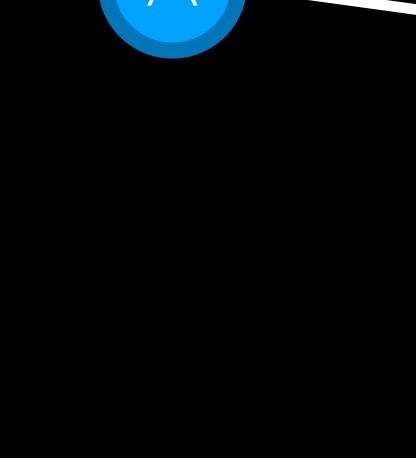
## Approach

- Start with a frontier that contains the initial state.
- Repeat:
  - If the frontier is empty, then no solution.
  - Remove a node from the frontier.
  - If node contains goal state, return the solution.
  - Expand node, add resulting nodes to the frontier.



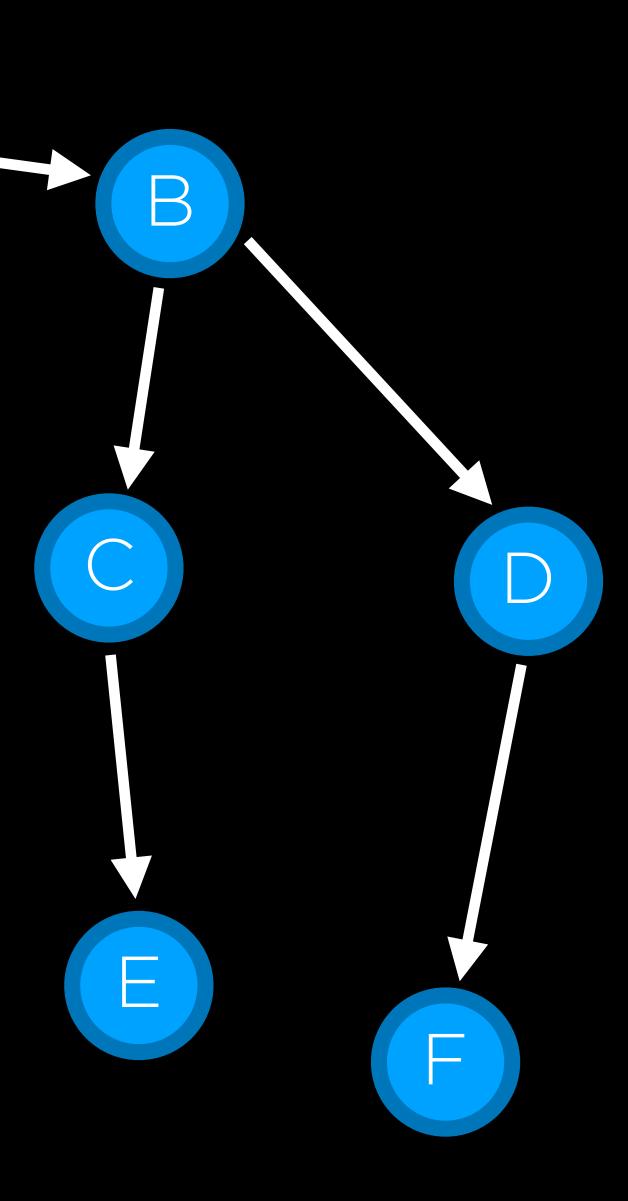
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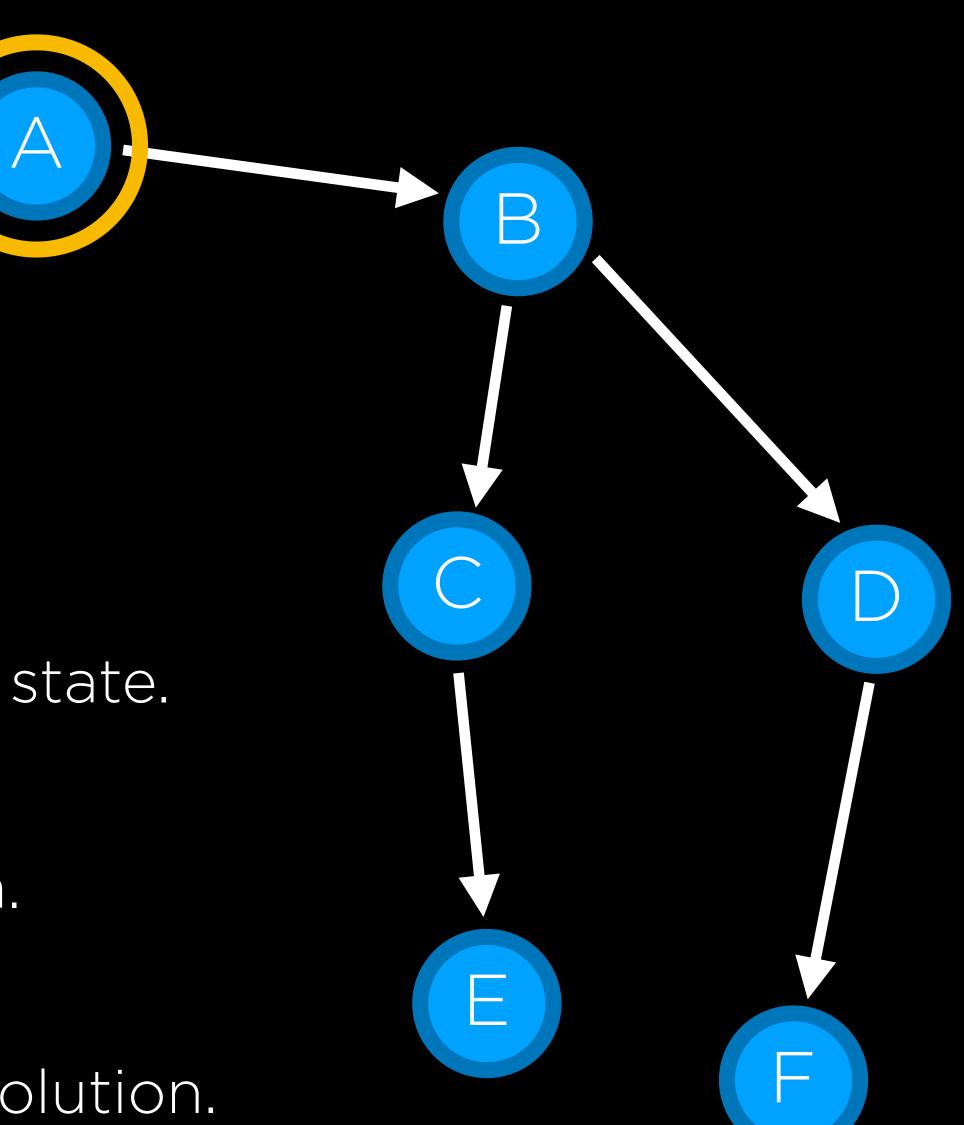




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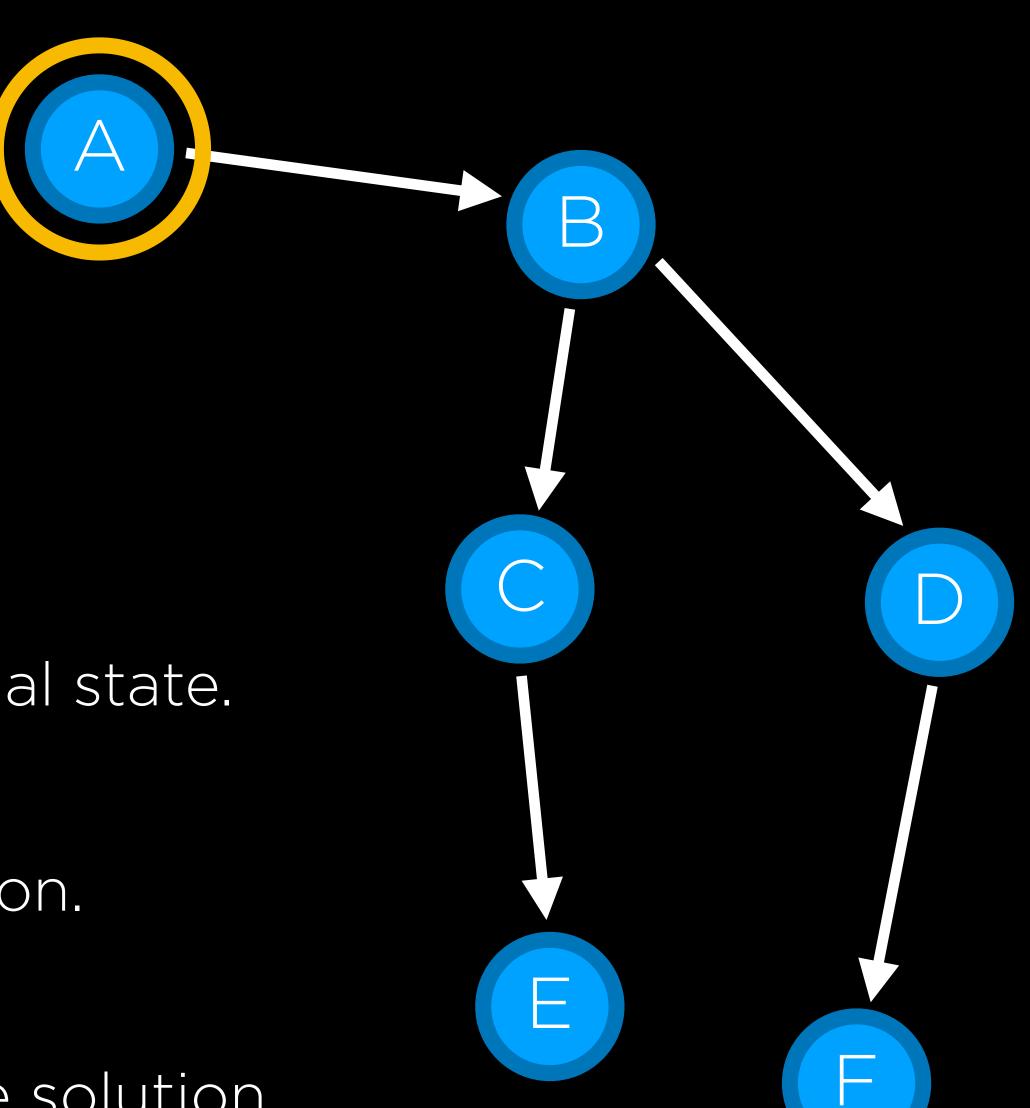
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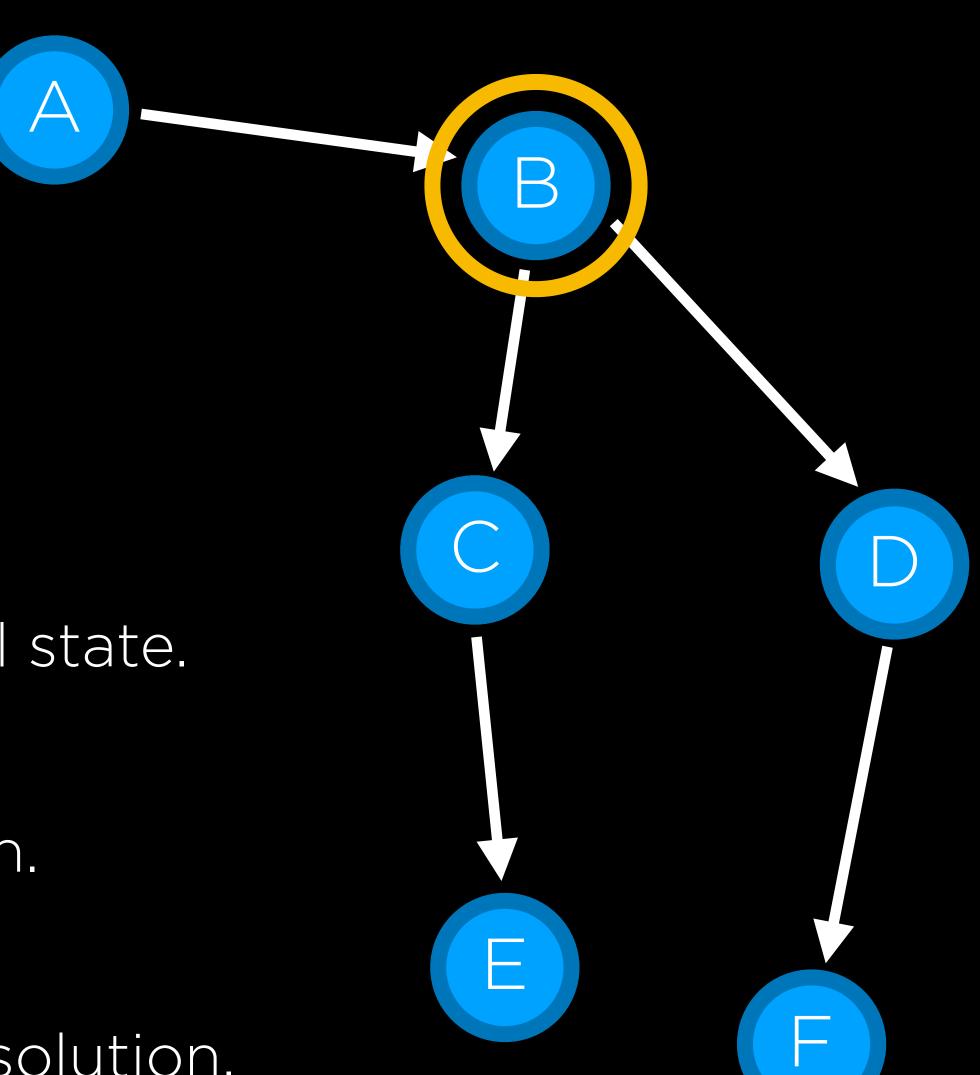


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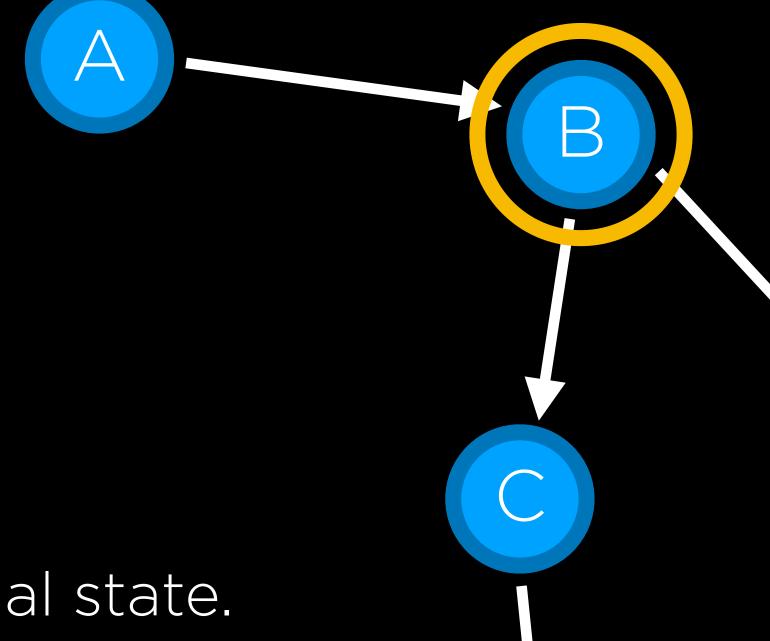




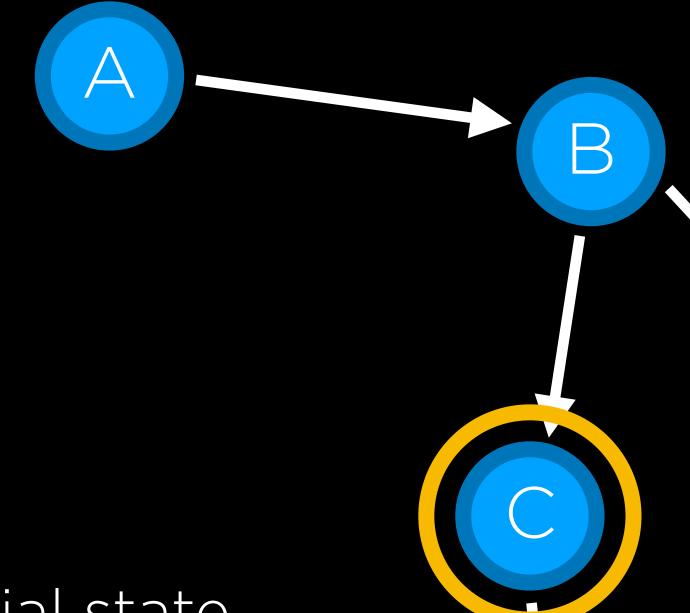
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# Frontier C D

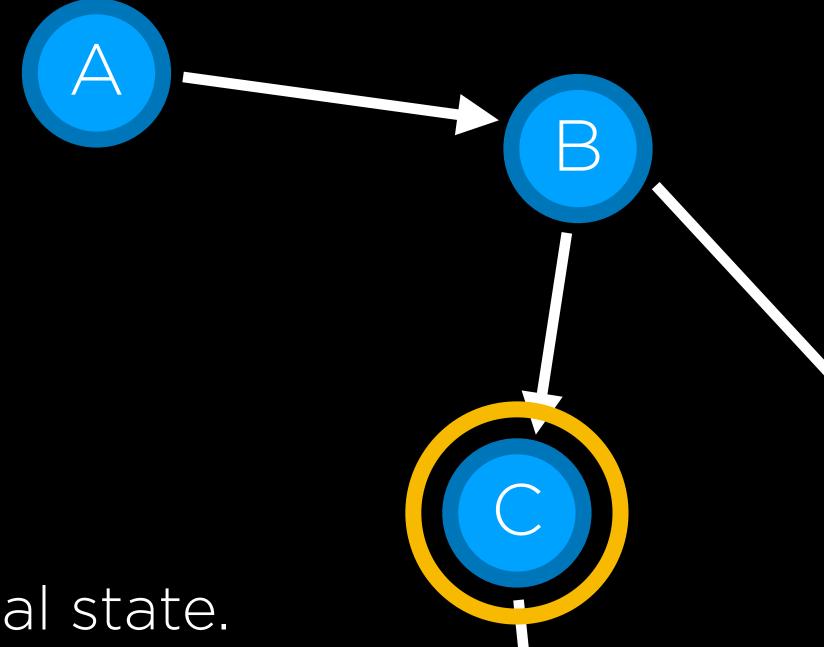


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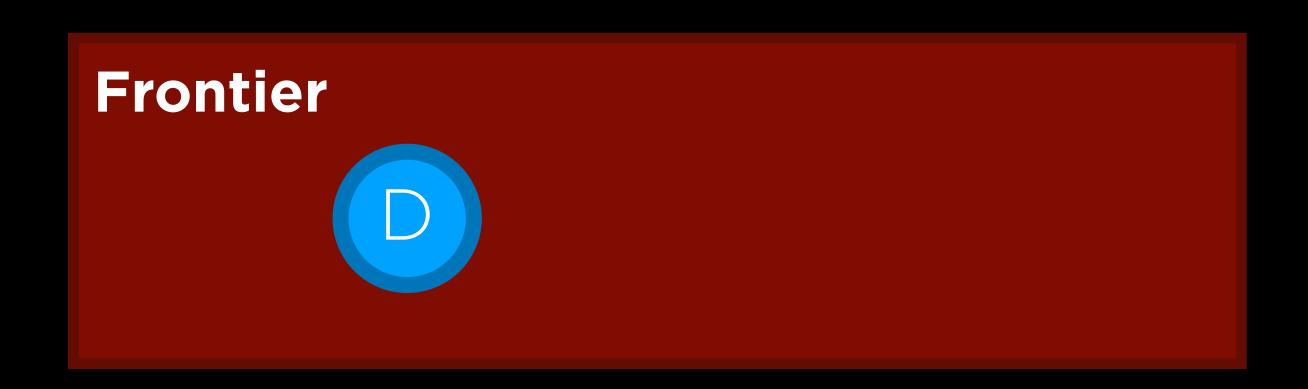


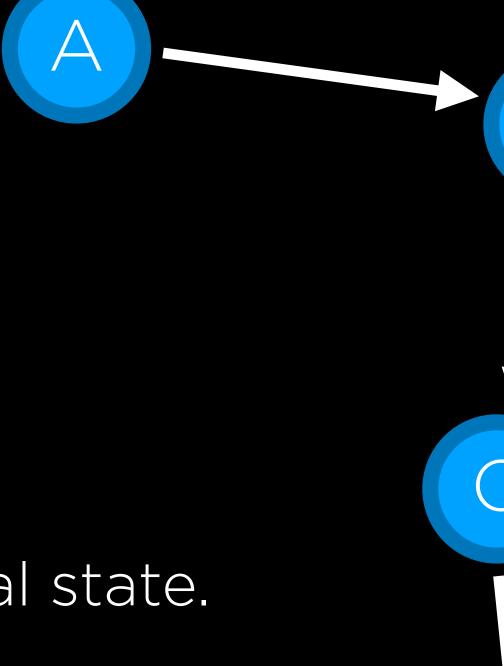
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- Repeat:
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  - Expand node, add resulting nodes to the frontier.

# Frontier (E) (D)

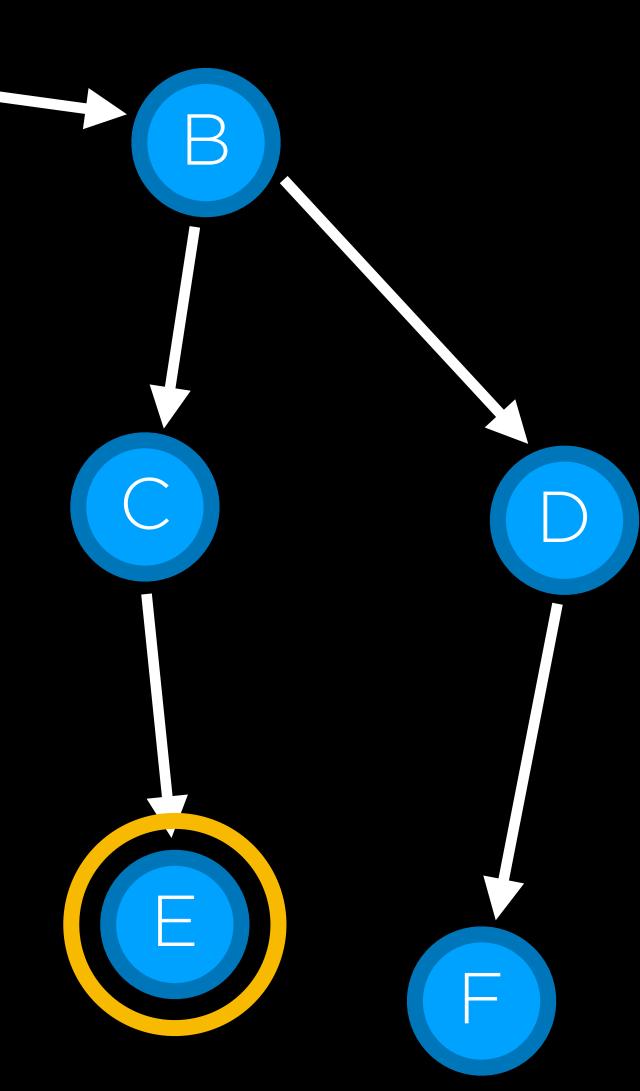


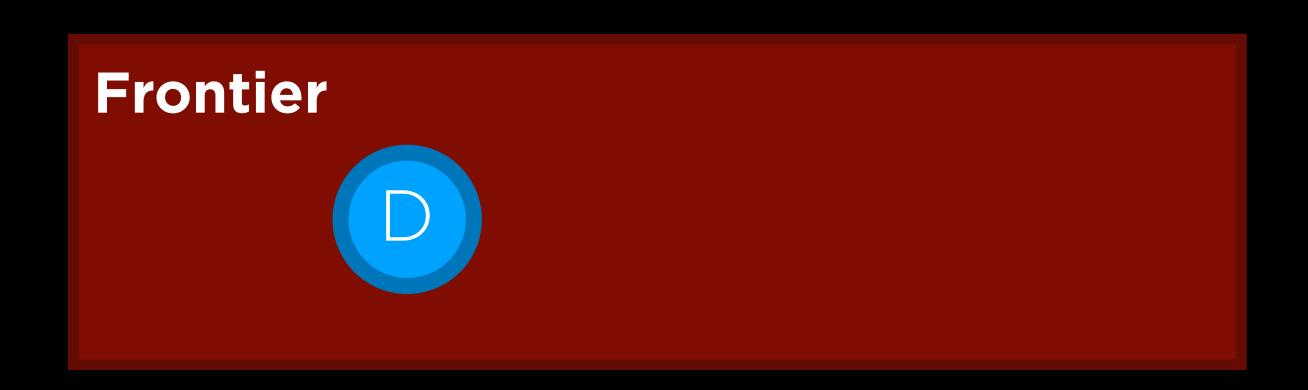
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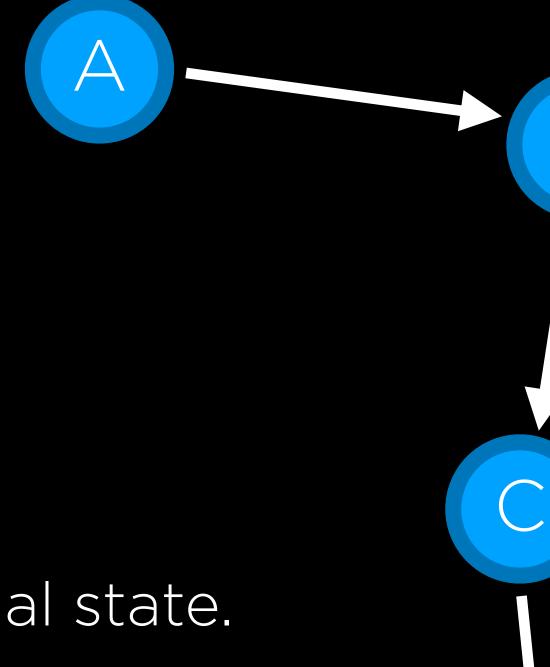




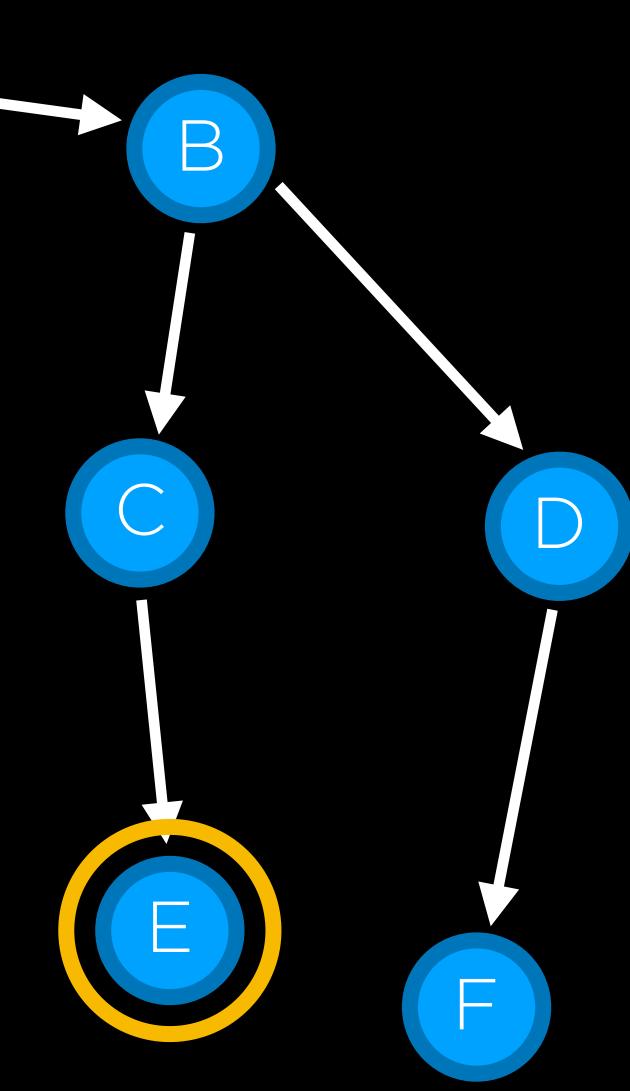
- Start with a frontier that contains the initial state.
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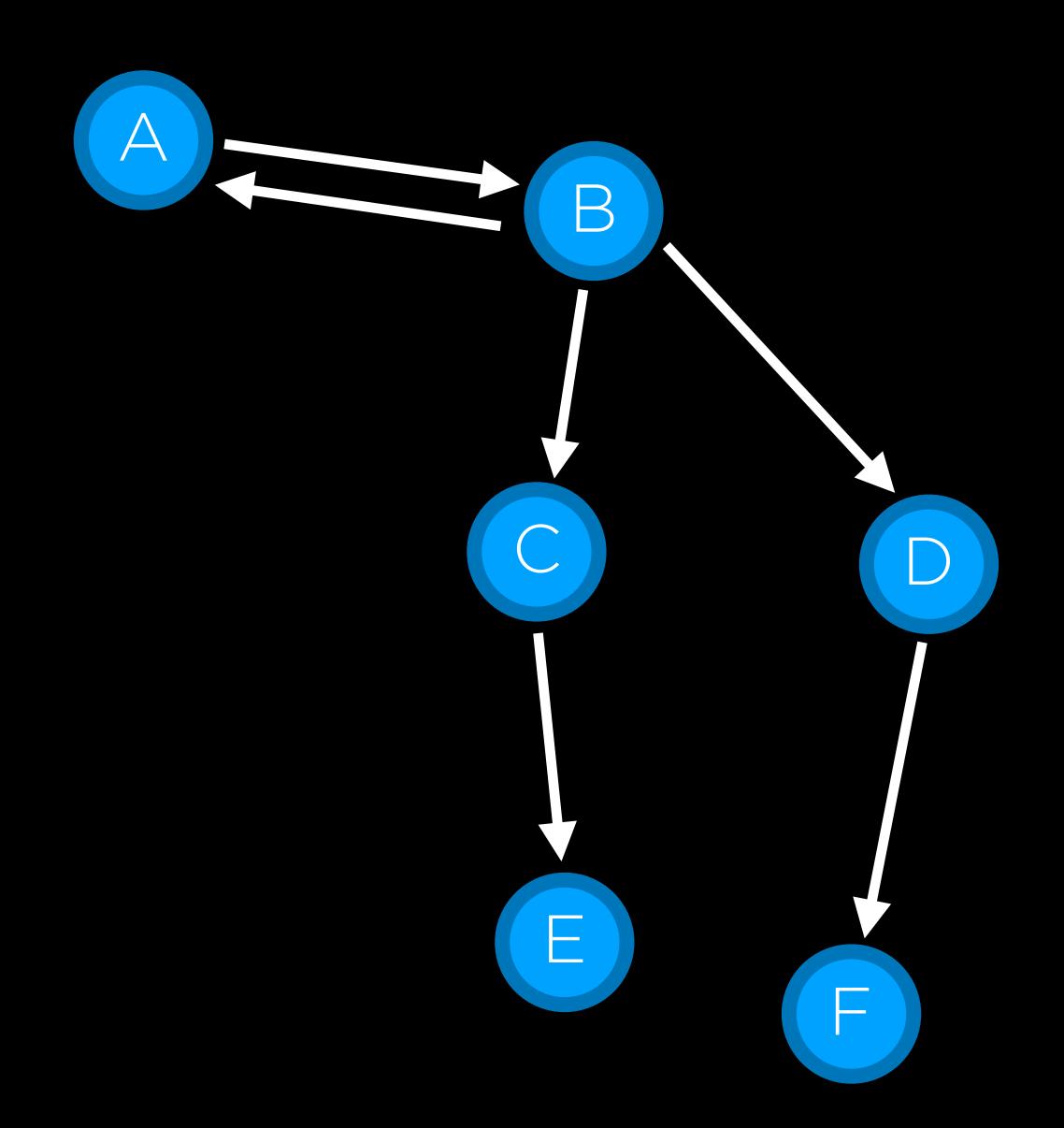


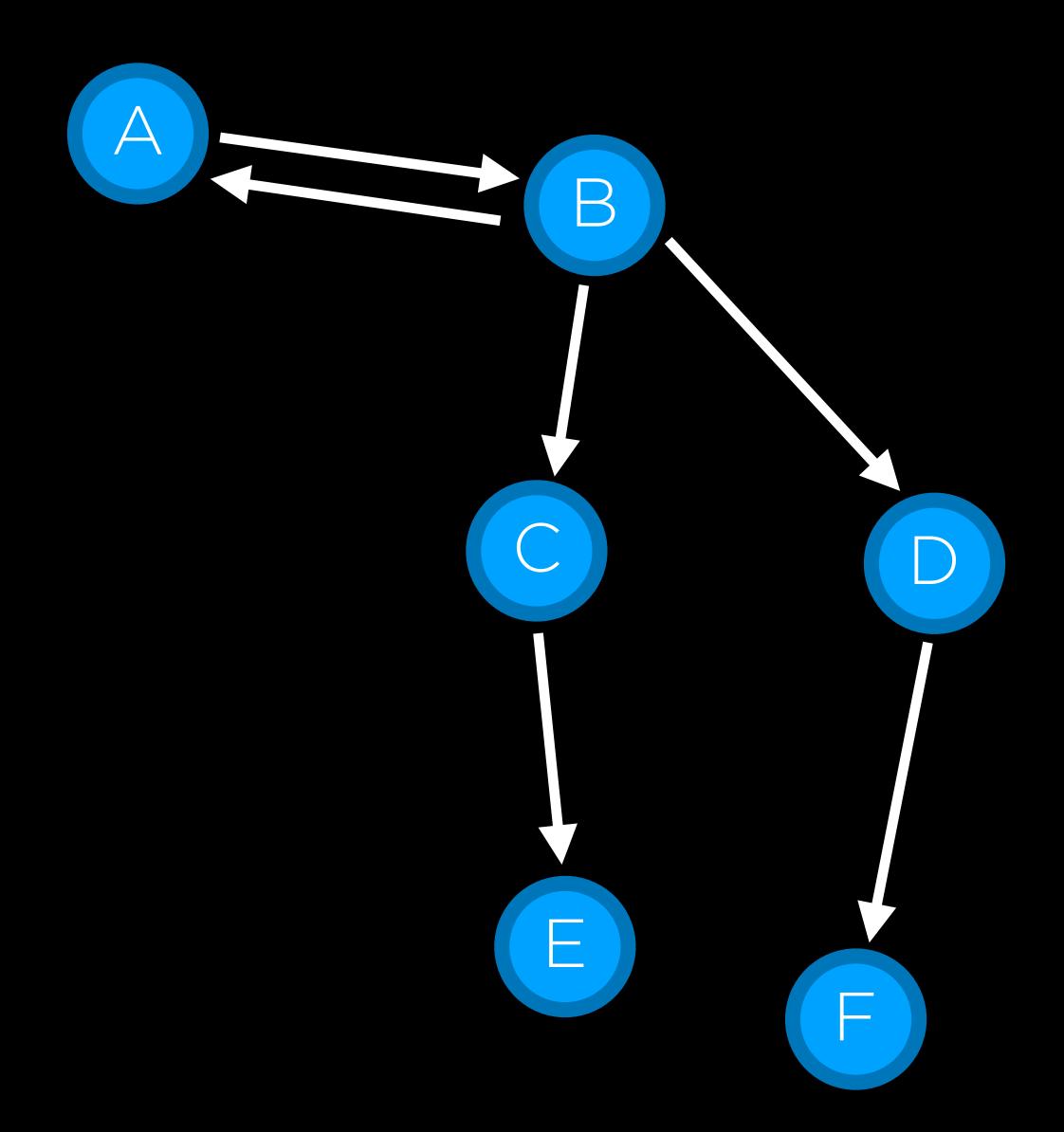


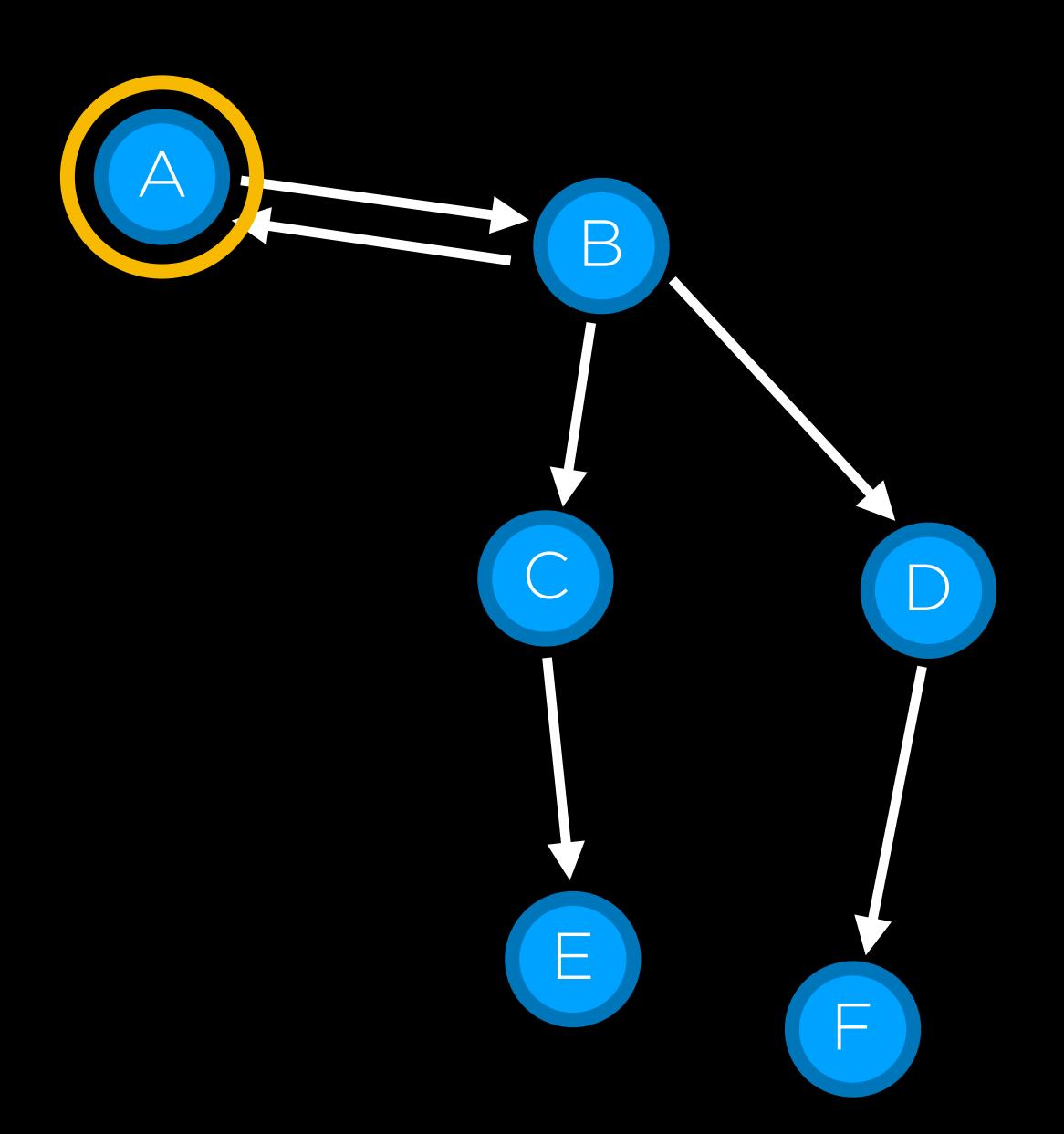
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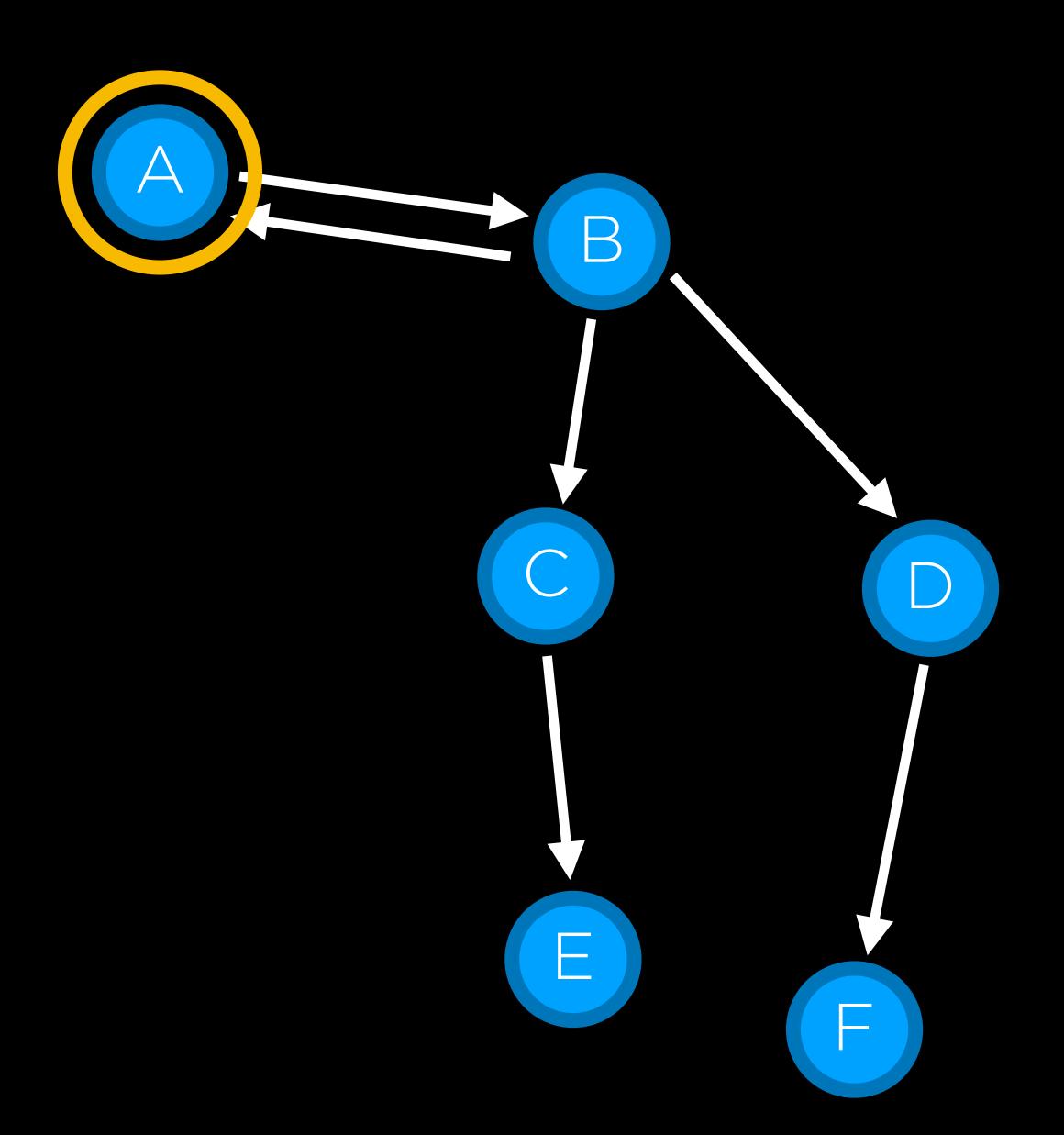
## What could go wrong?

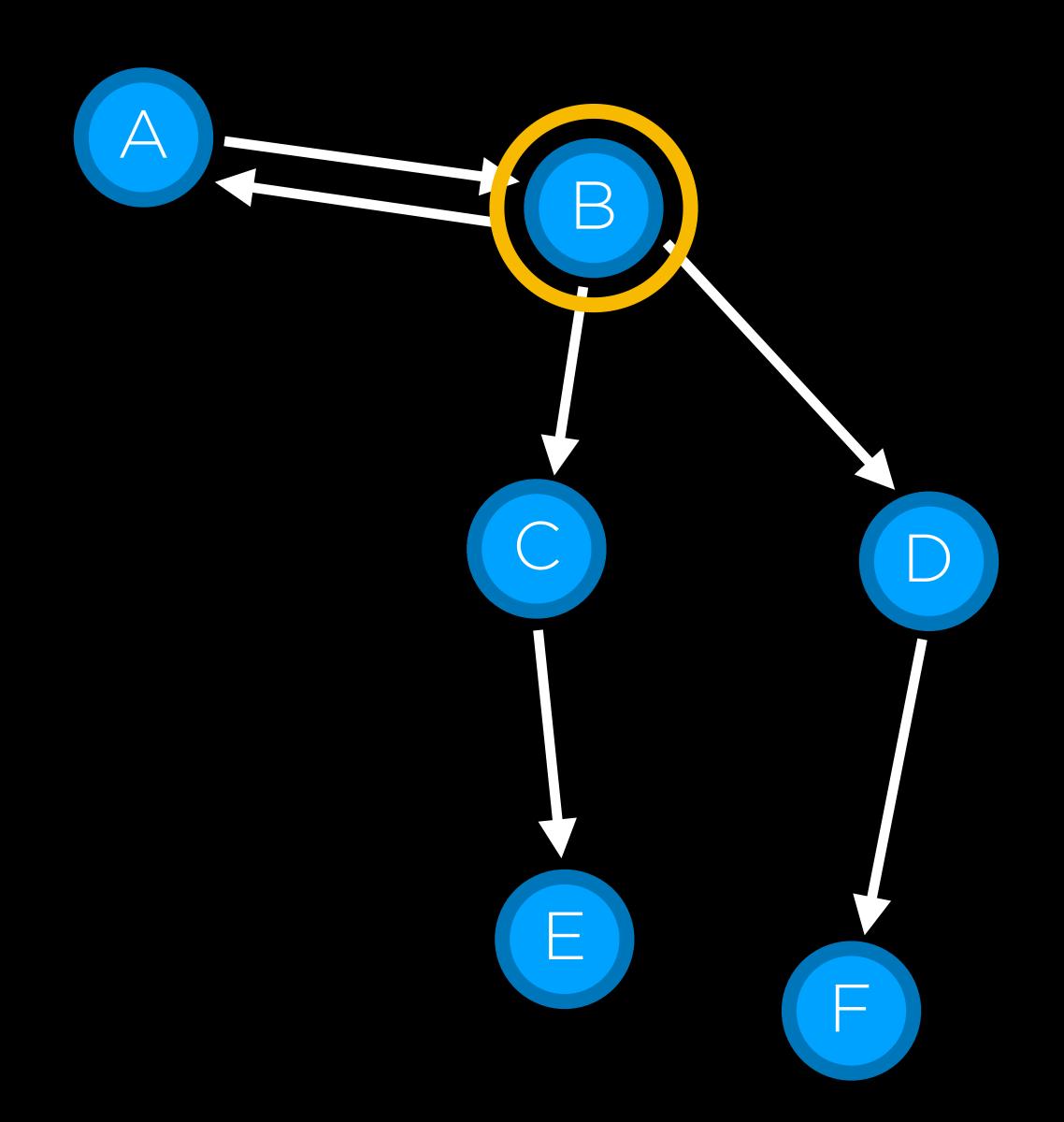


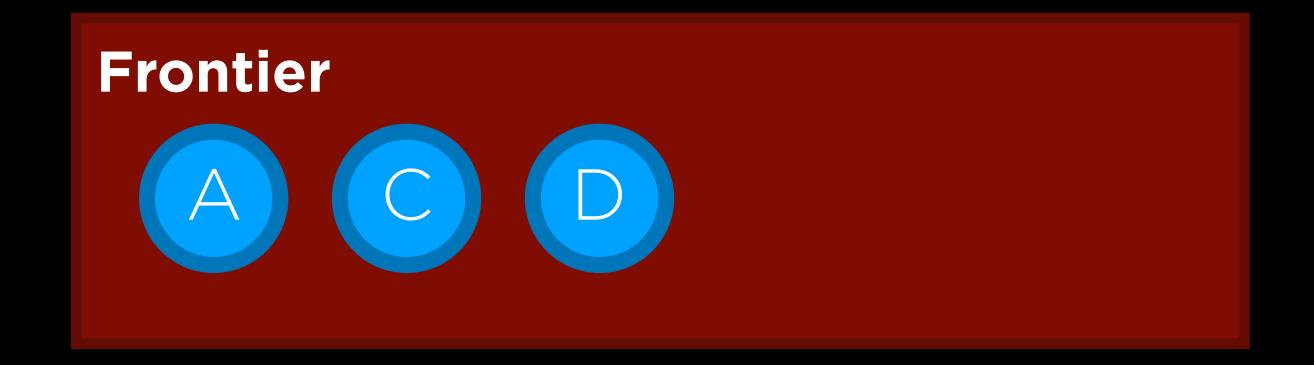


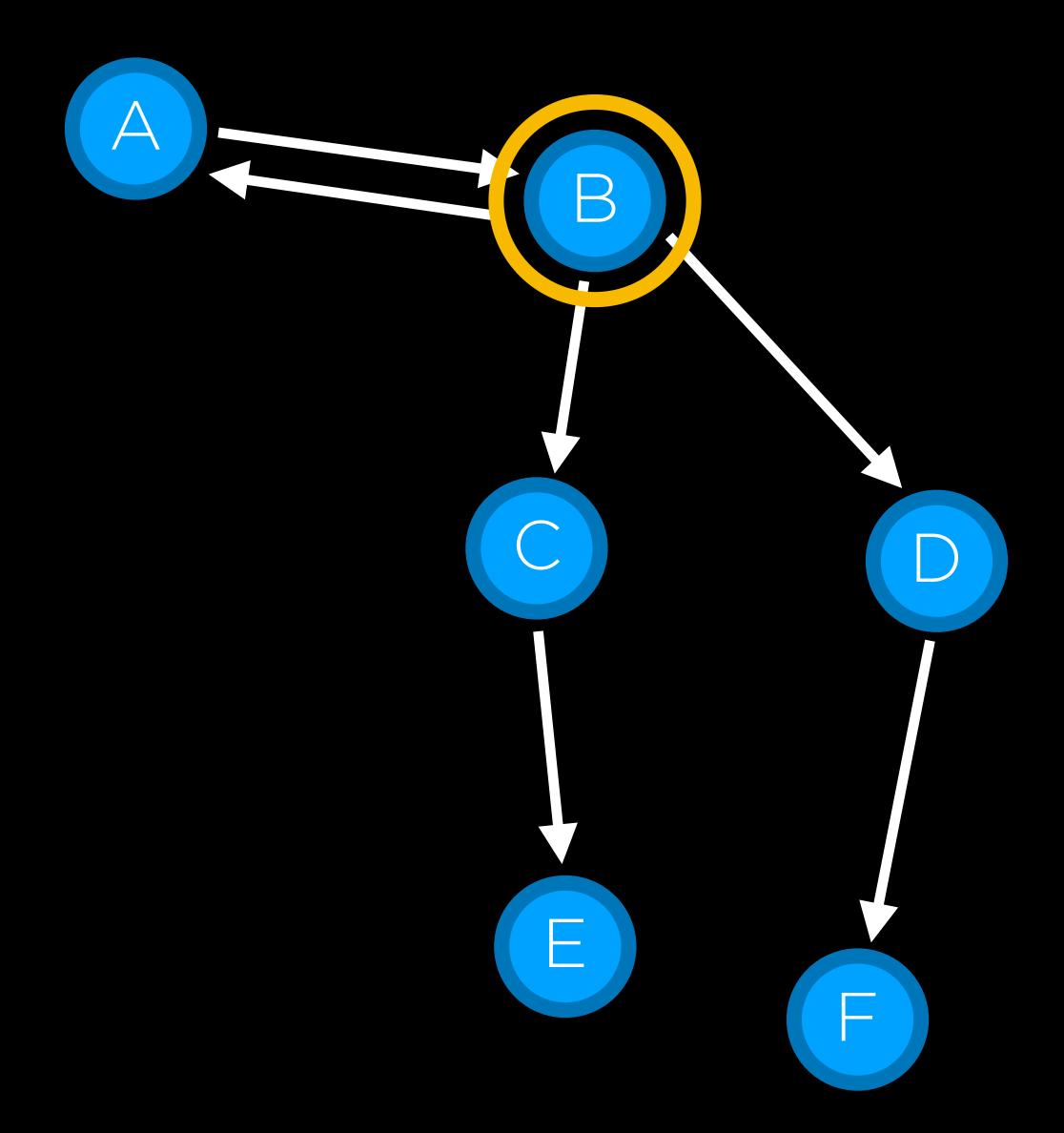


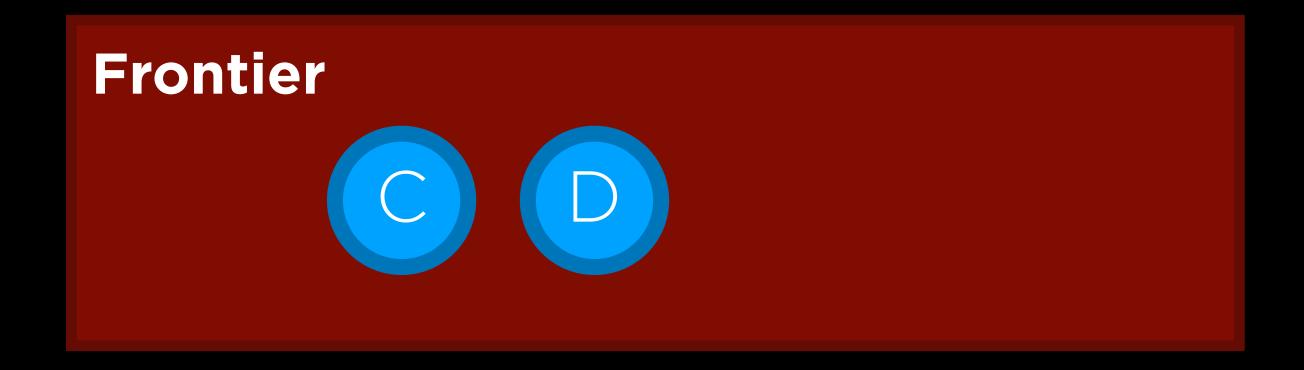


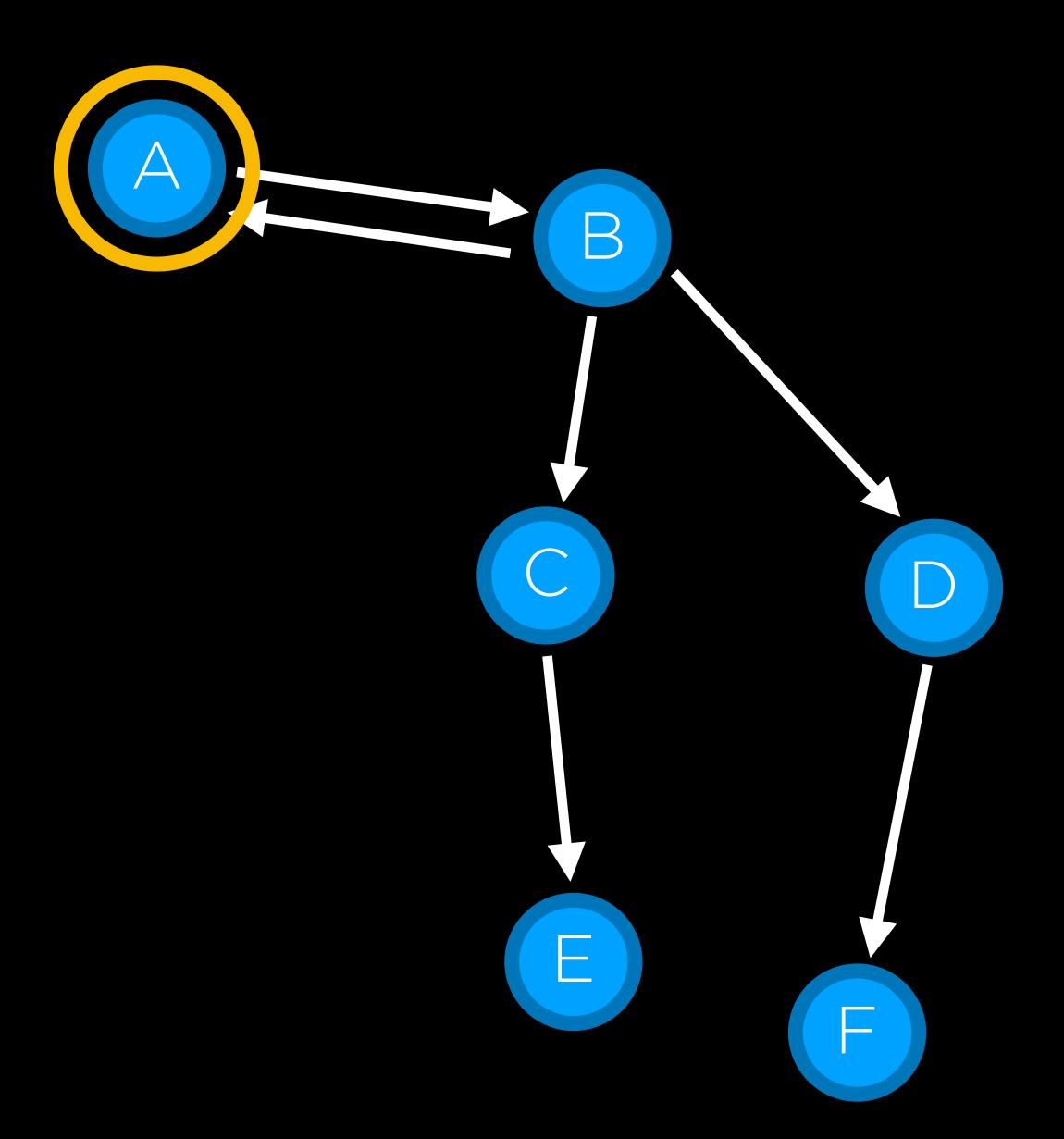












## Revised Approach

- Start with a frontier that contains the initial state.
- Start with an empty explored set.
- Repeat:
  - If the frontier is empty, then no solution.
  - Remove a node from the frontier.
  - If node contains goal state, return the solution.
  - Add the node to the explored set.
  - Expand node, add resulting nodes to the frontier if they aren't already in the frontier or the explored set.

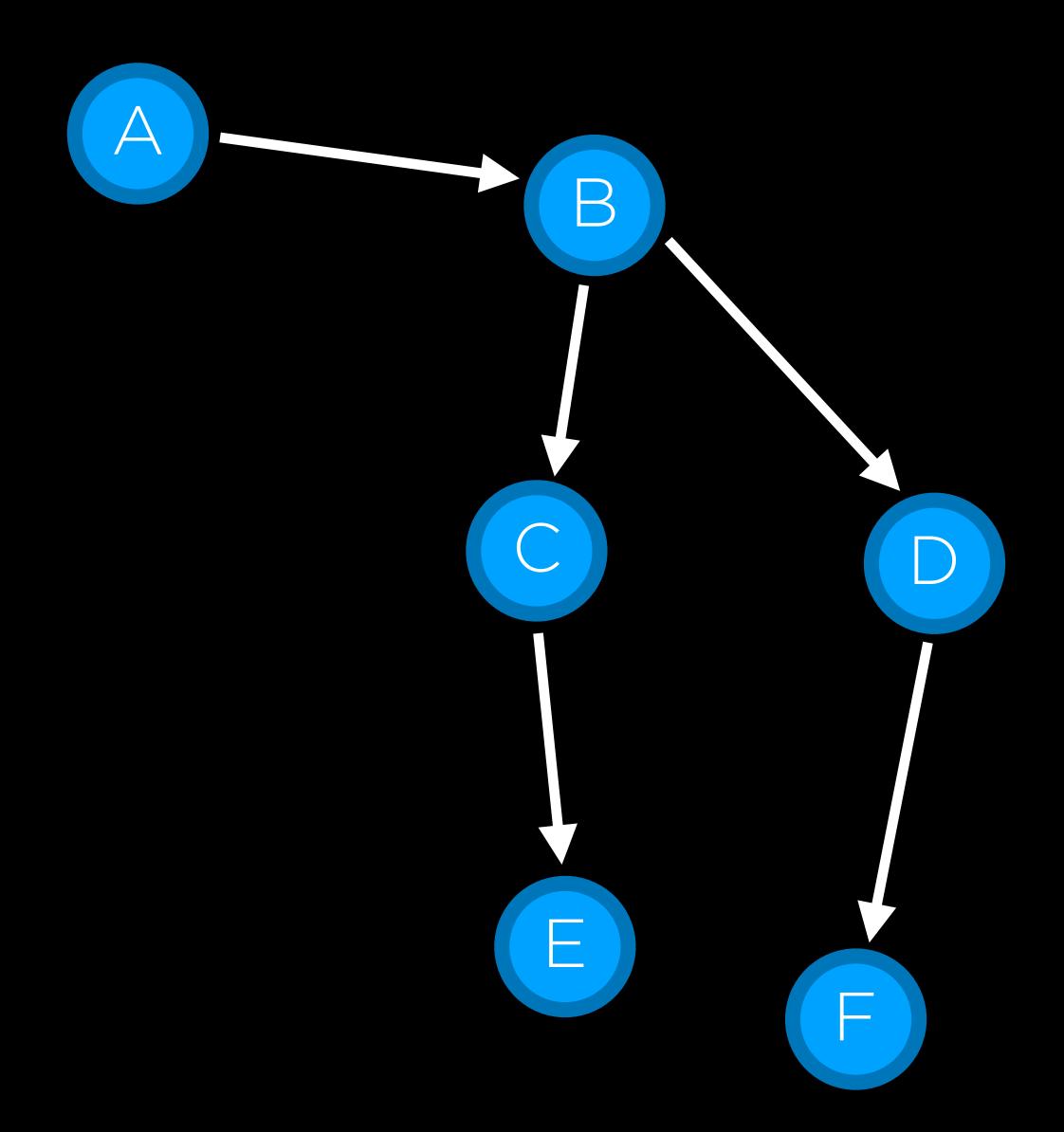
## Revised Approach

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- Start with an empty explored set.
- Repeat:
  - If the frontier is empty, then no solution.
  - Remove a node from the frontier.
  - If node contains goal state, return the solution.
  - Add the node to the explored set.
  - Expand node, add resulting nodes to the frontier if they aren't already in the frontier or the explored set.

## stack

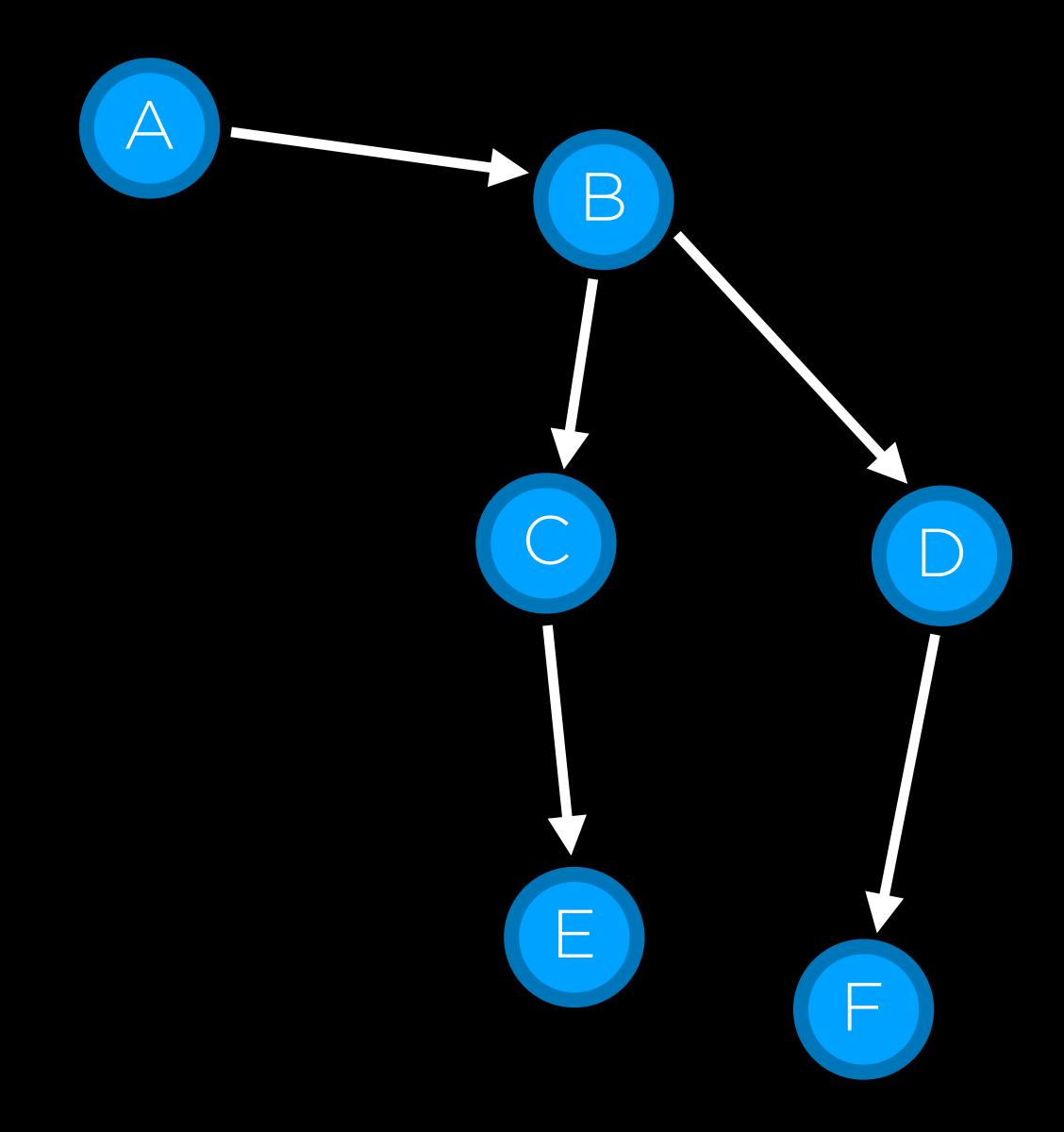
last-in first-out data type

**Frontier** 



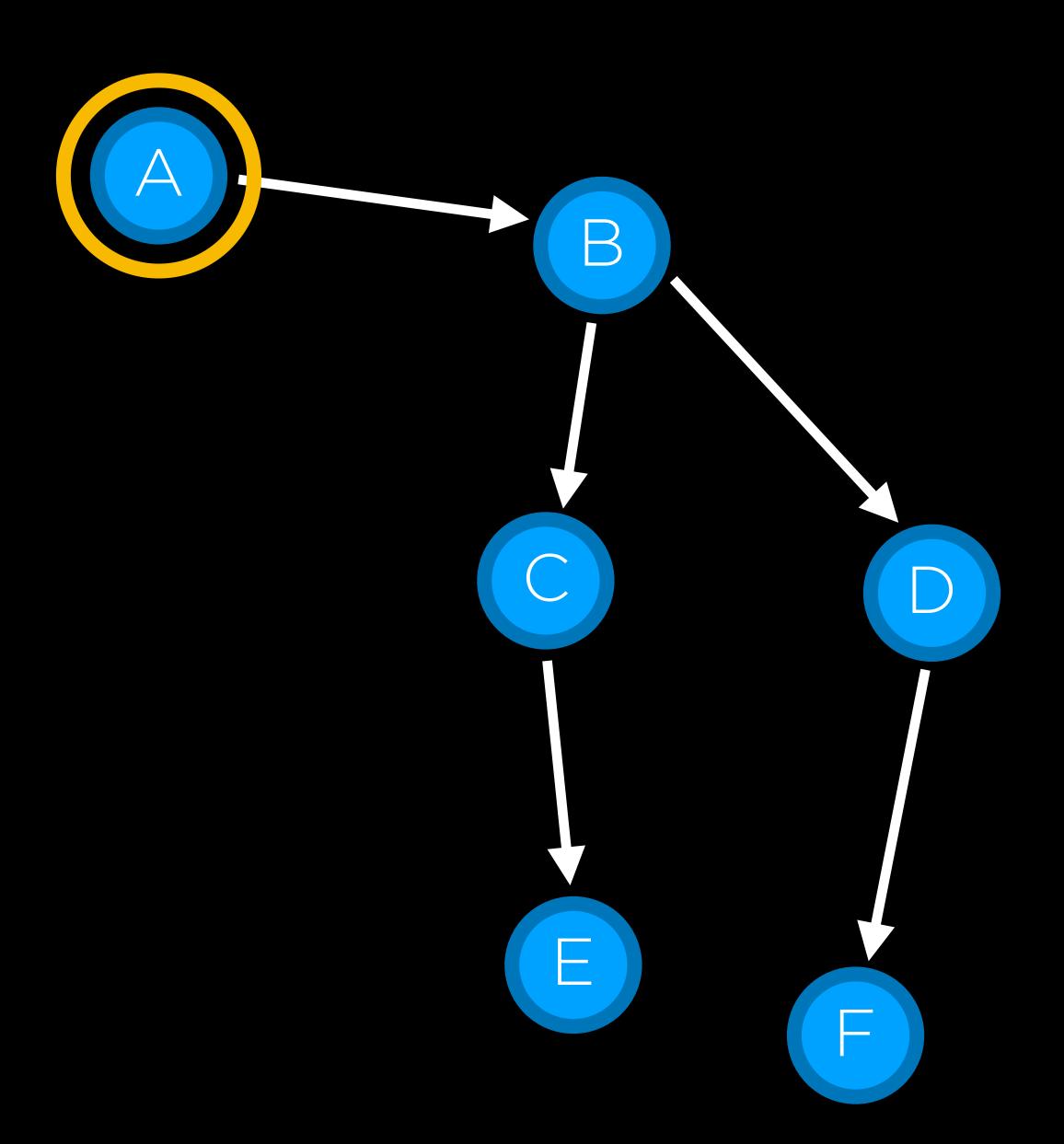
### Frontier





### **Frontier**

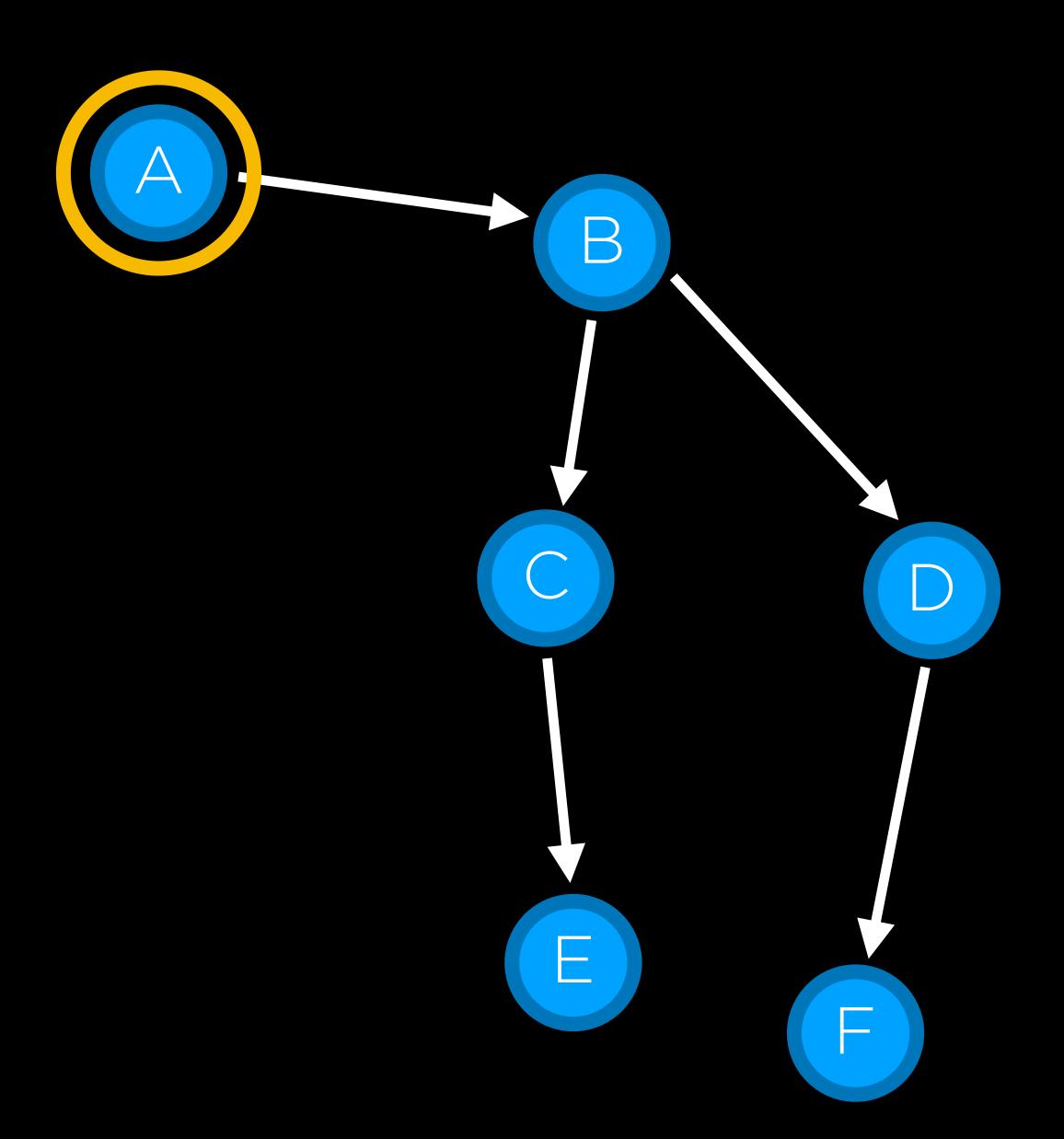




### Frontier



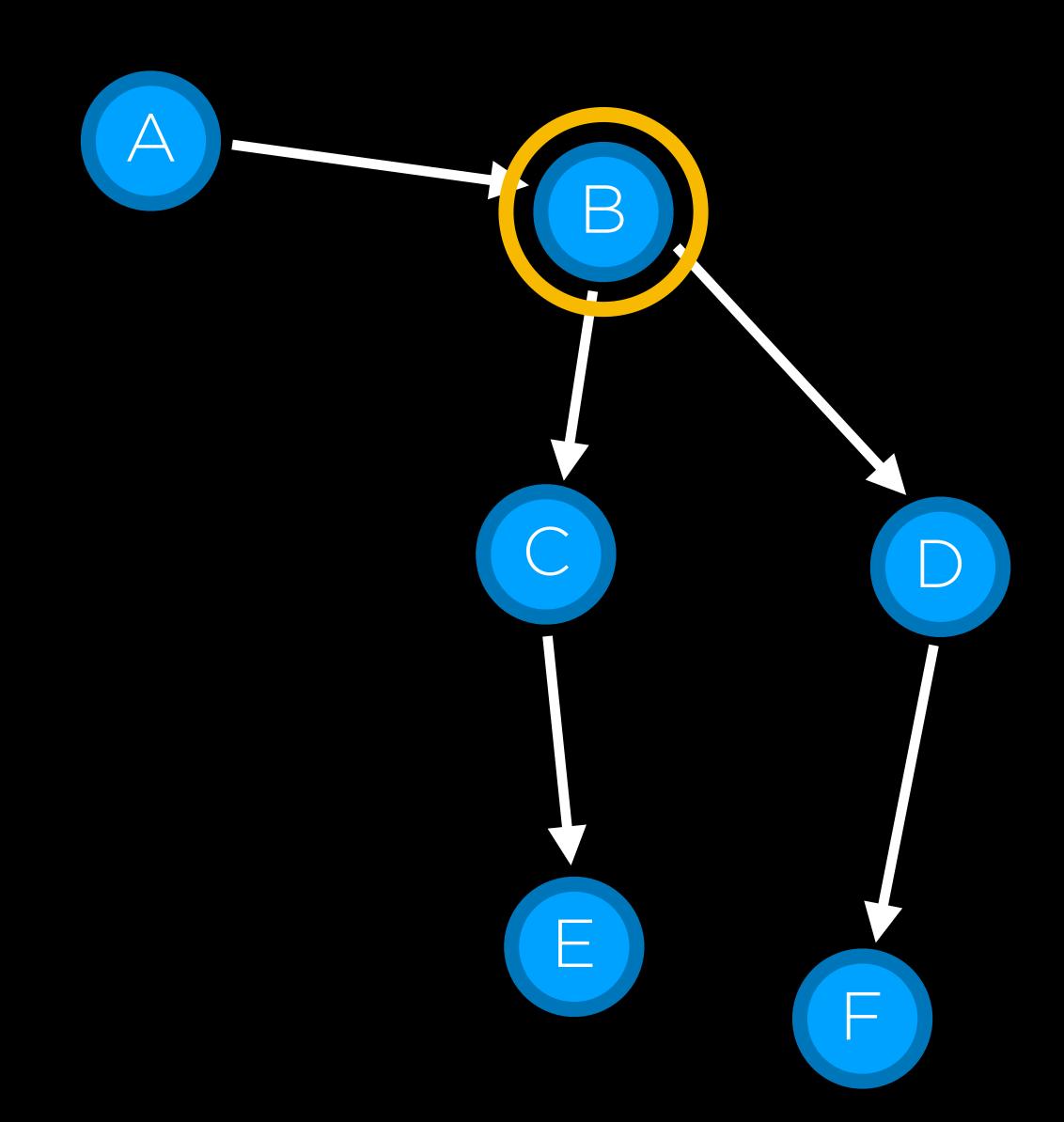




### **Frontier**

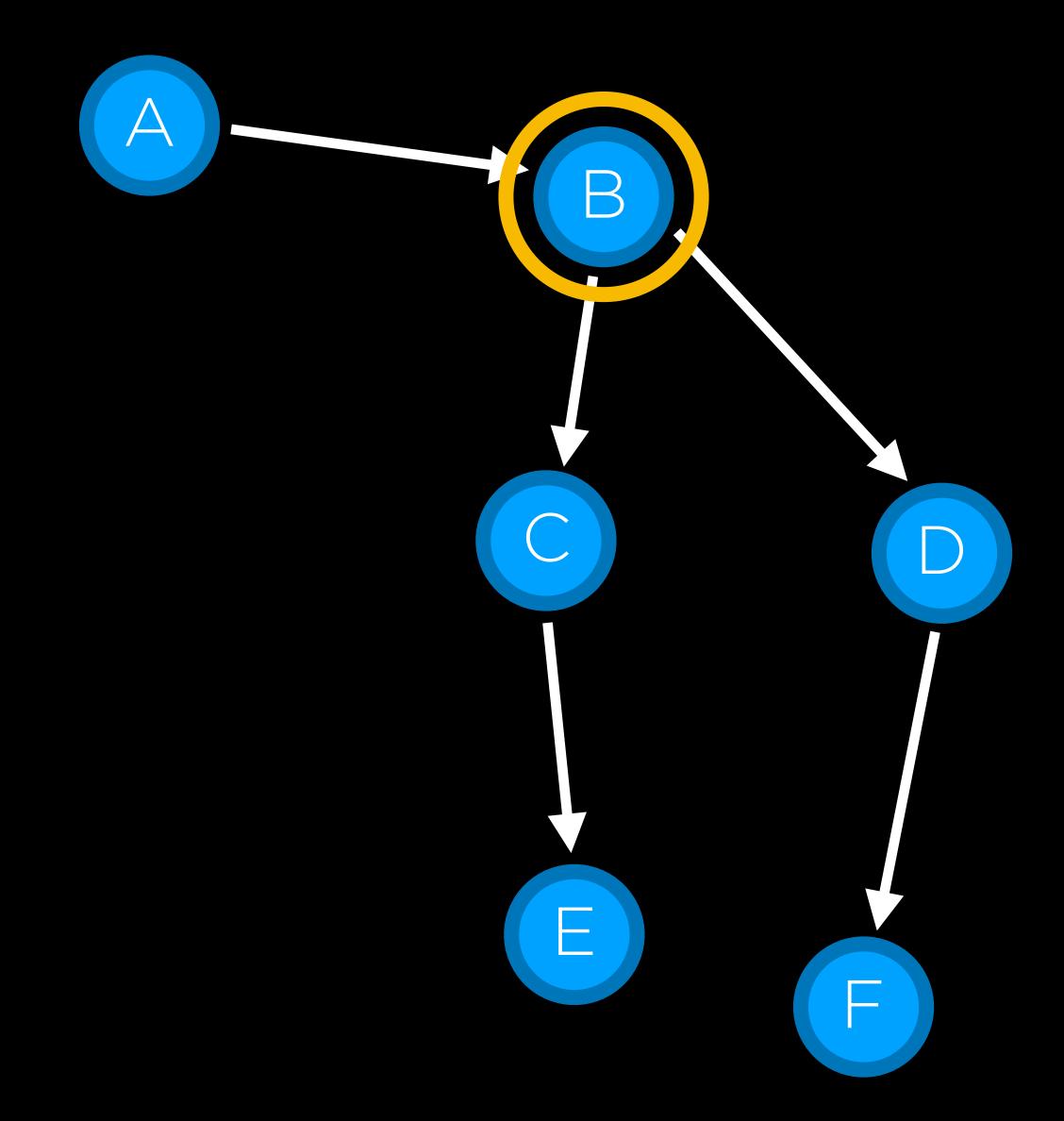






# Frontier C D





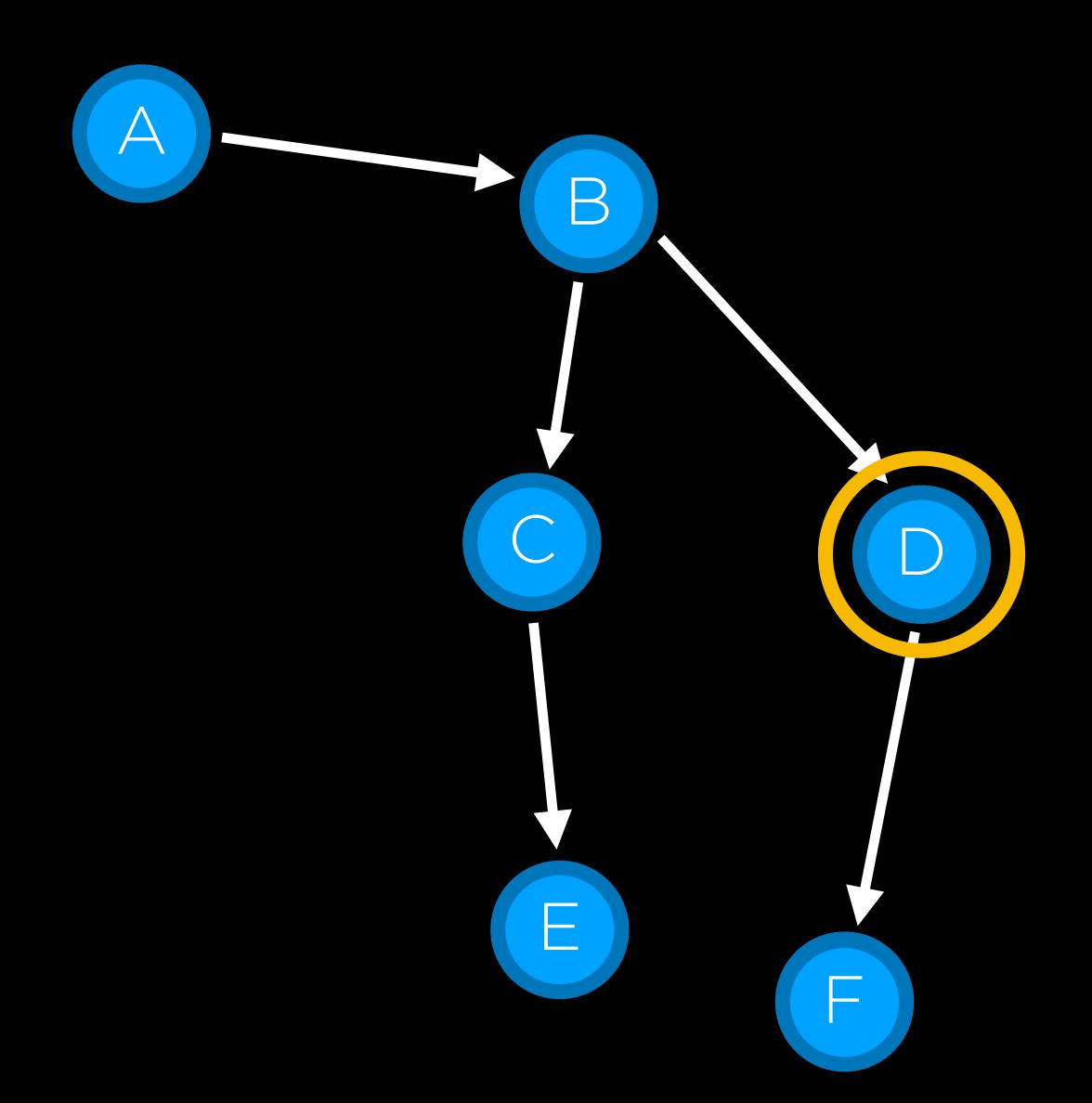
### Frontier



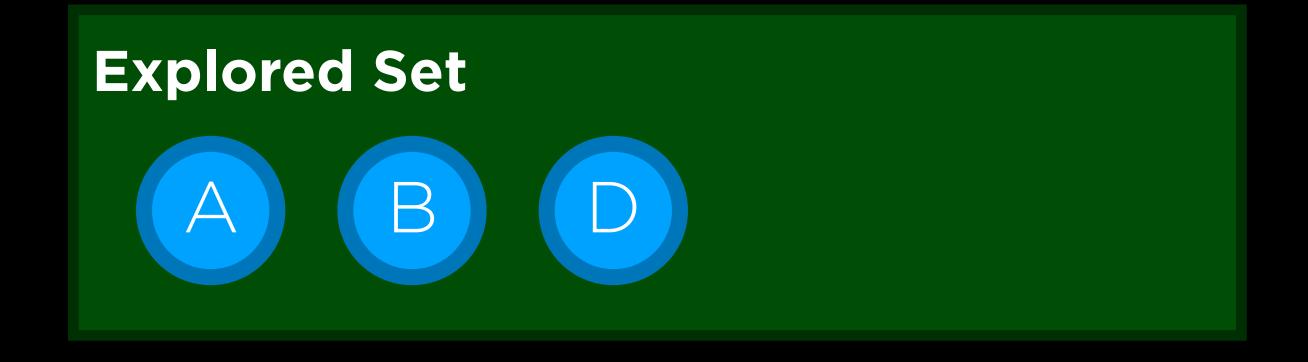


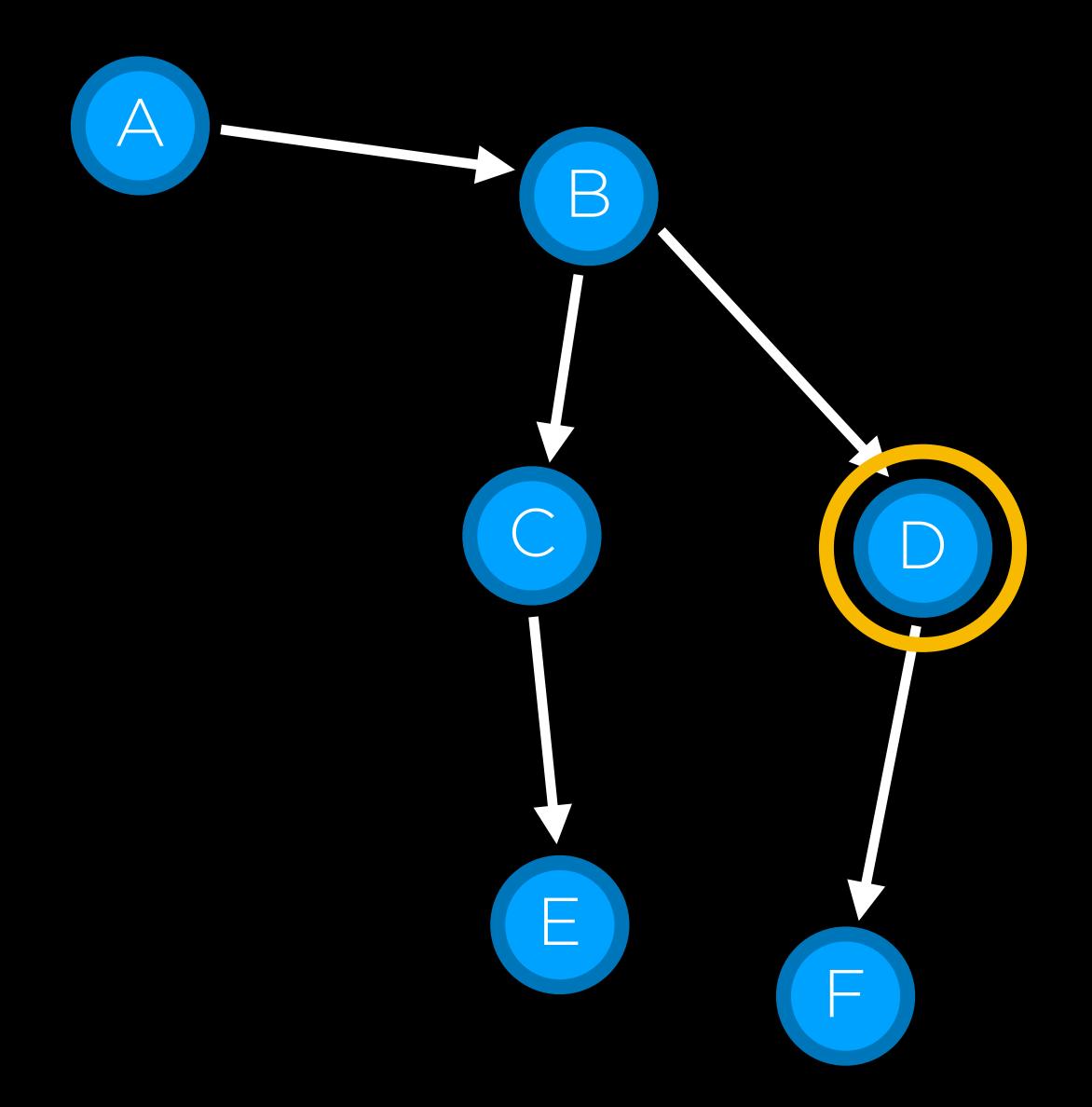






# Frontier (C) (F)





### Frontier

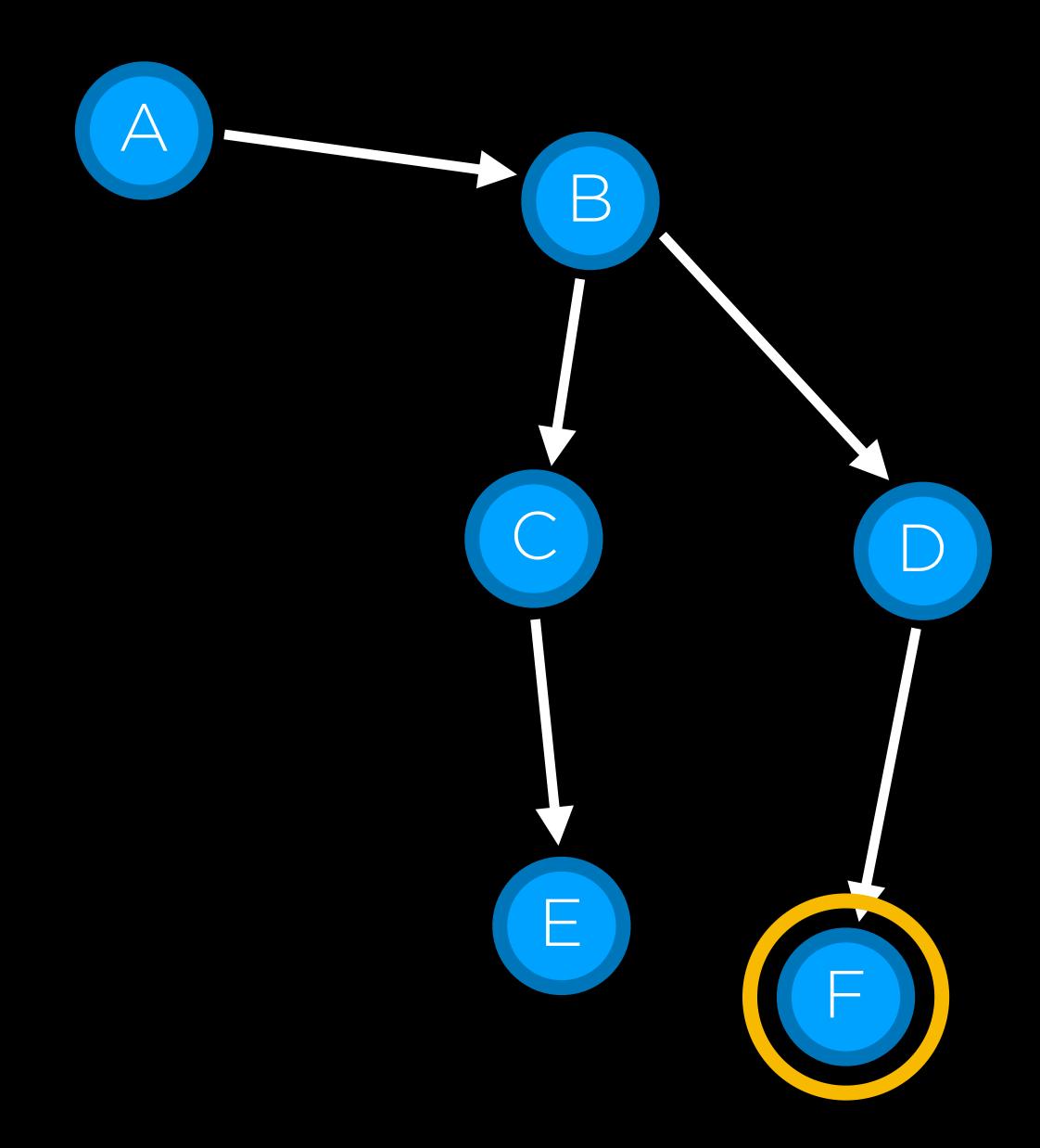


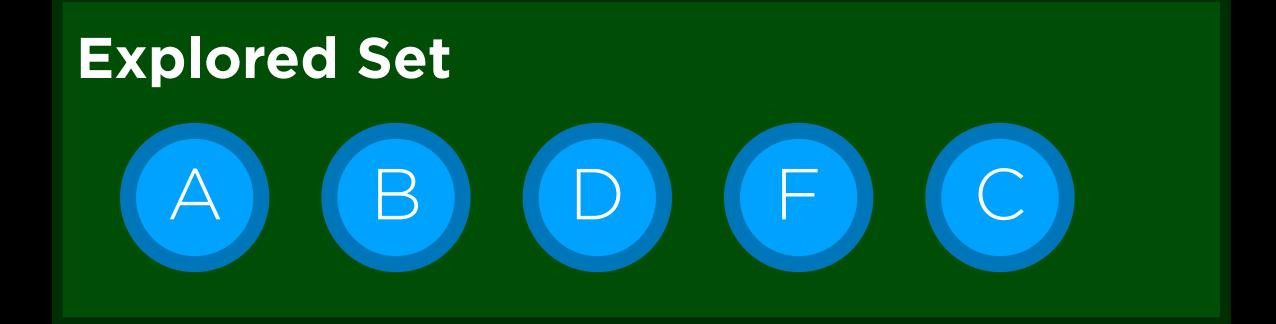


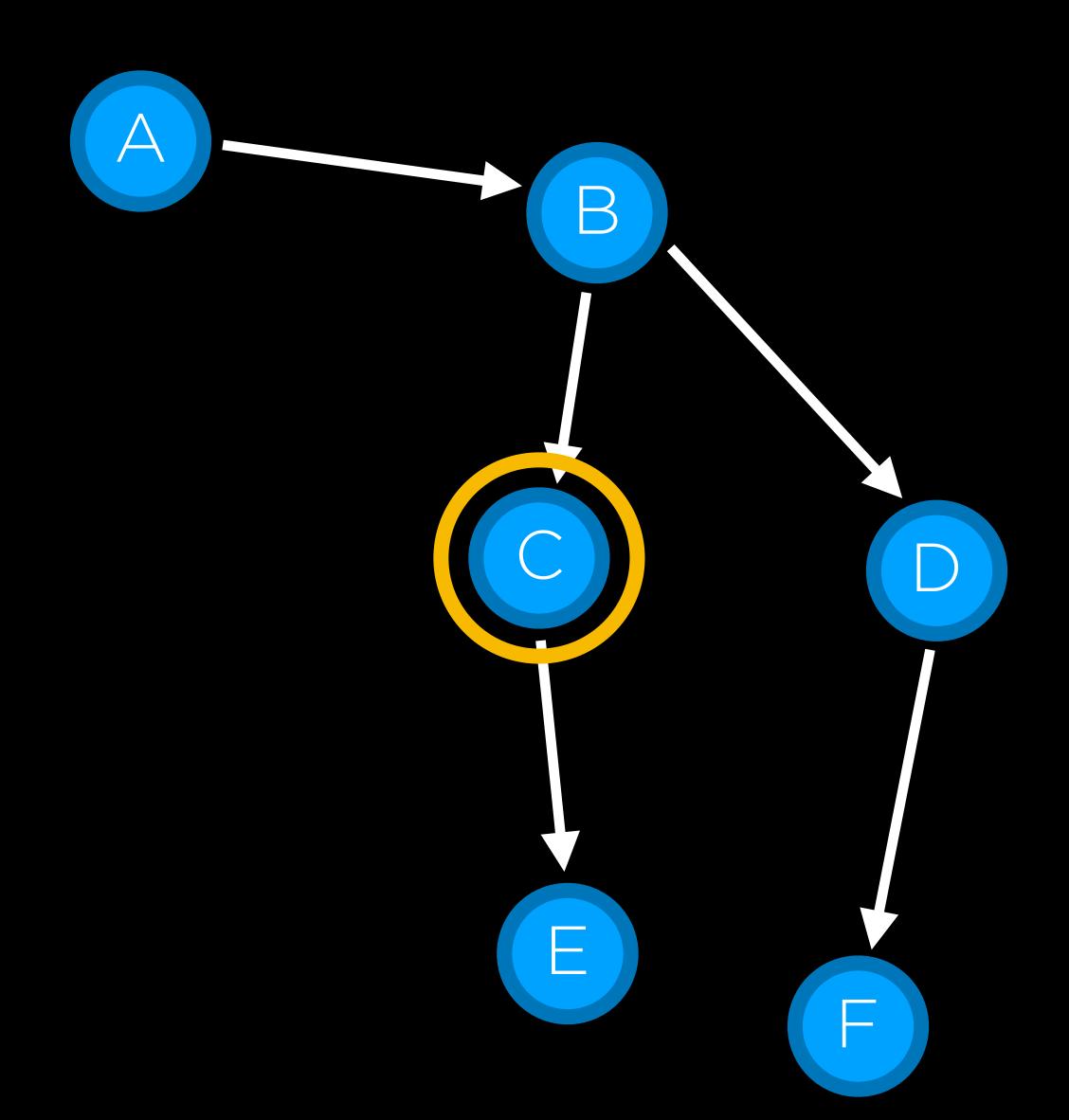












### **Frontier**



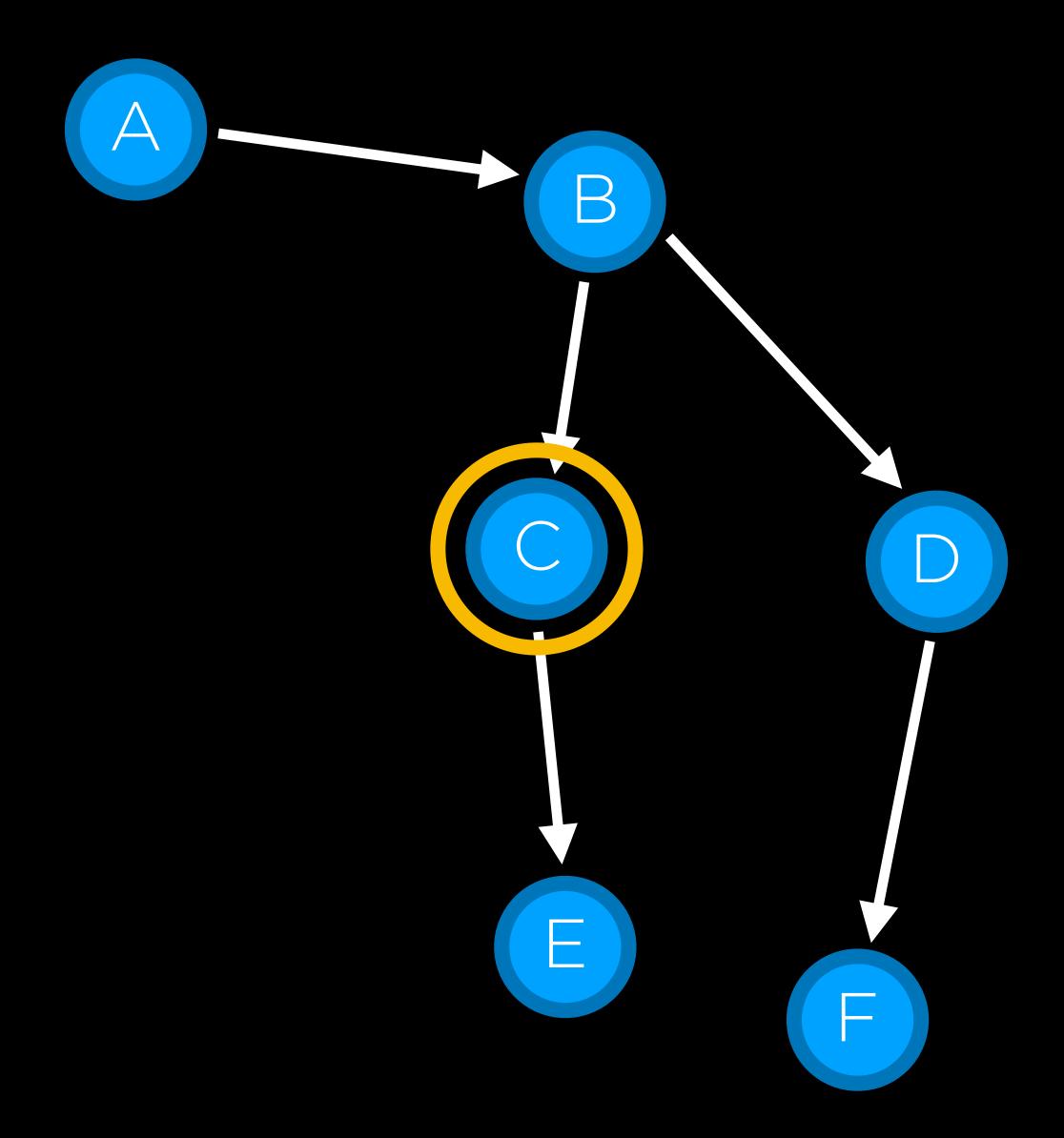




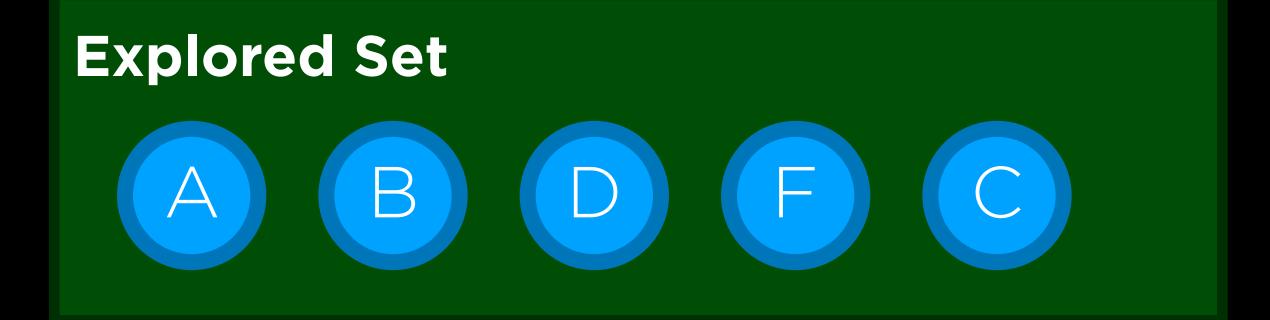


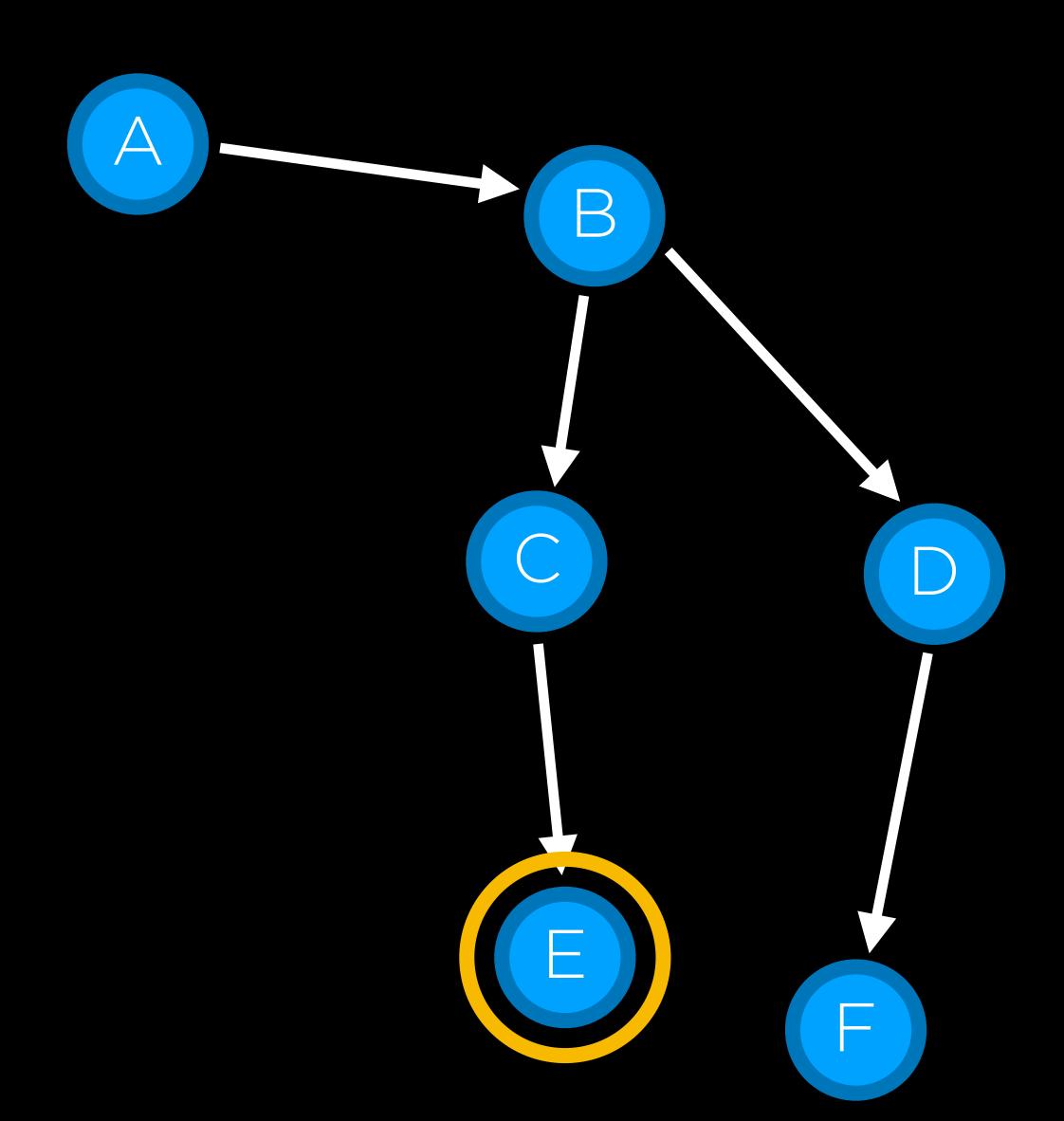






#### **Frontier**





# depth-first search

search algorithm that always expands the deepest node in the frontier

# Breadth-First Search

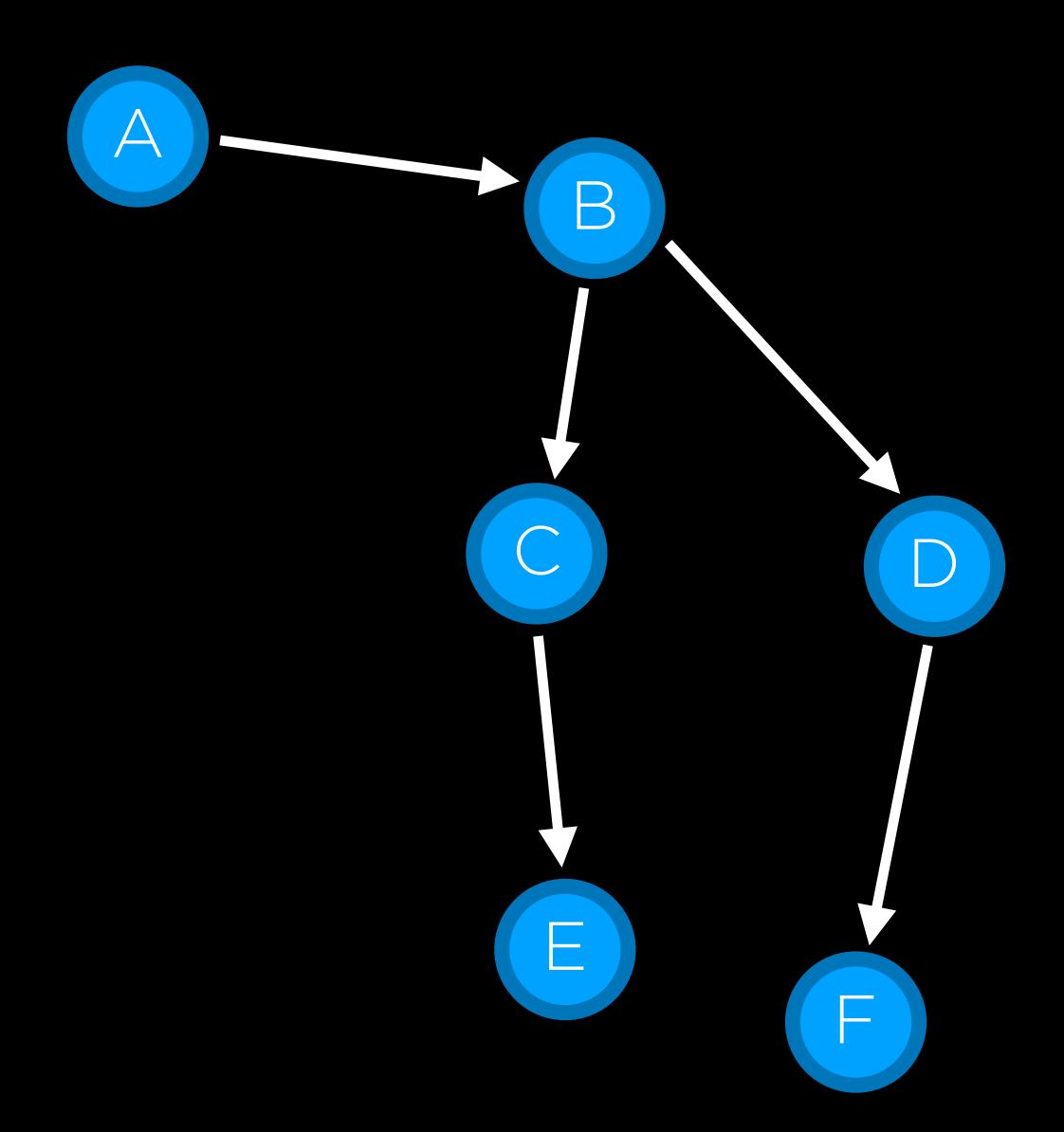
# breadth-first search

search algorithm that always expands the shallowest node in the frontier

# queue

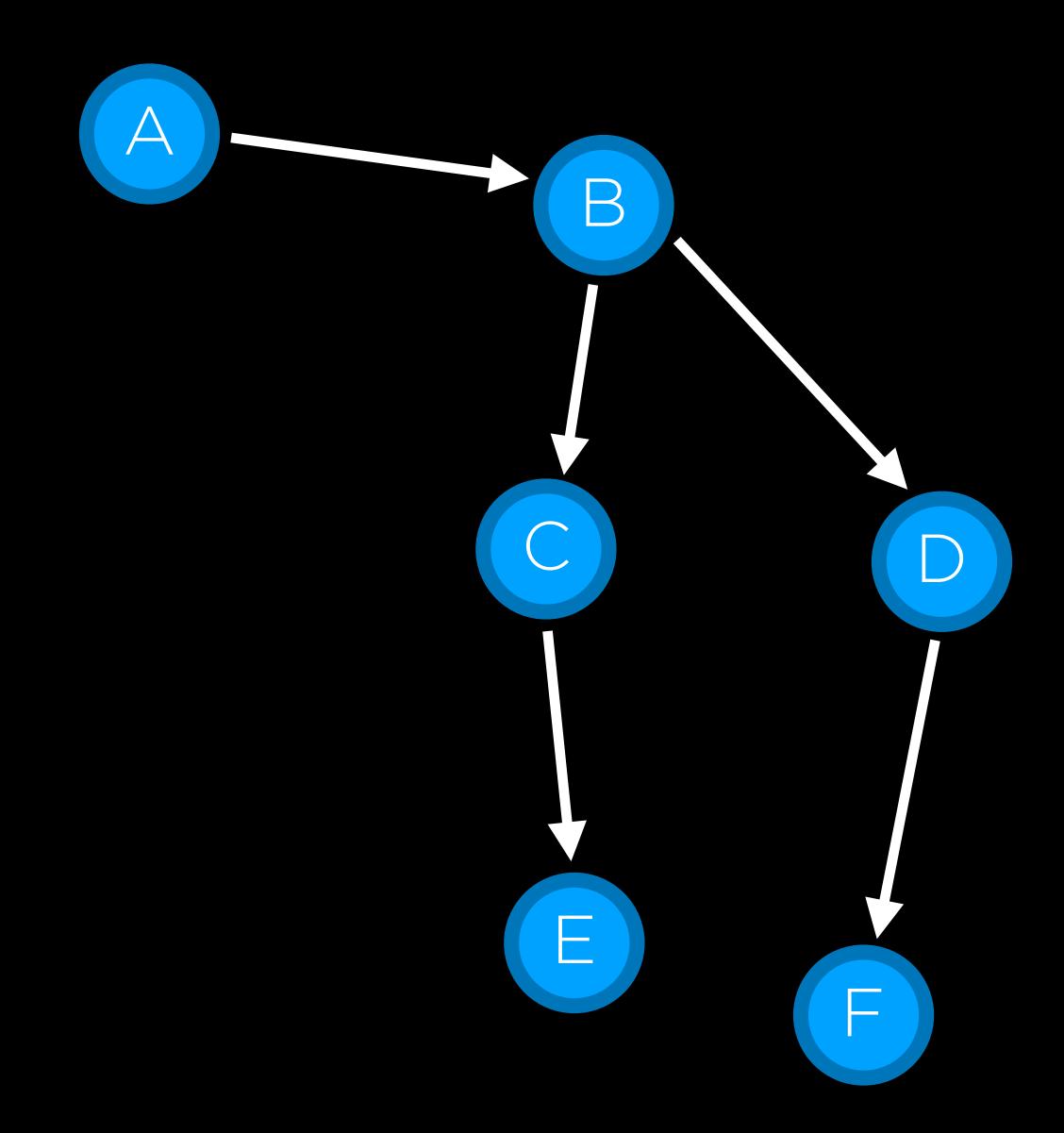
first-in first-out data type

**Frontier** 



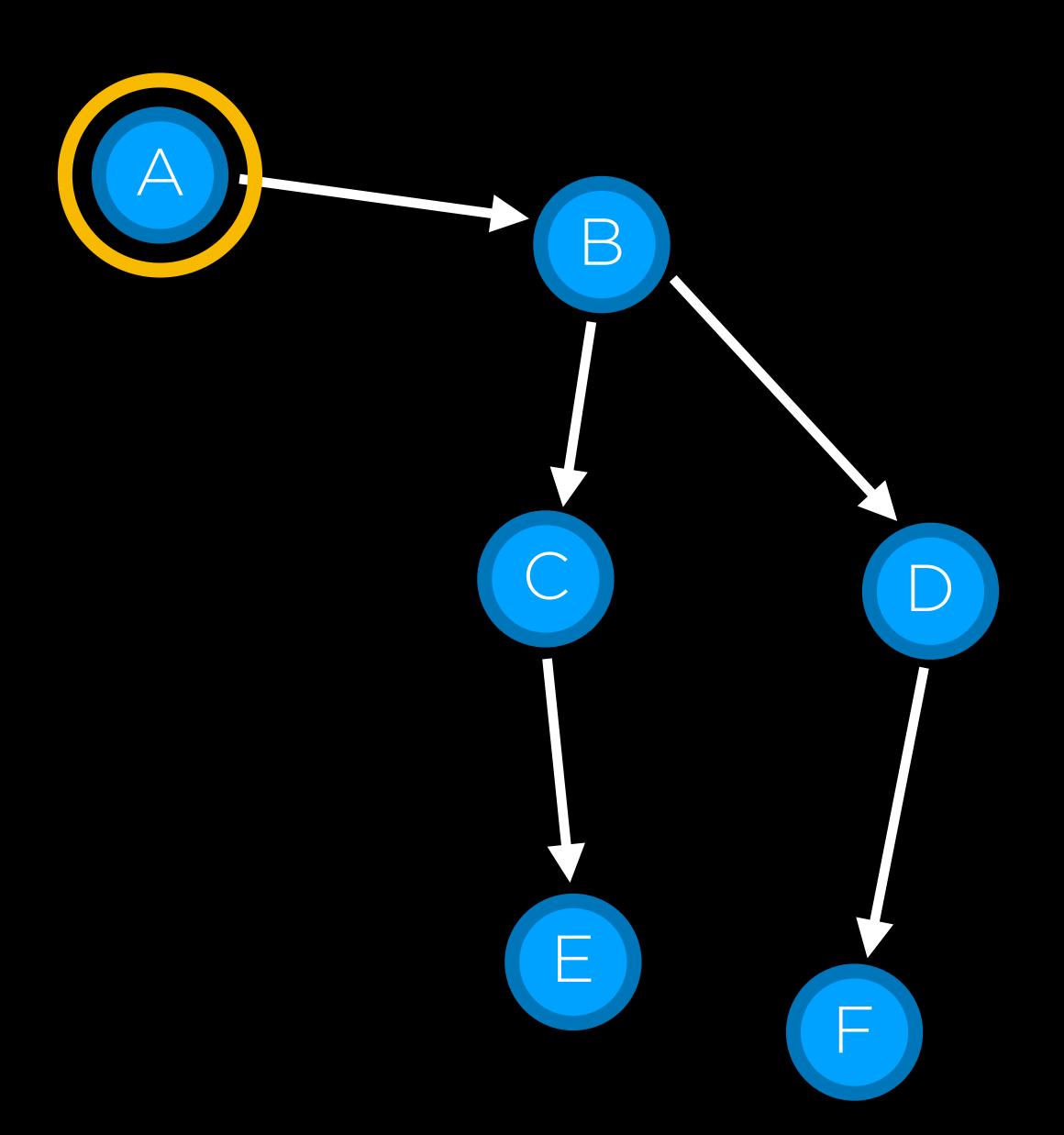
#### **Frontier**





#### **Frontier**

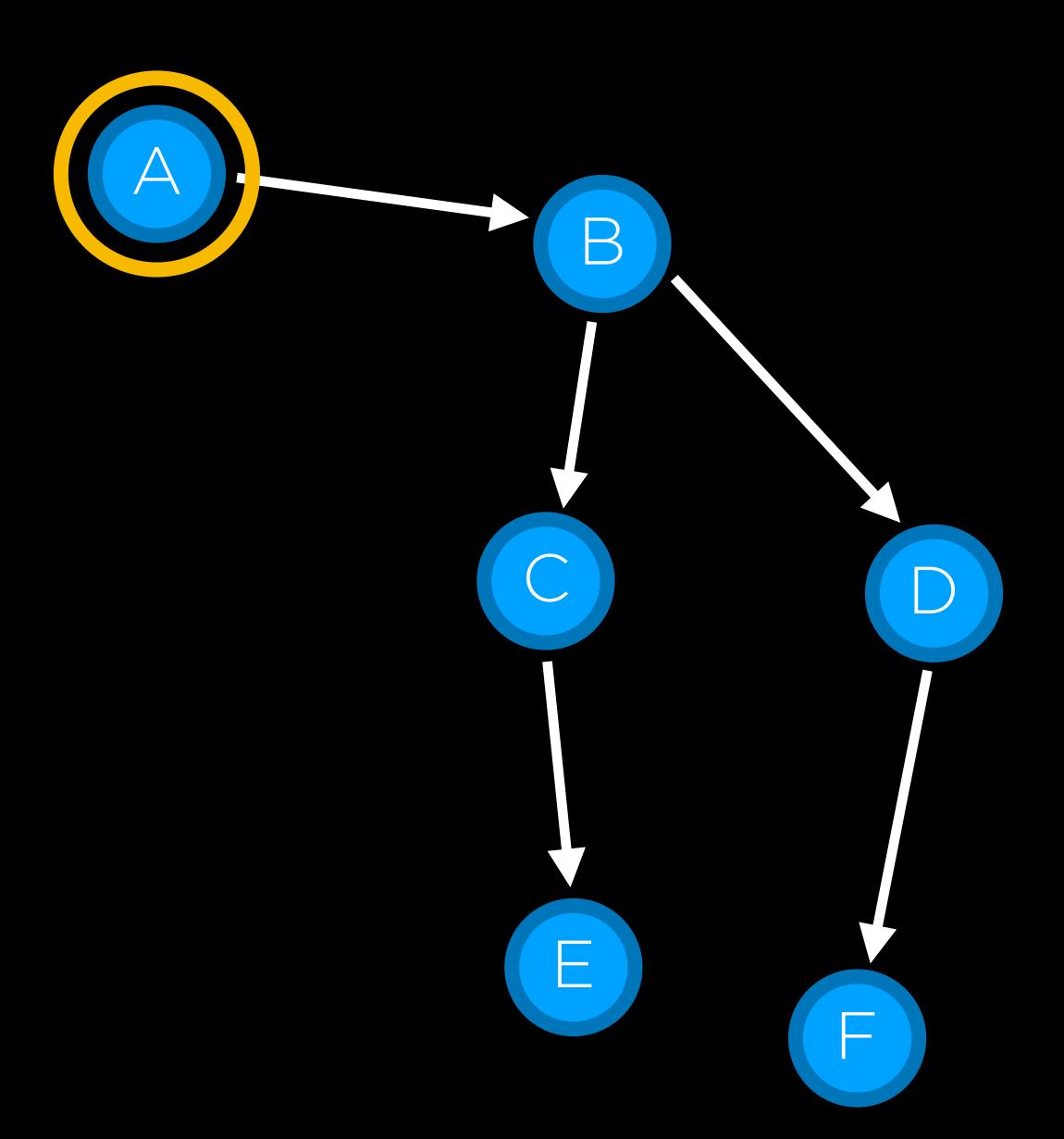




#### **Frontier**



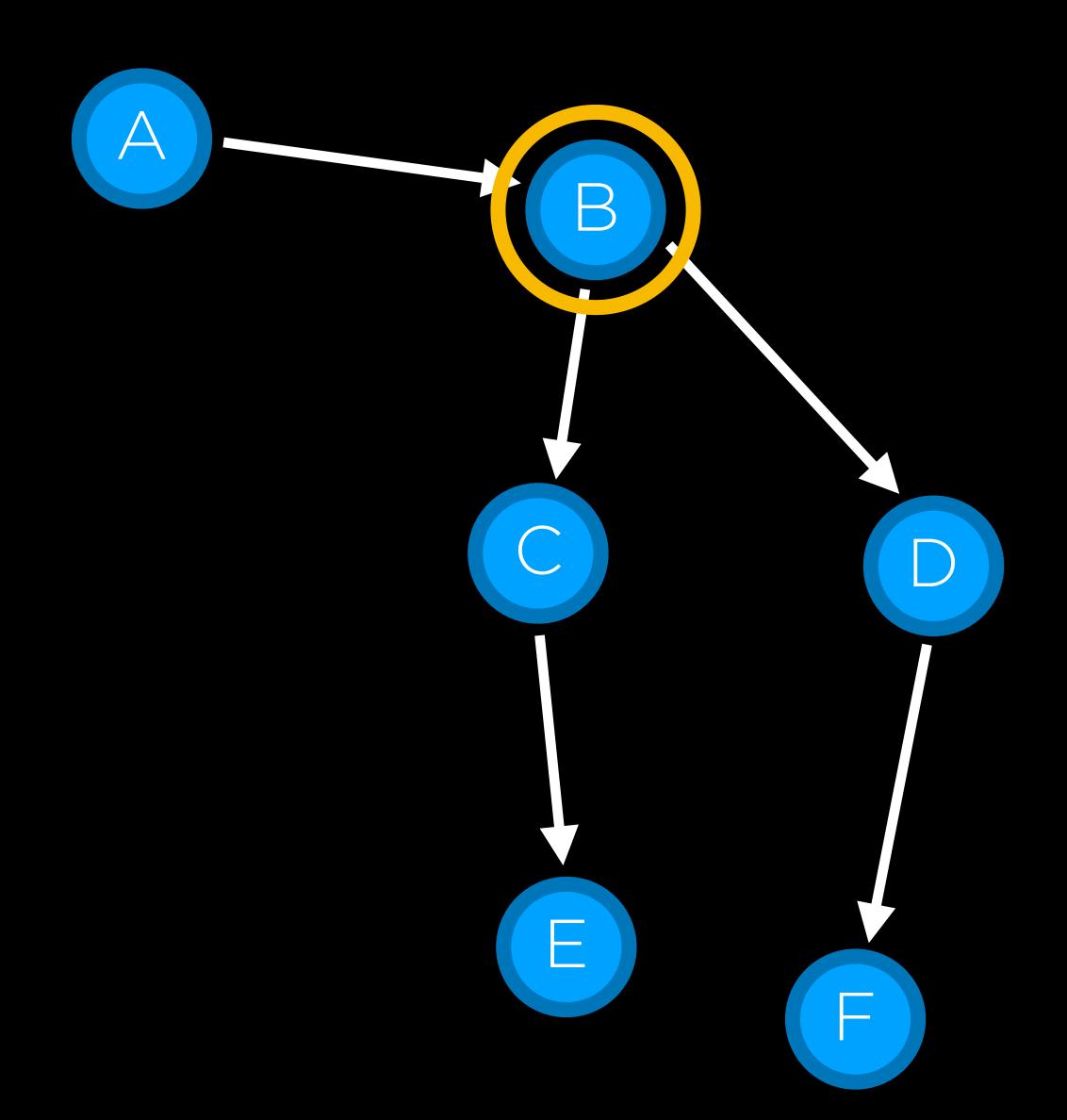




#### **Frontier**



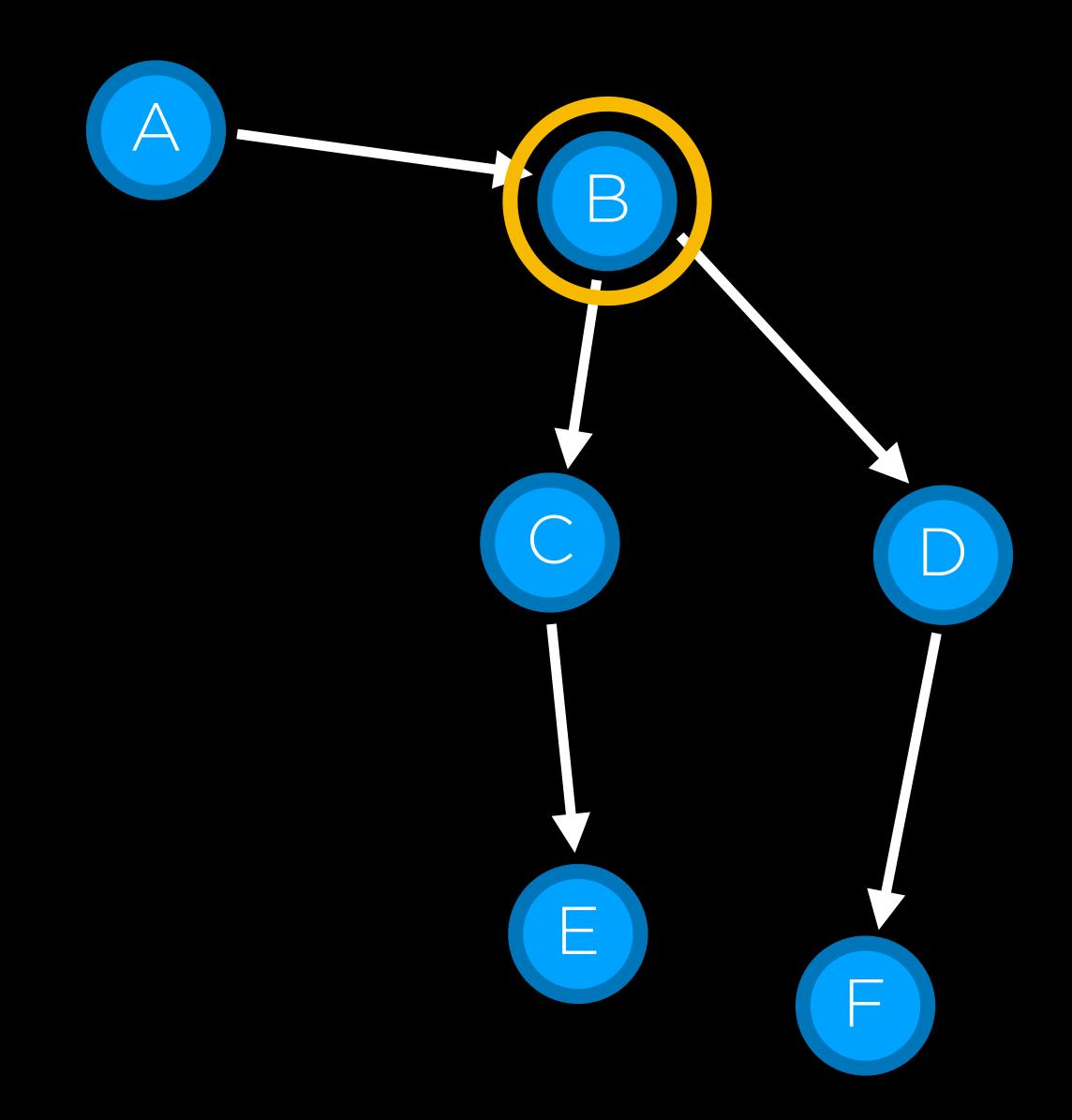




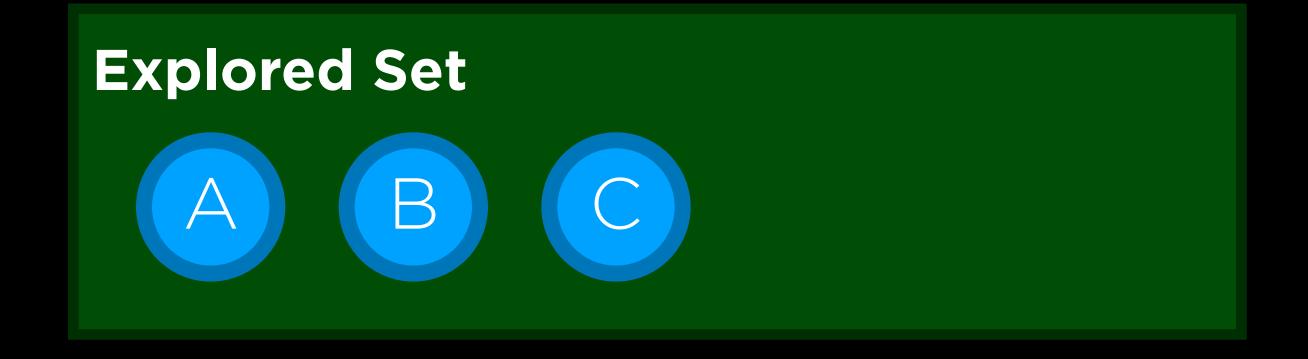
# Frontier C D

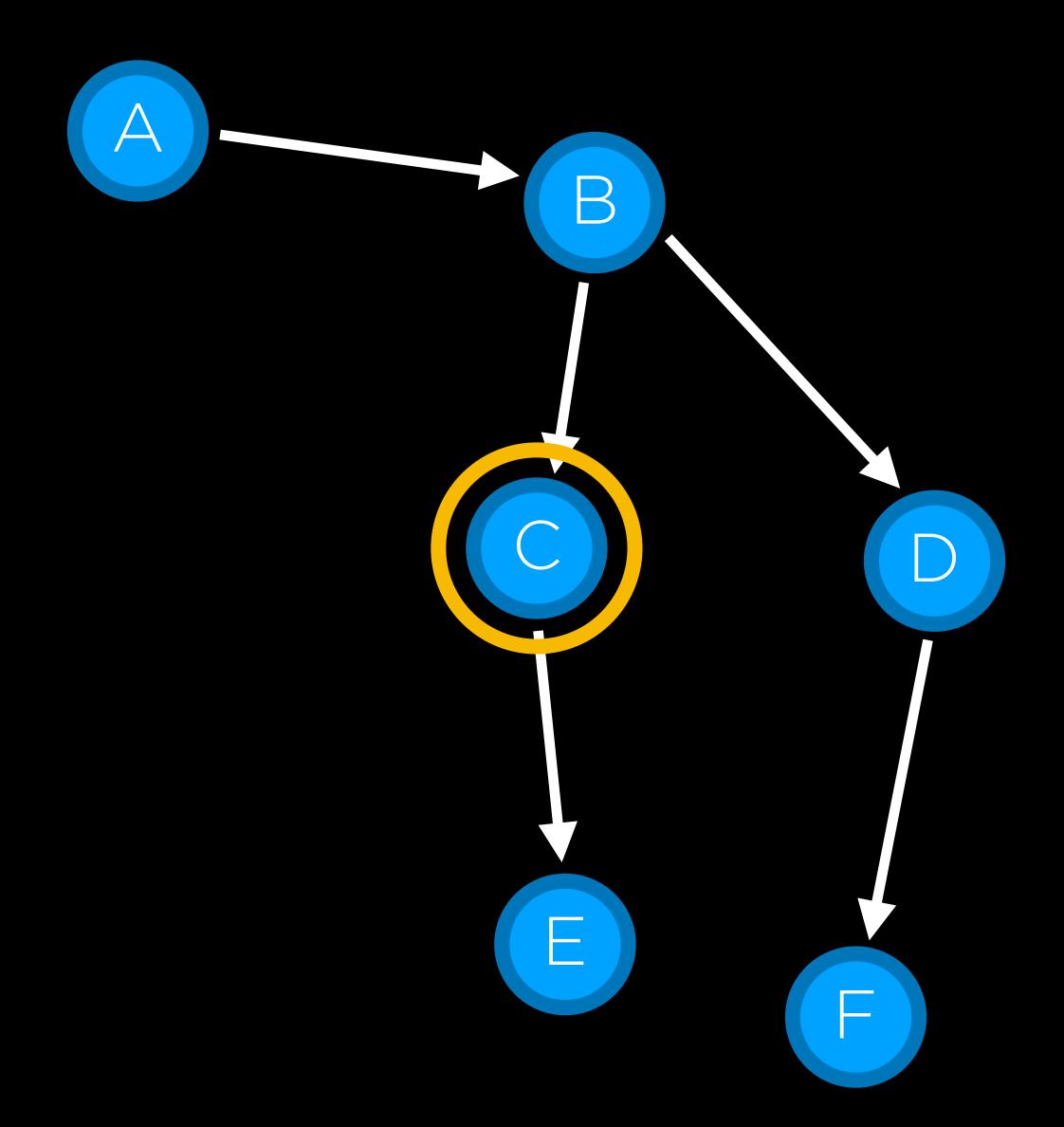




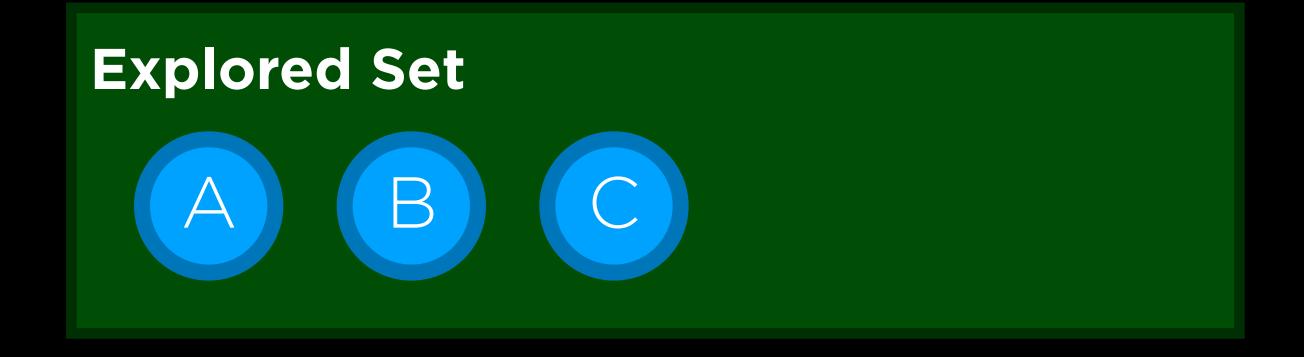


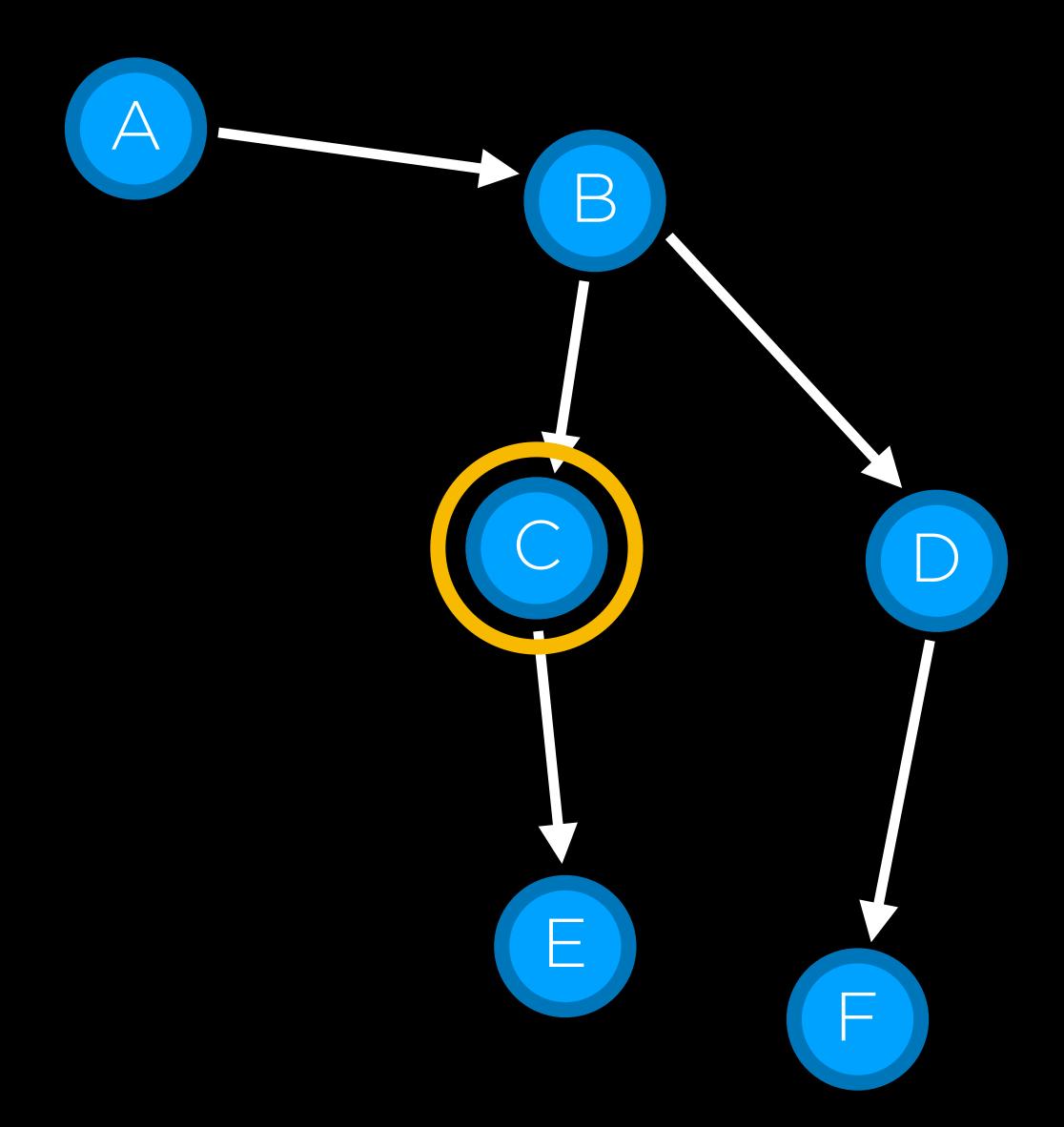
# Frontier

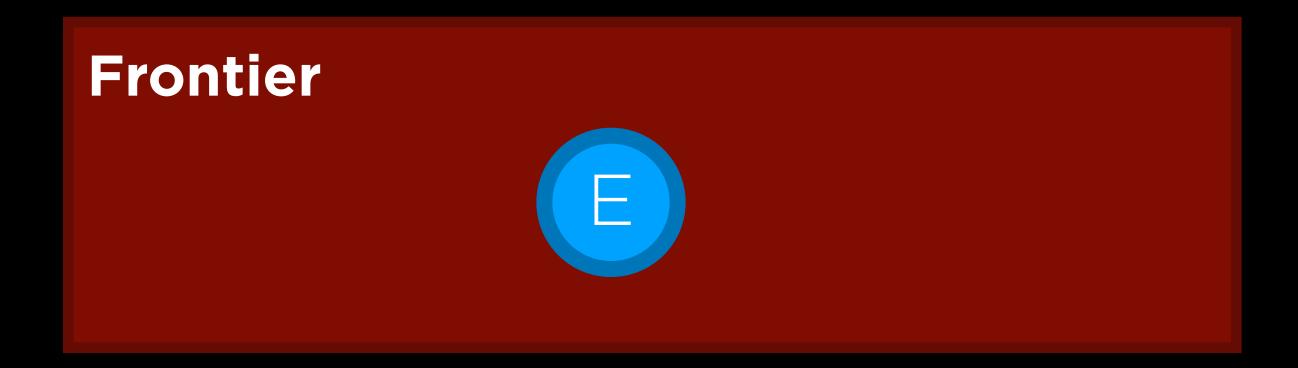


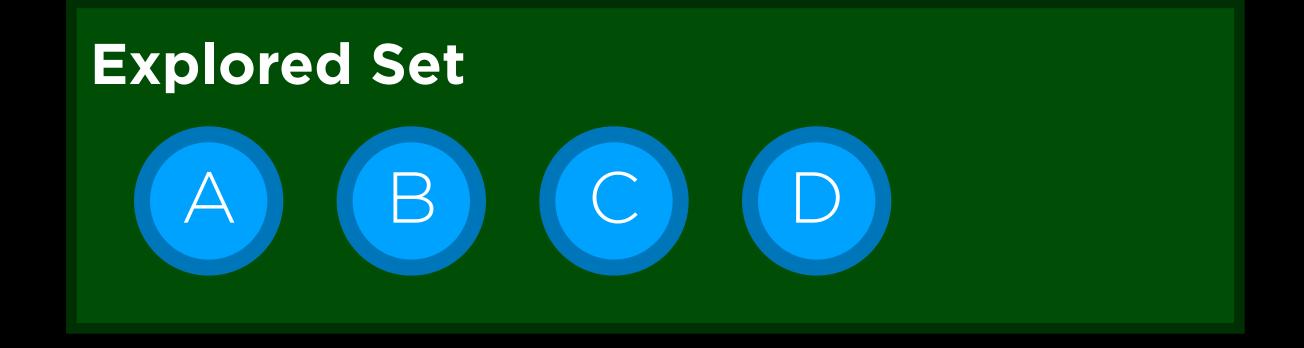


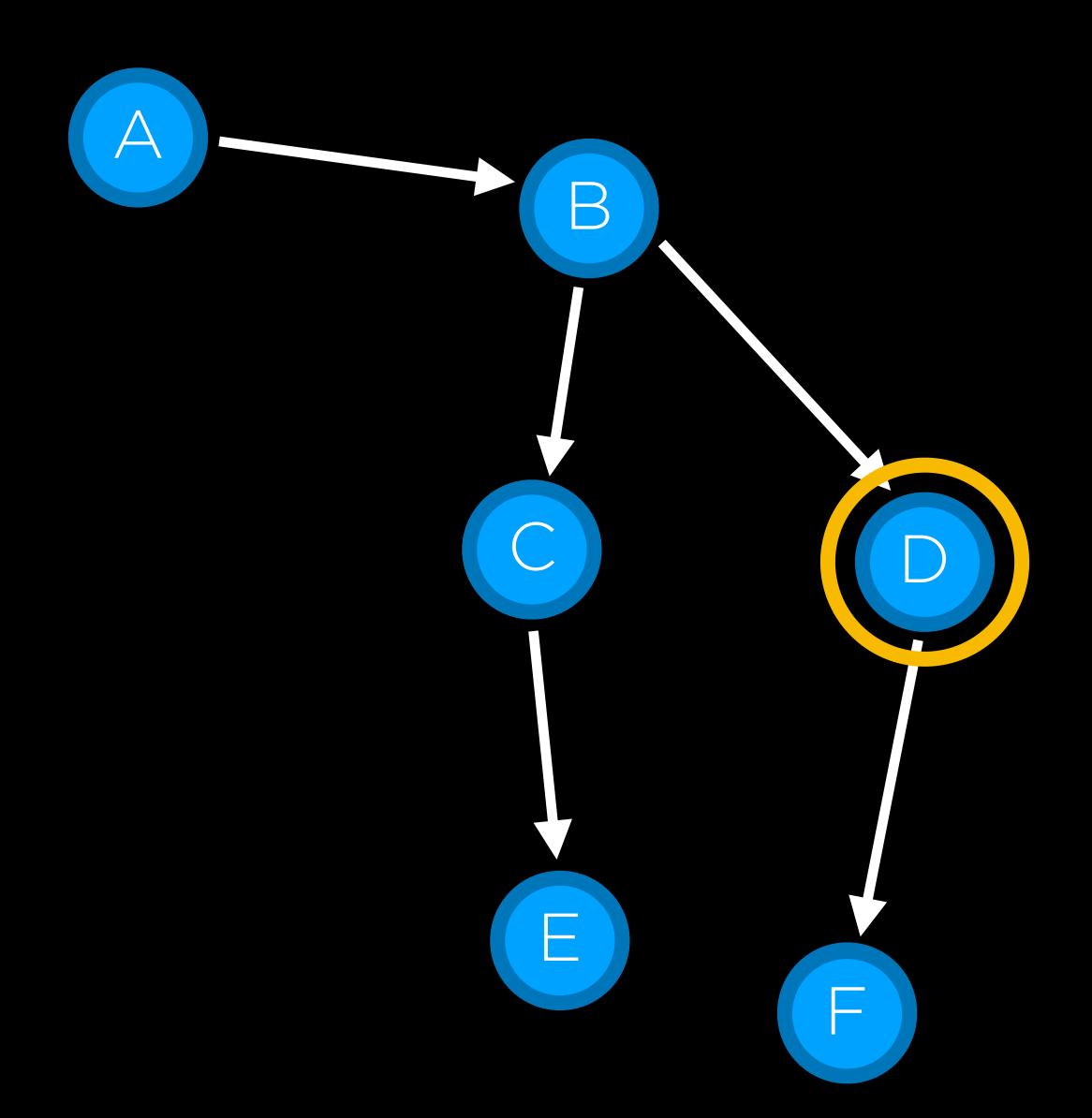
# Frontier D E

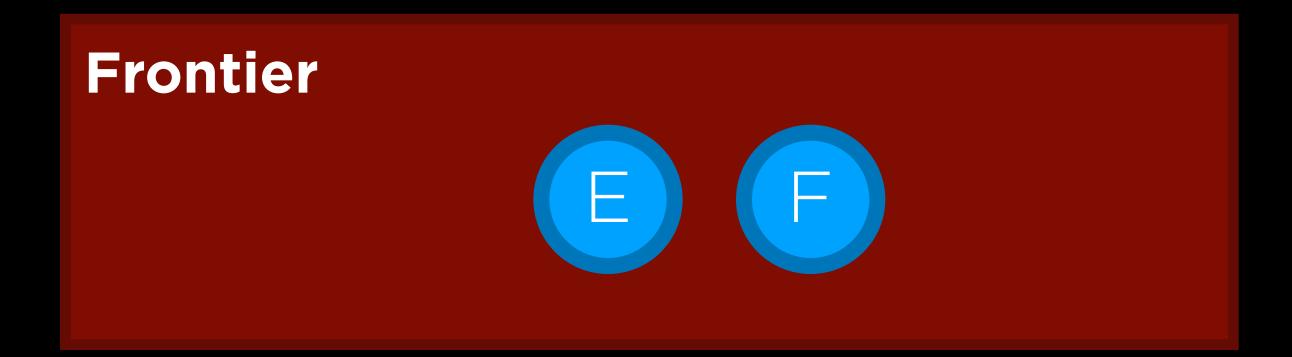


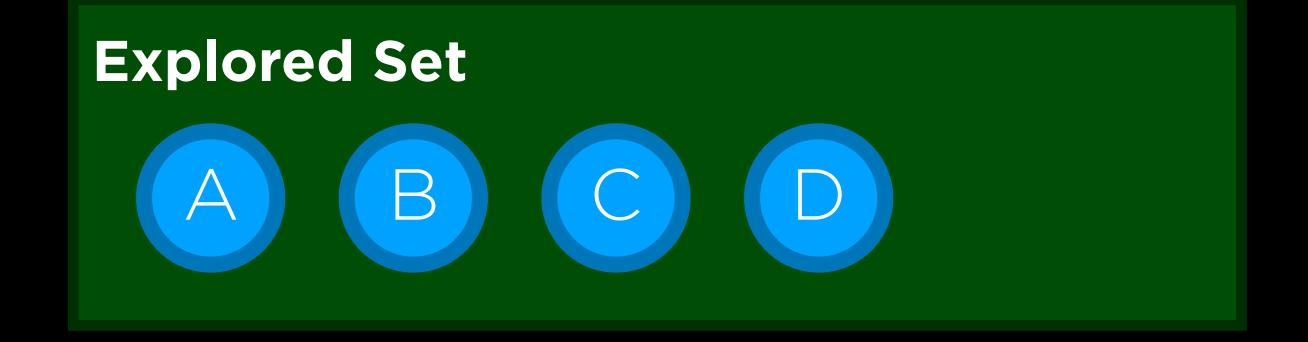


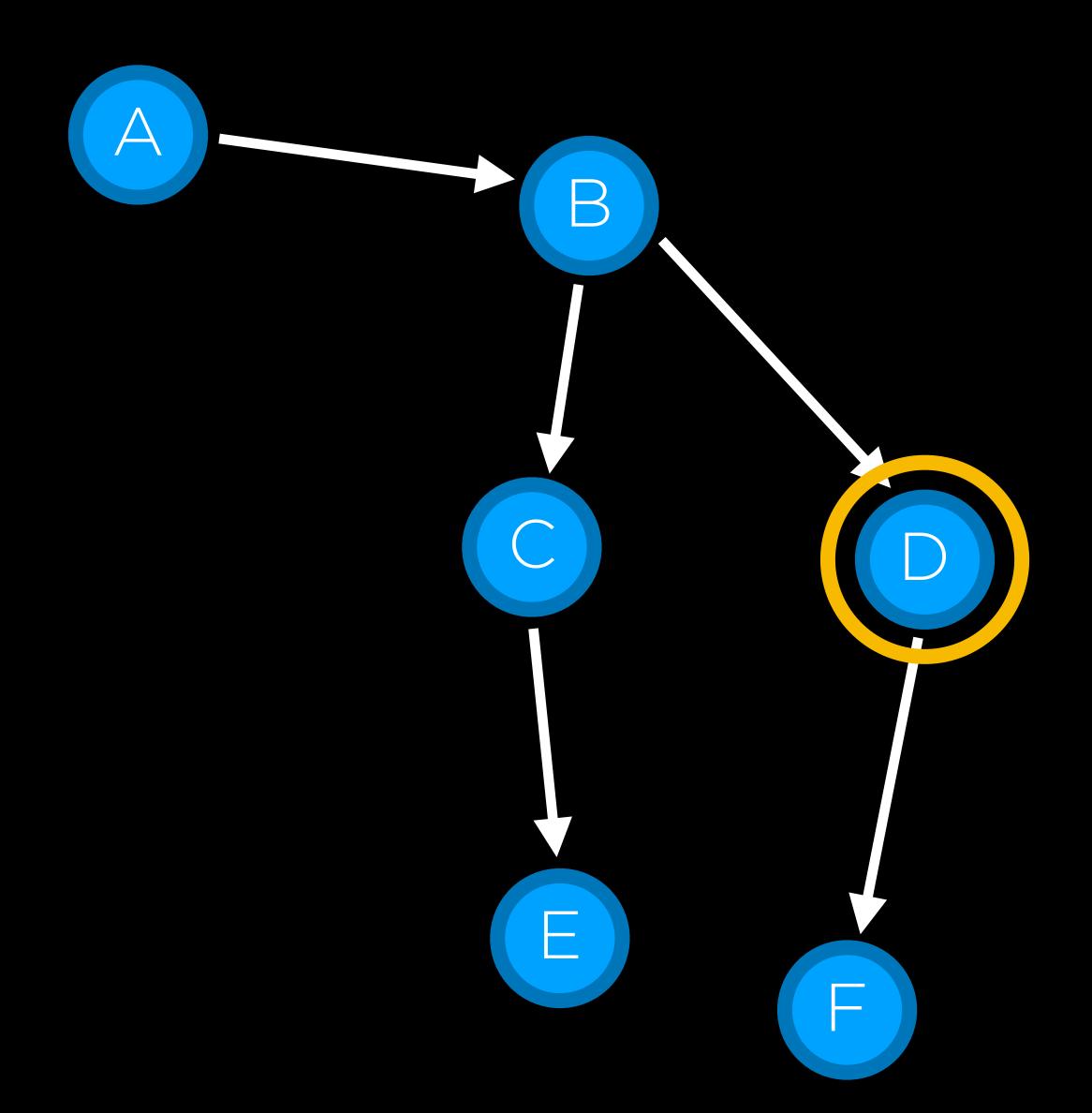




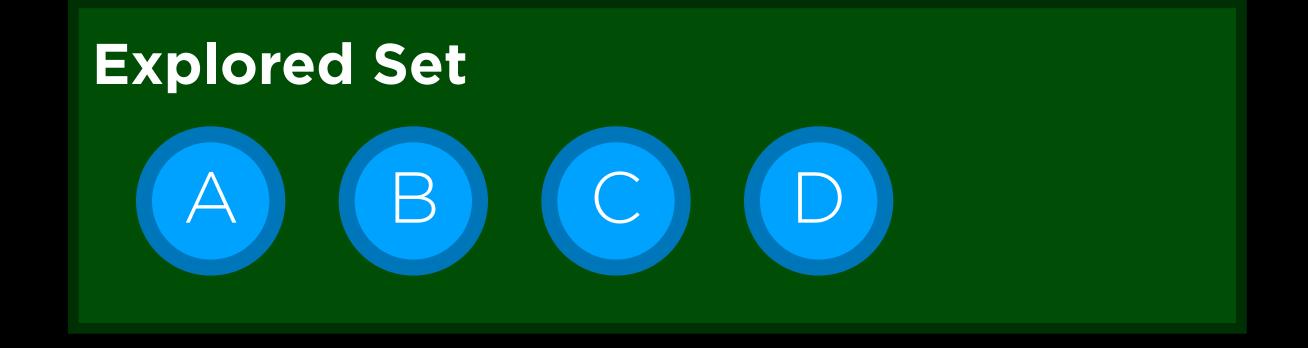


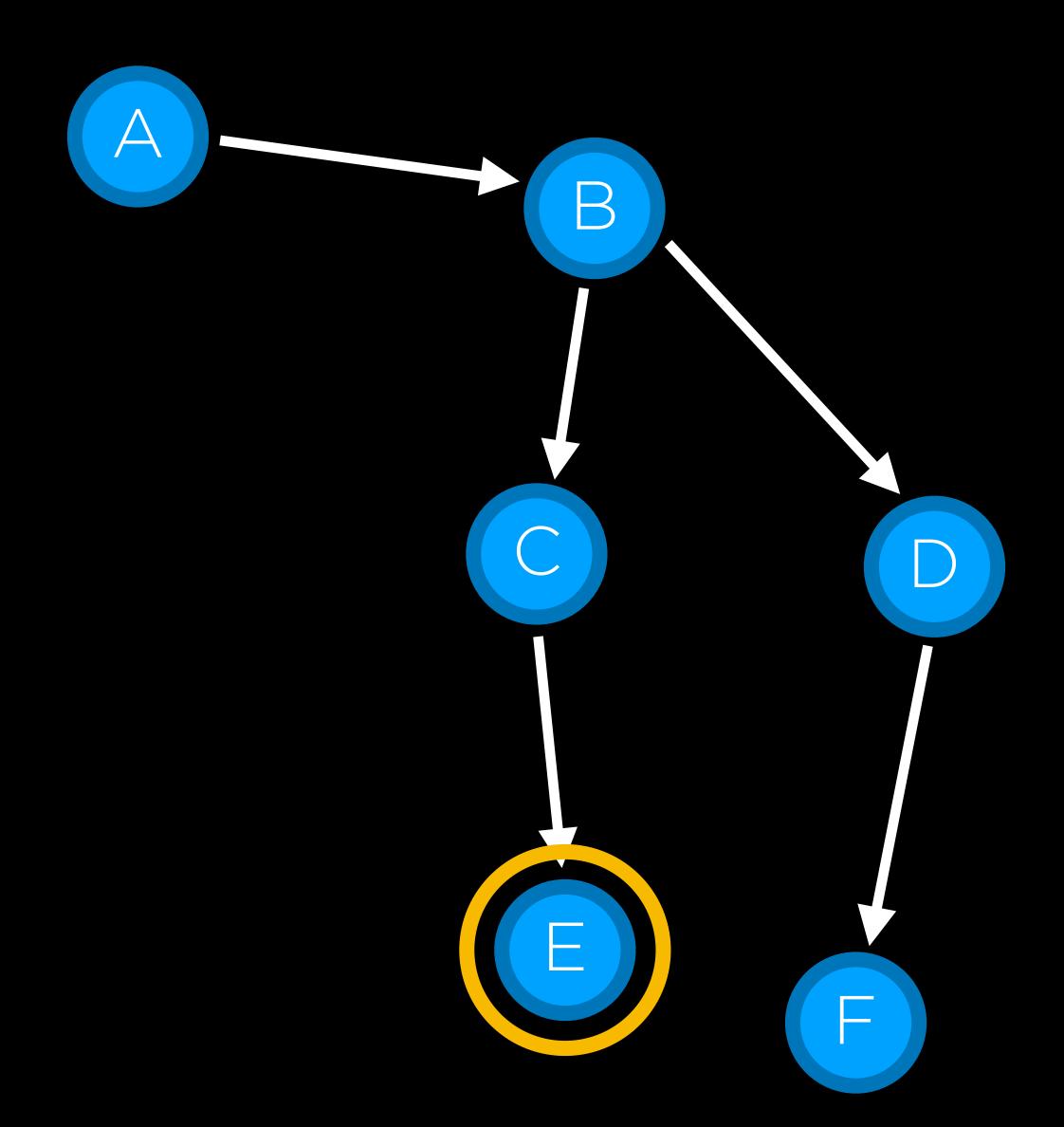


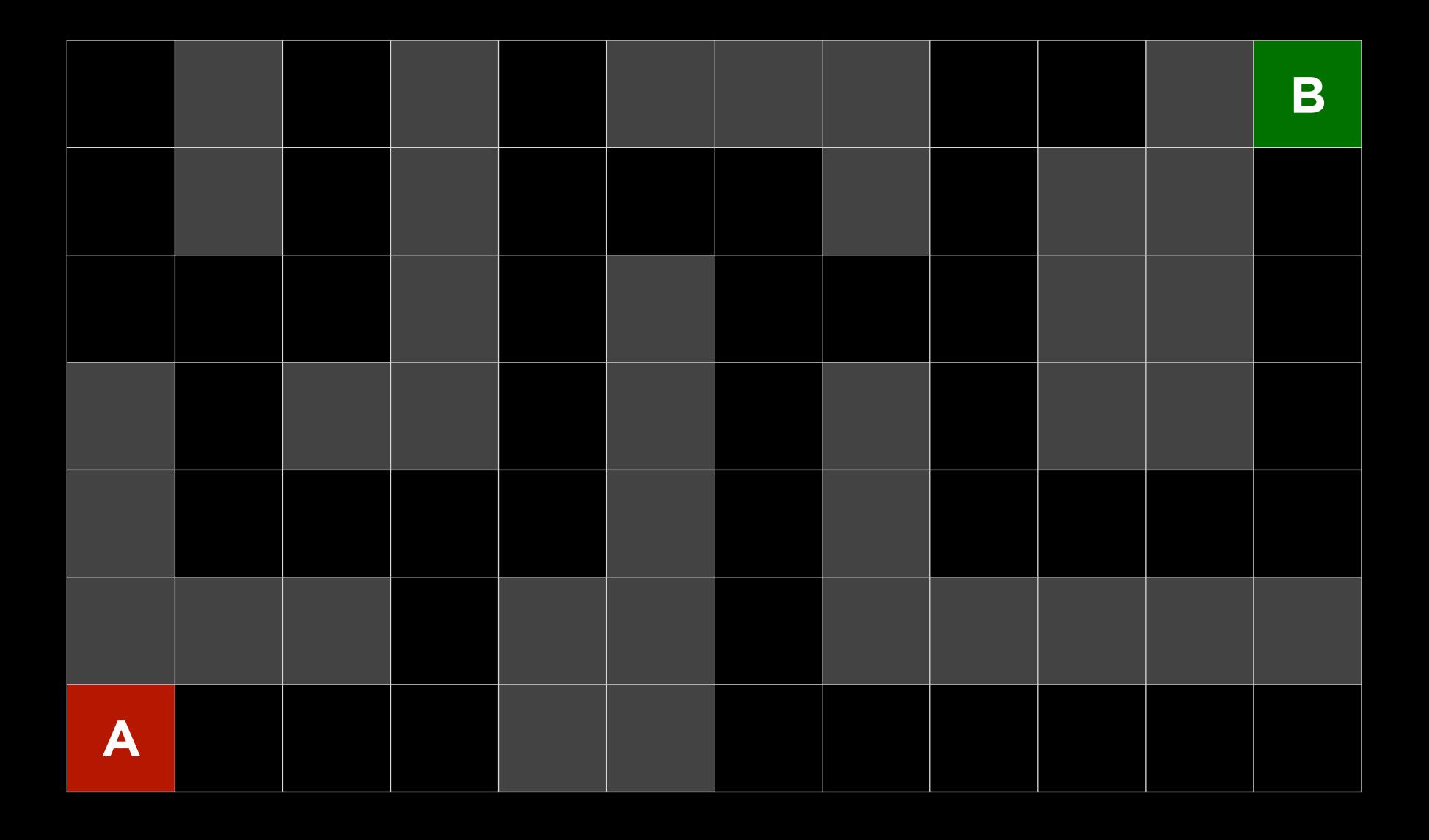


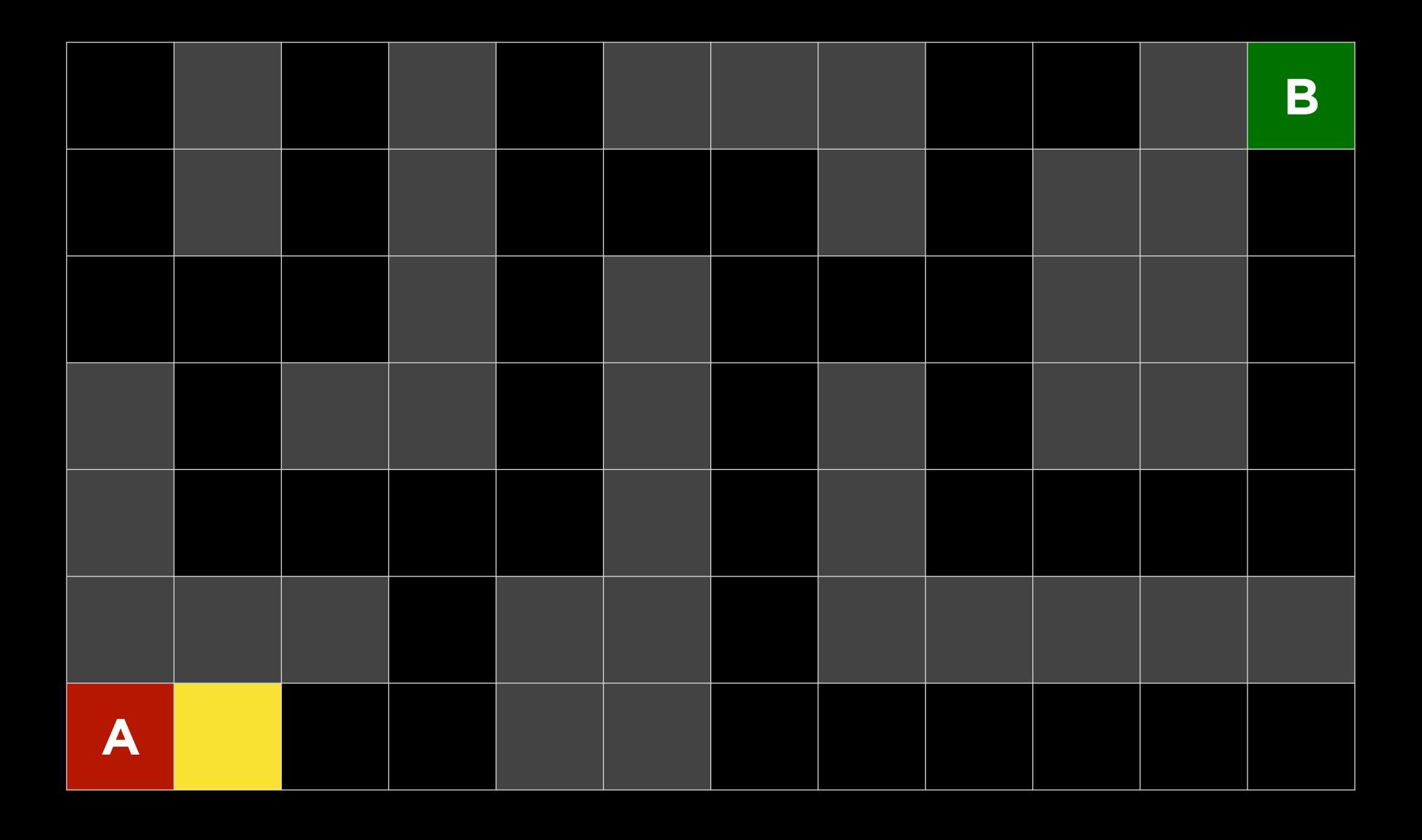


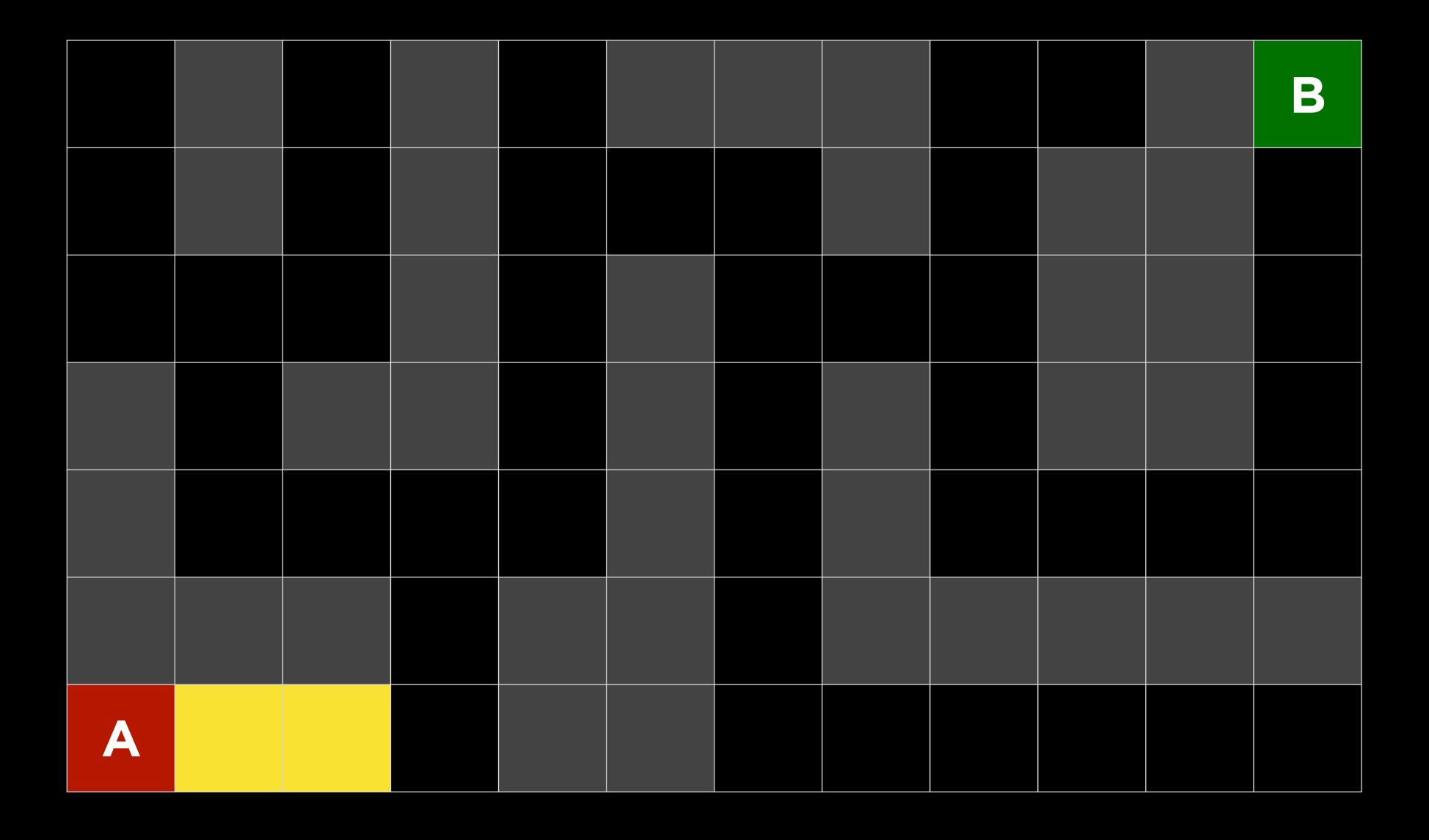


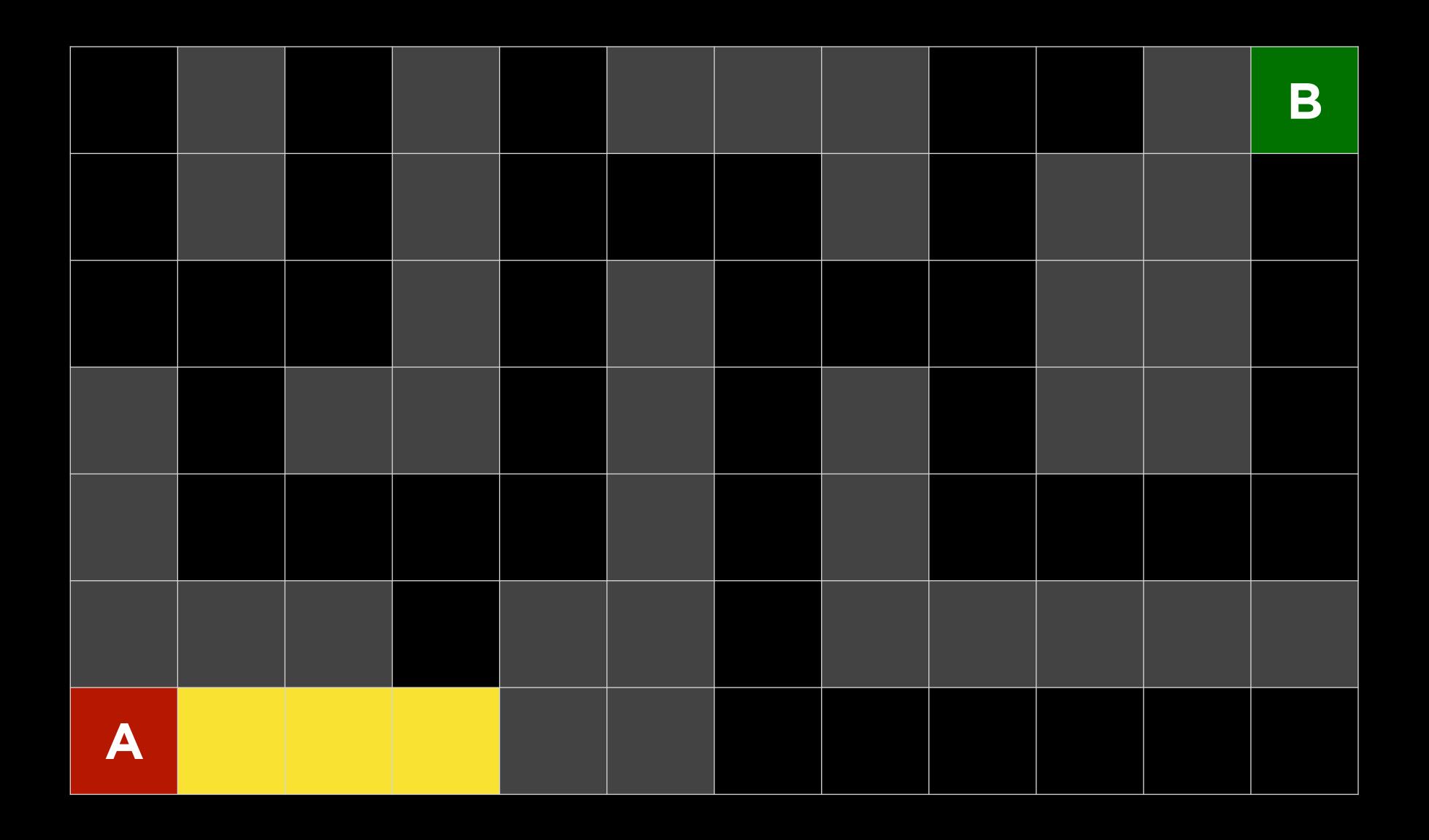


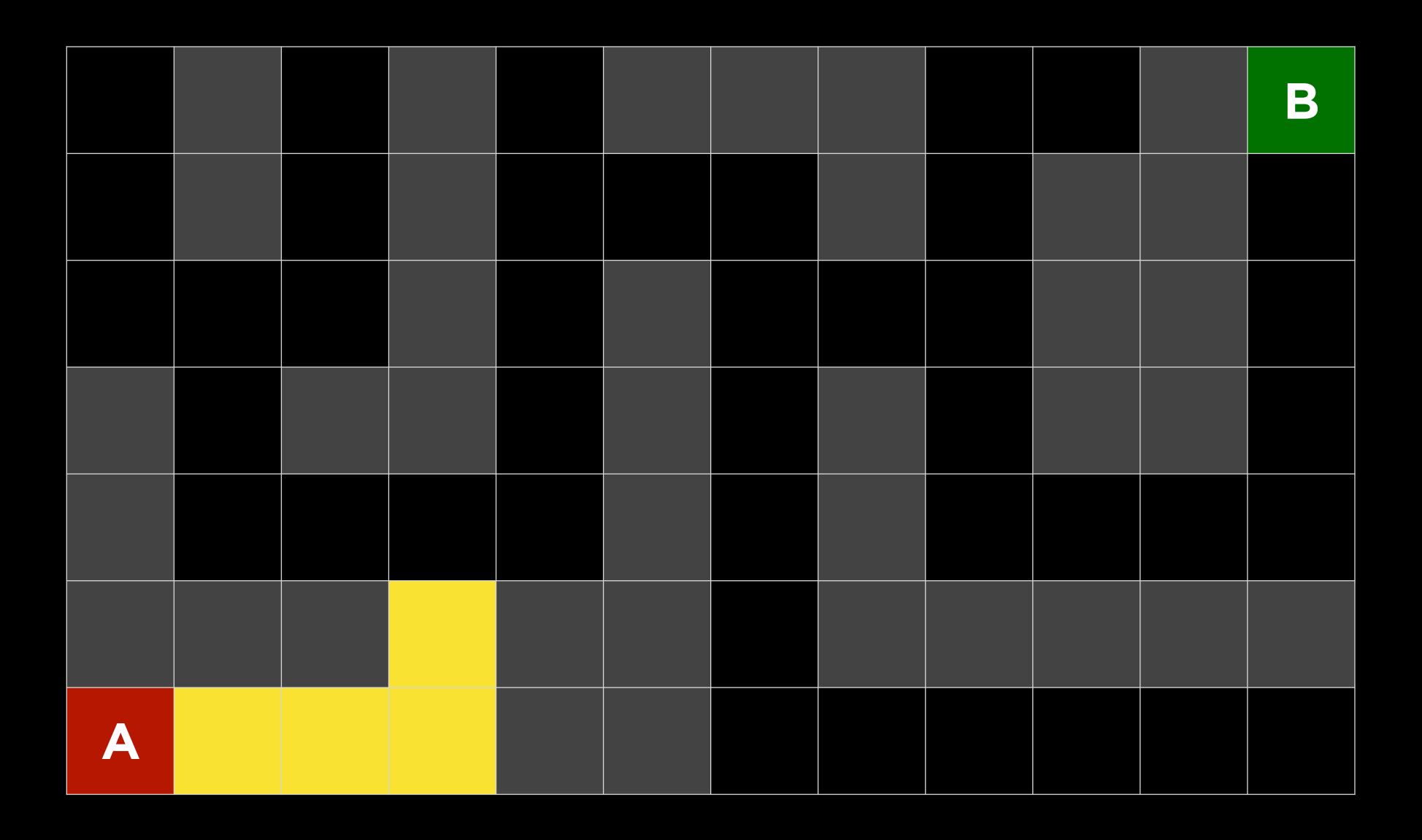


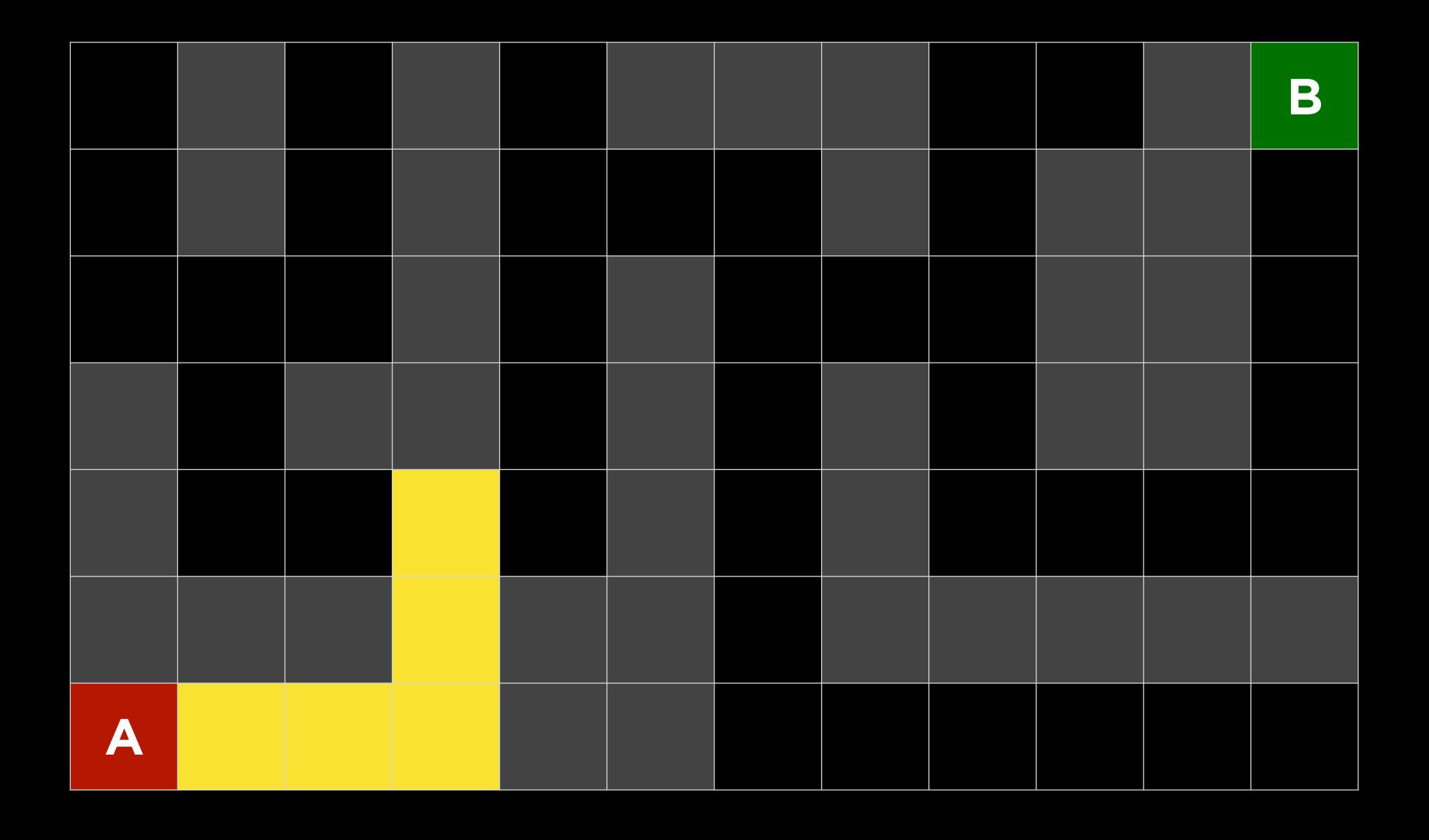


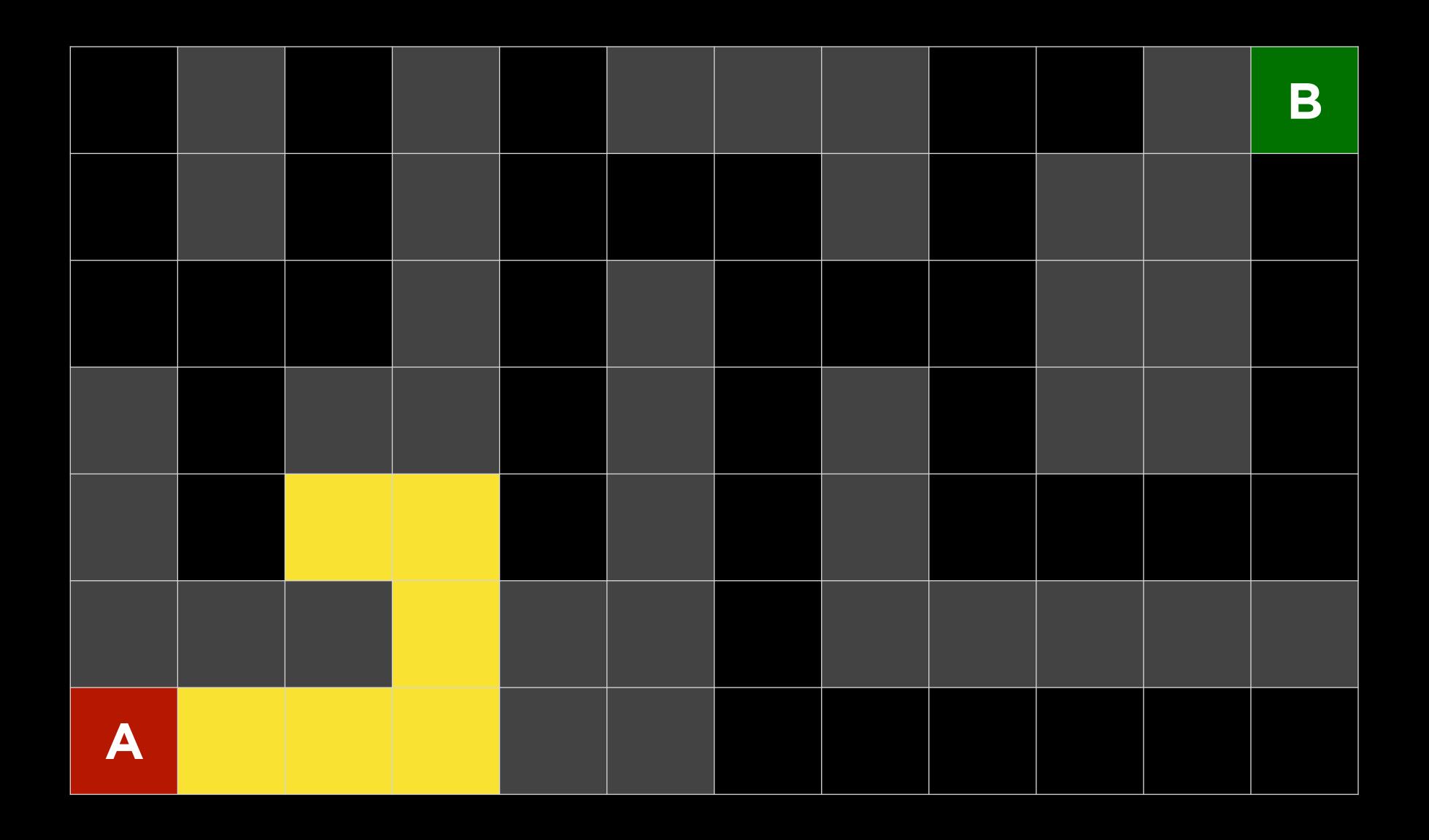


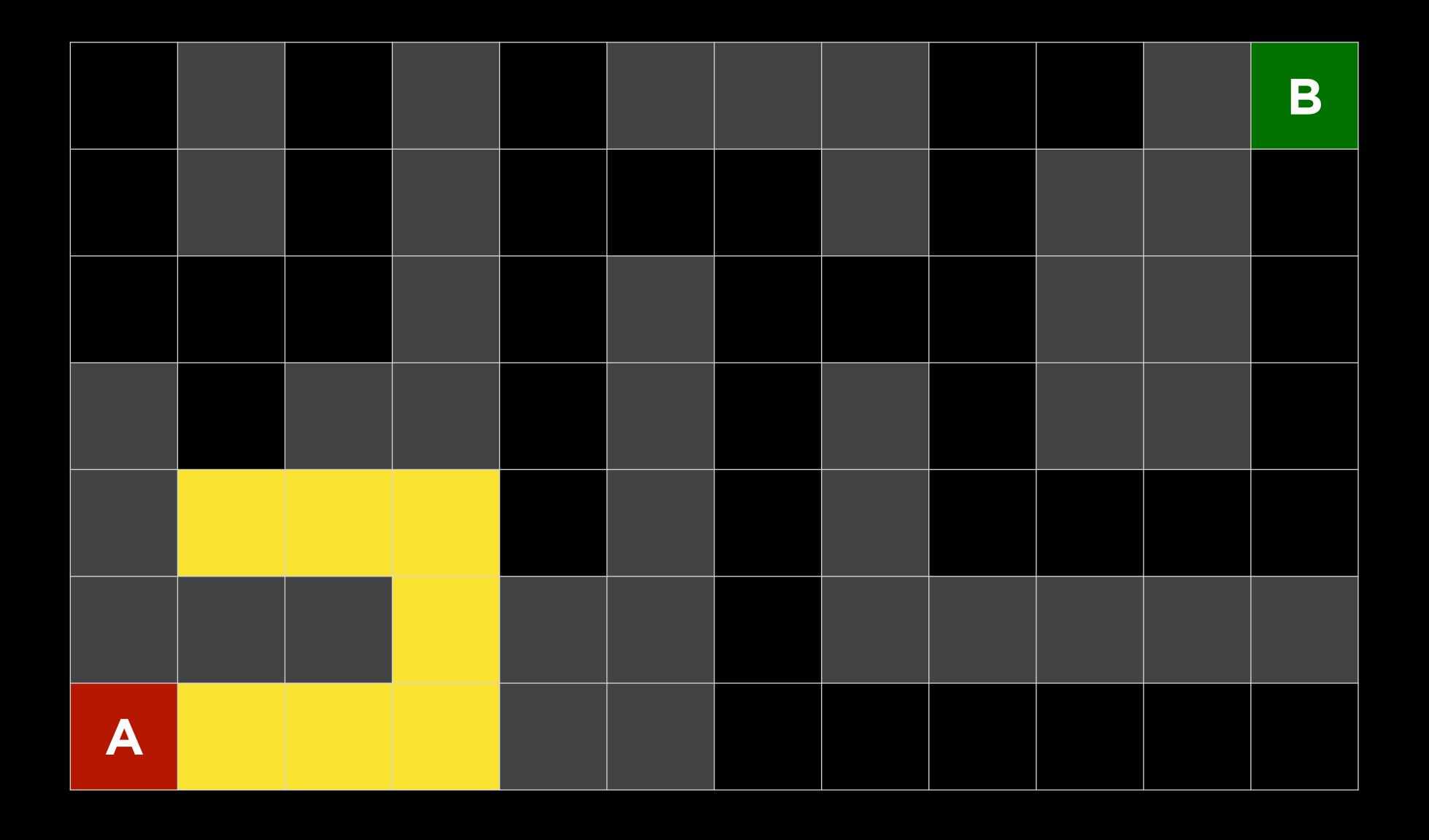


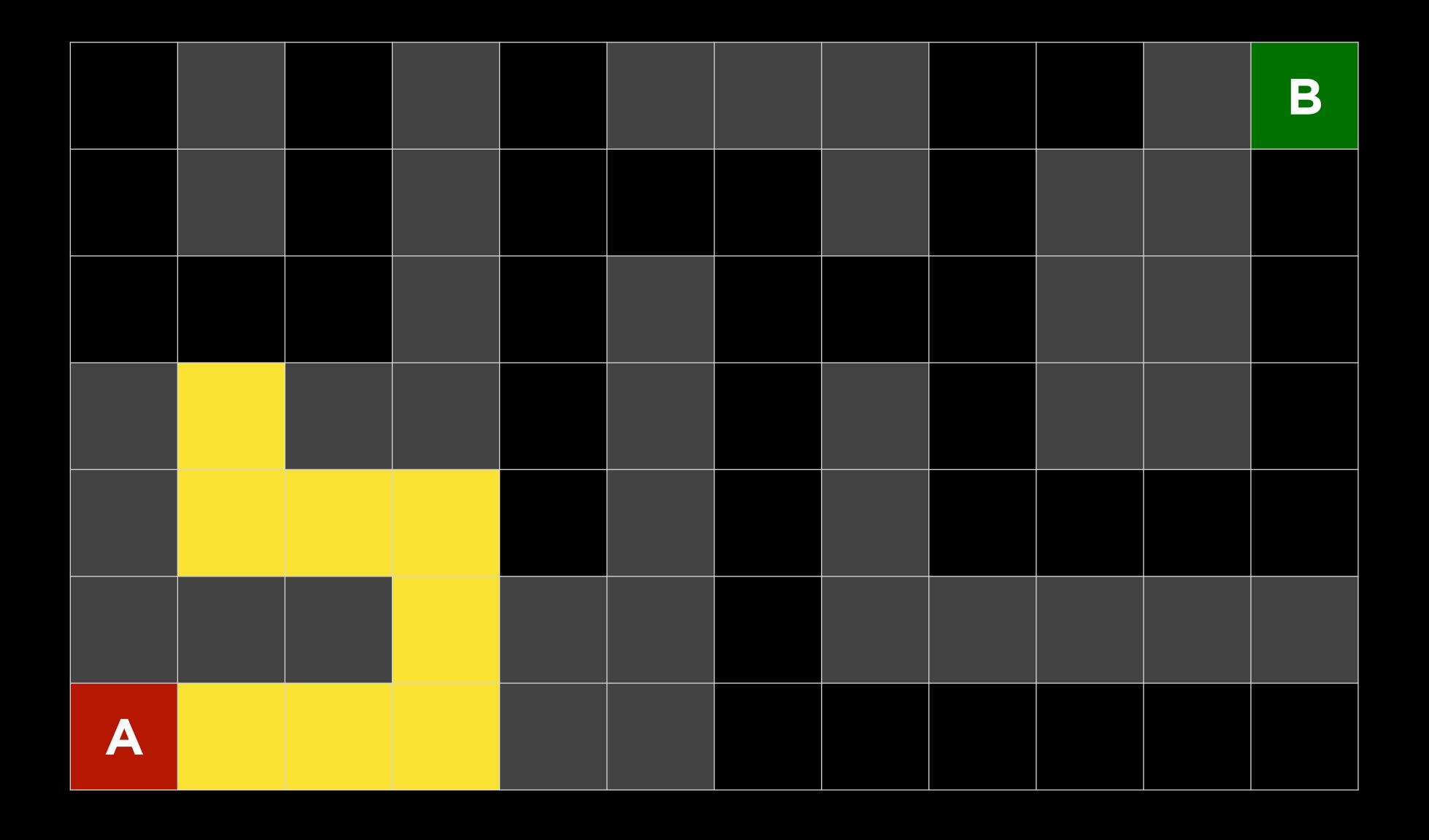


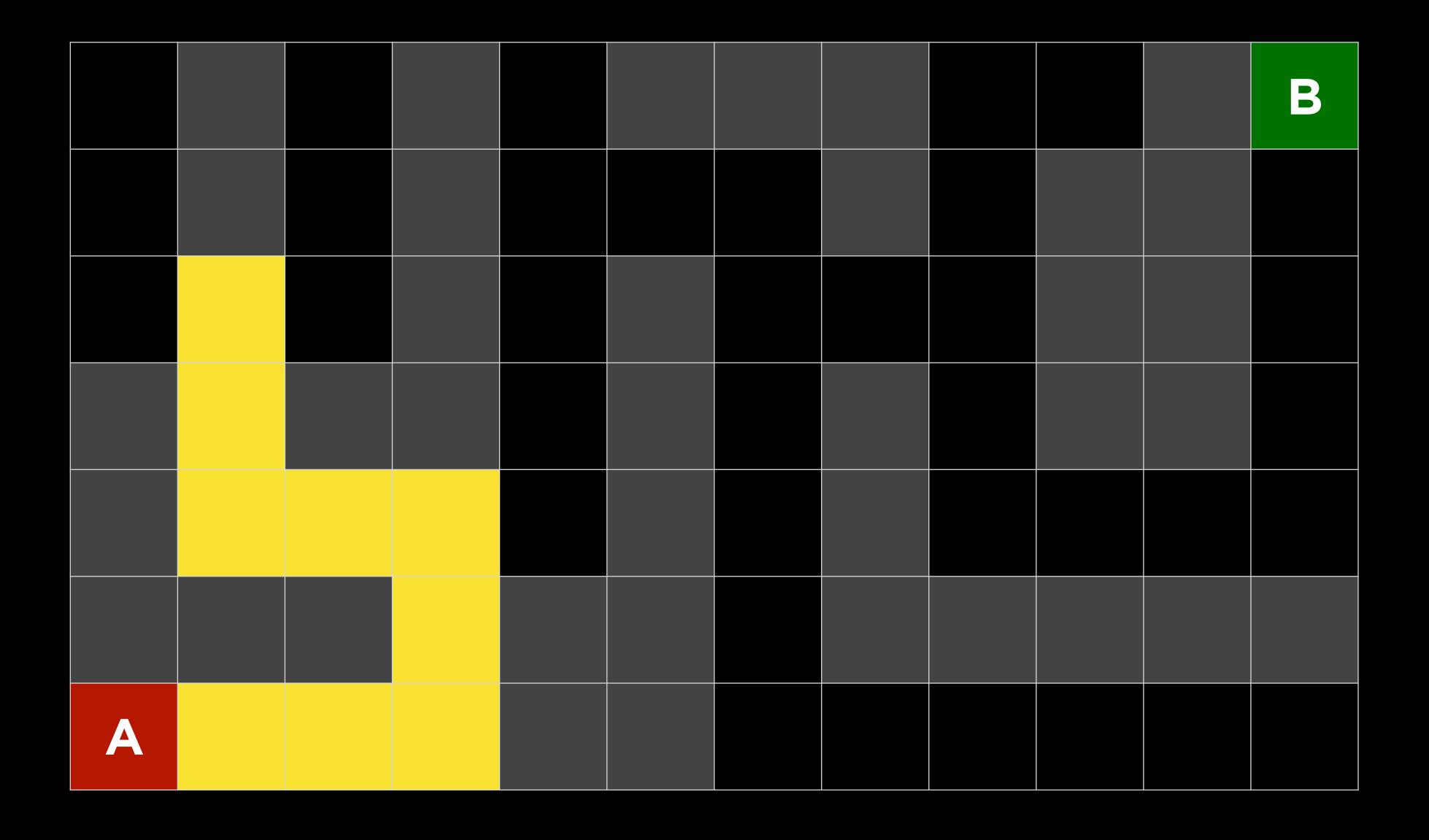


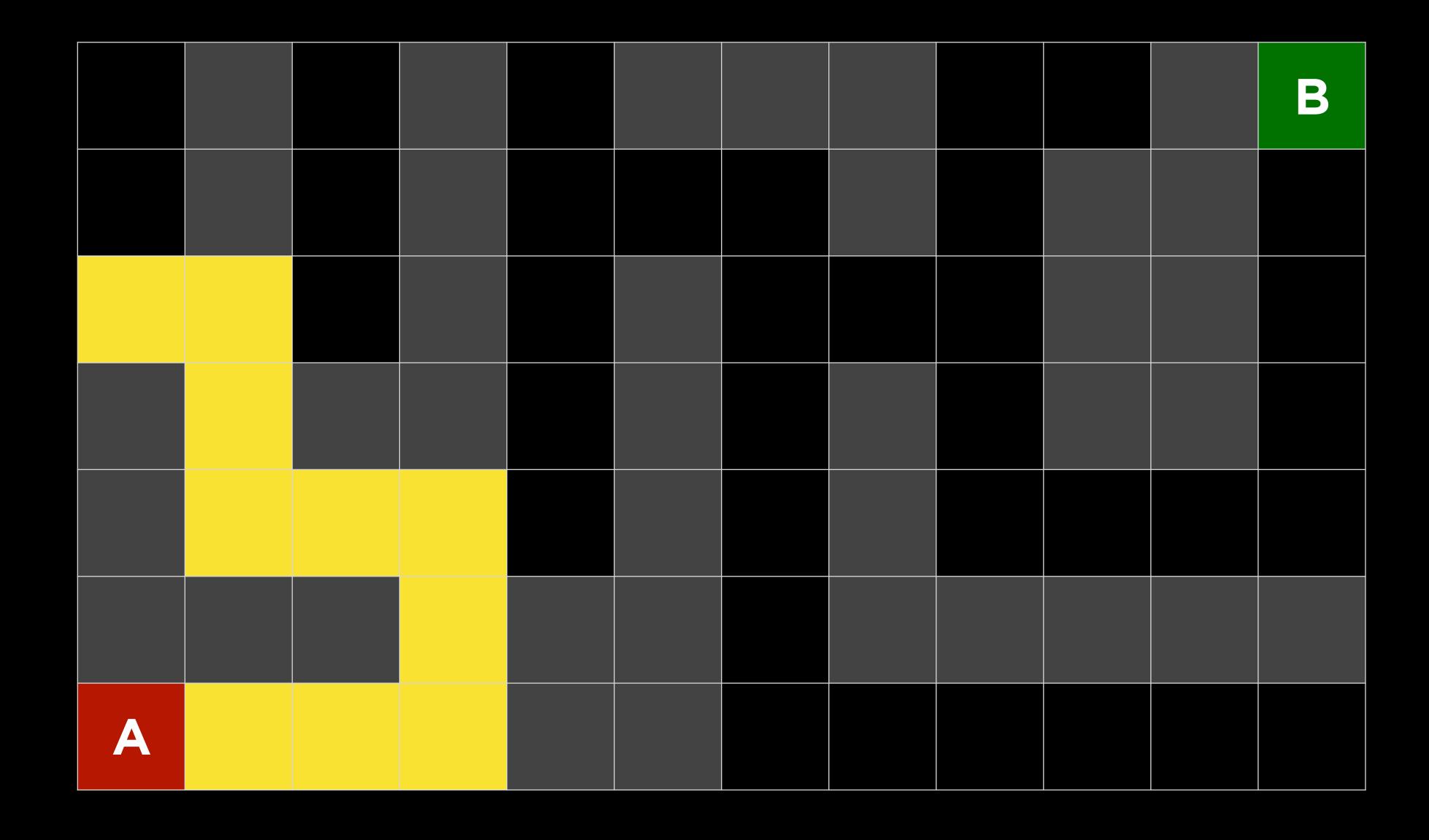


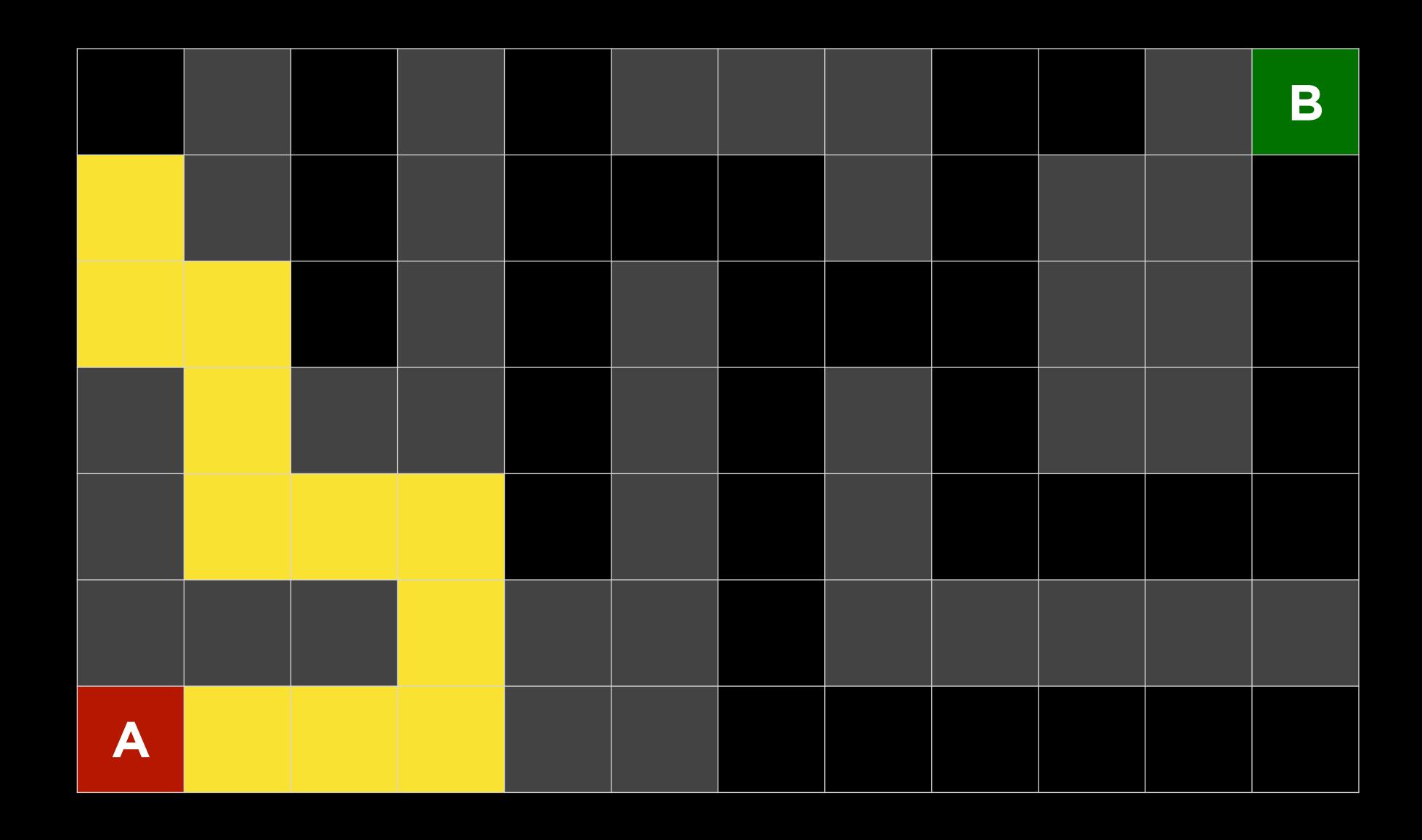


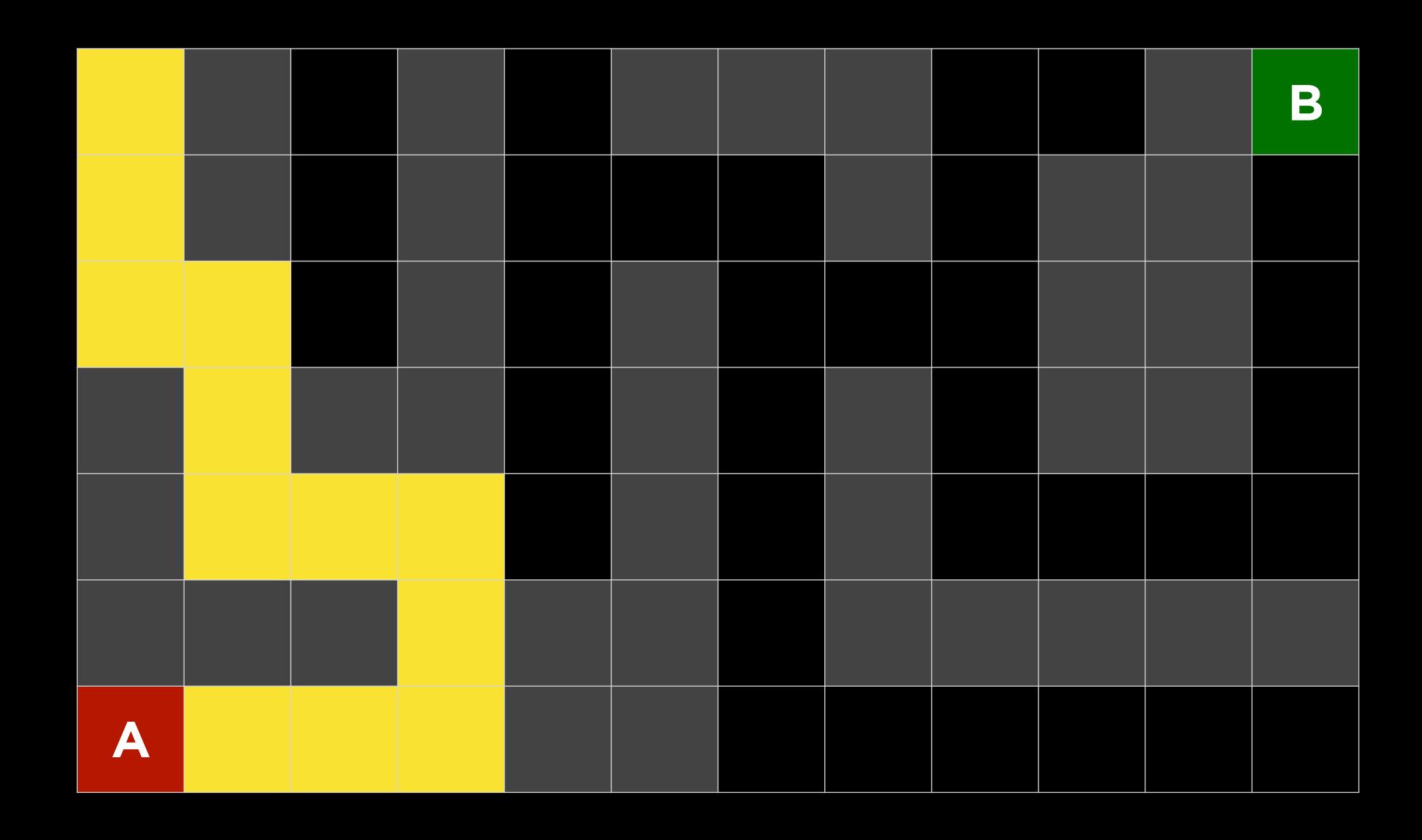


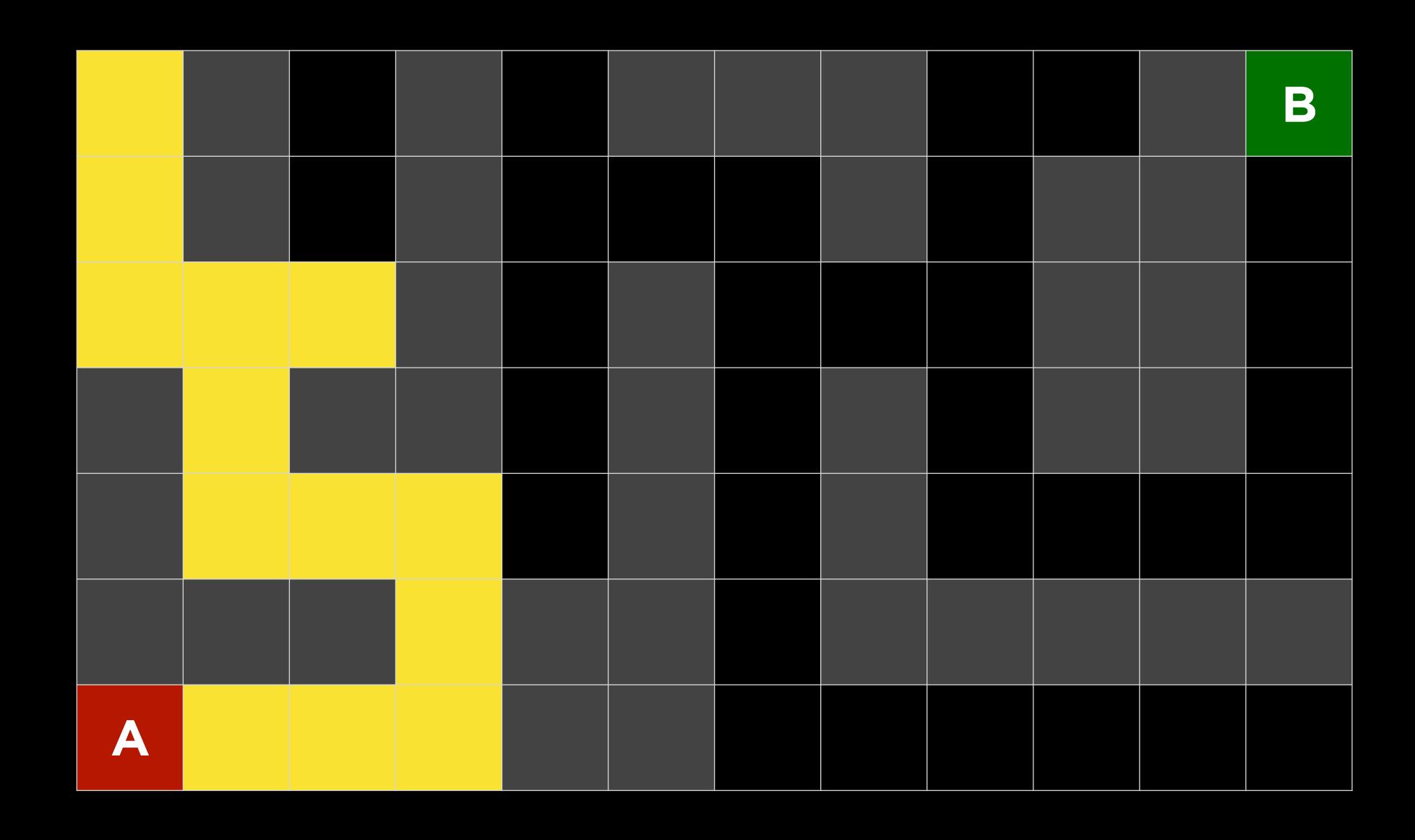


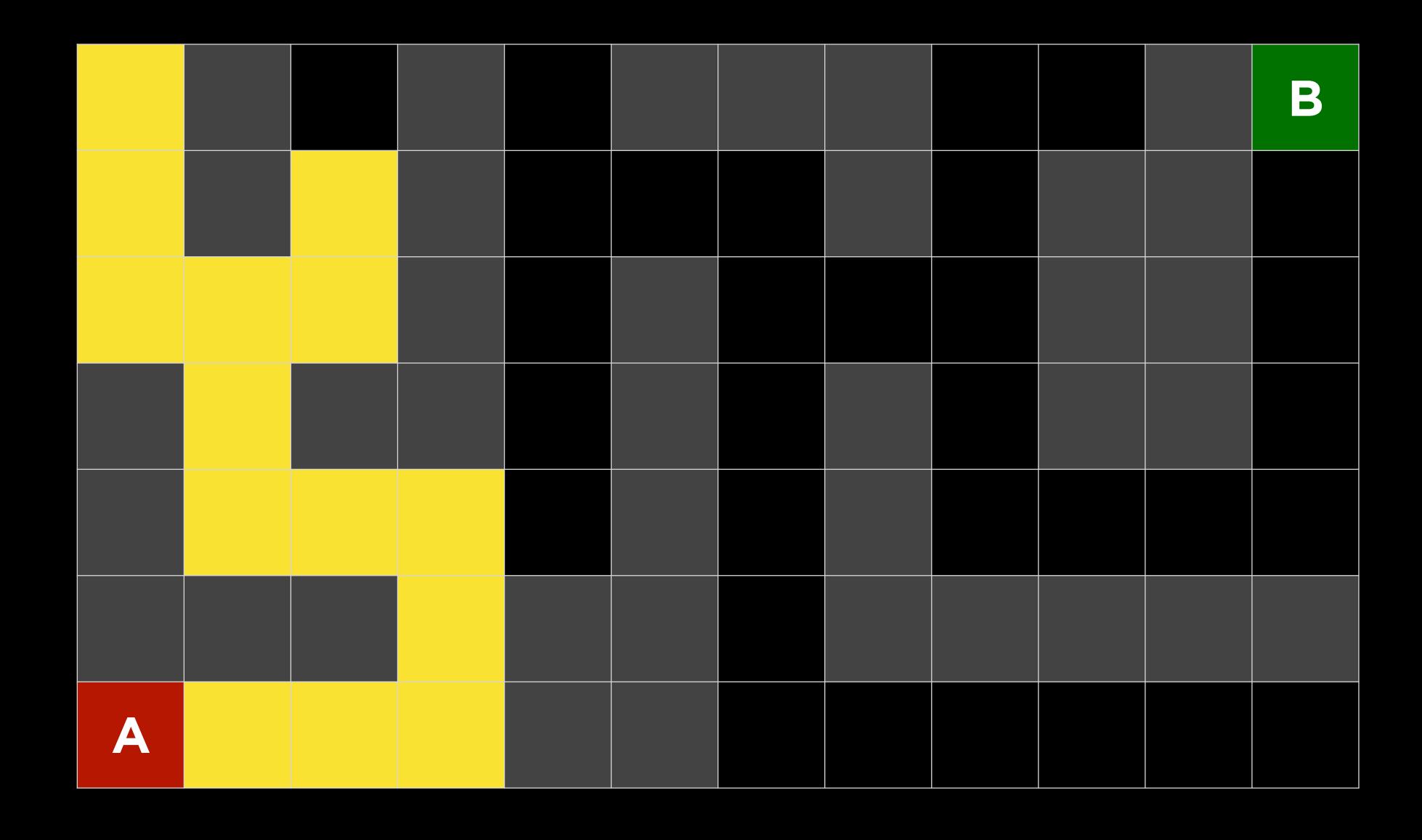


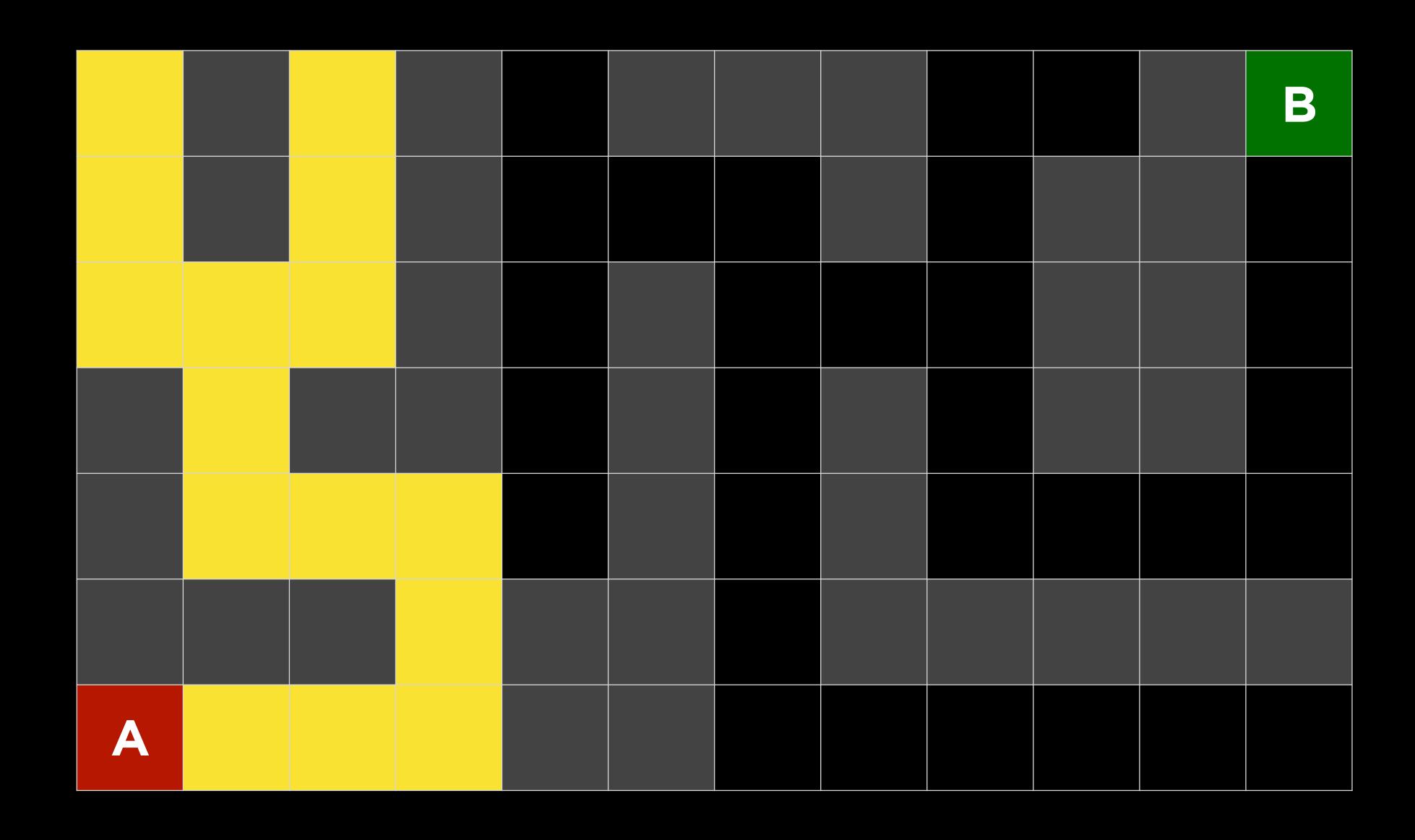


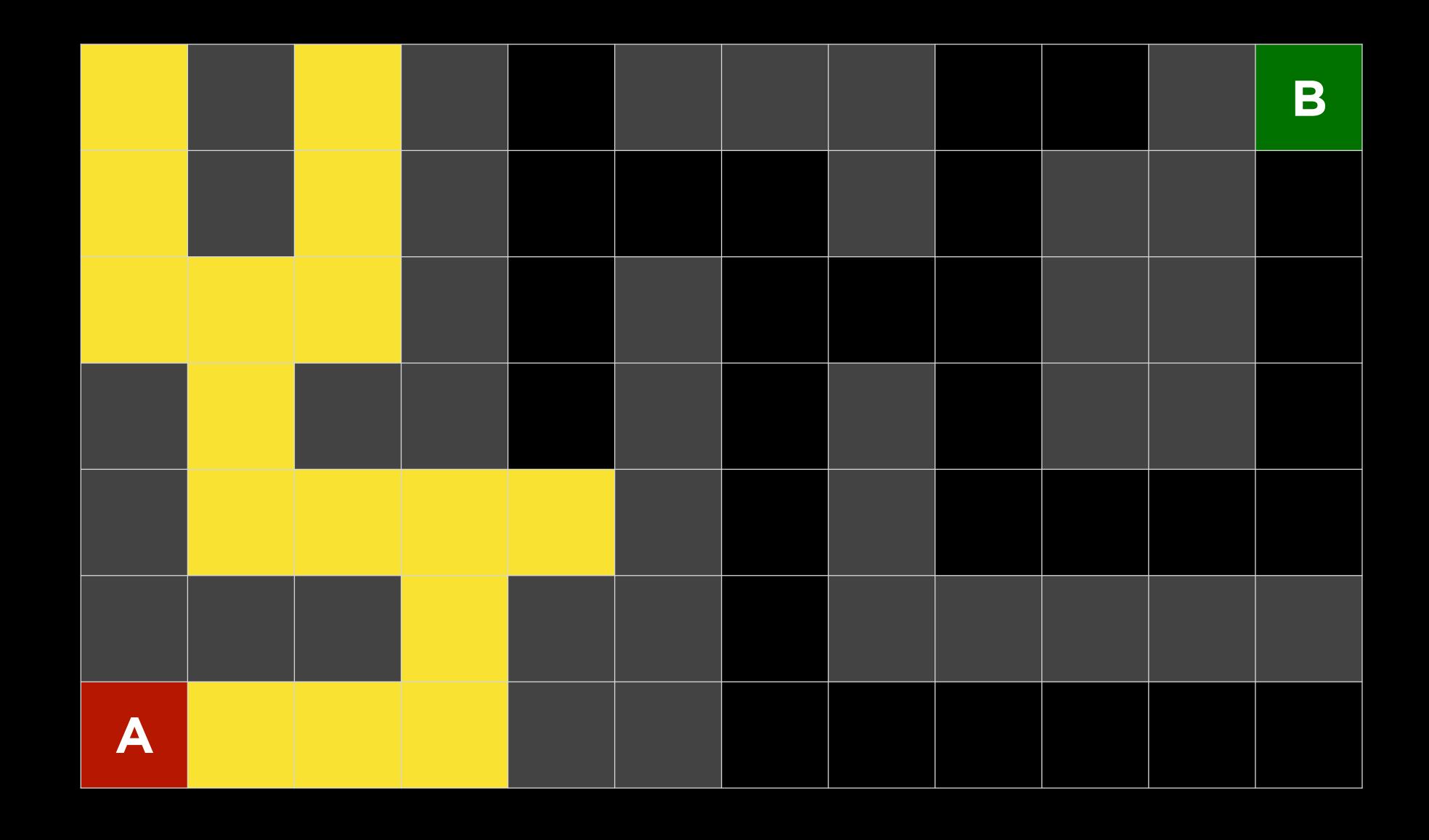


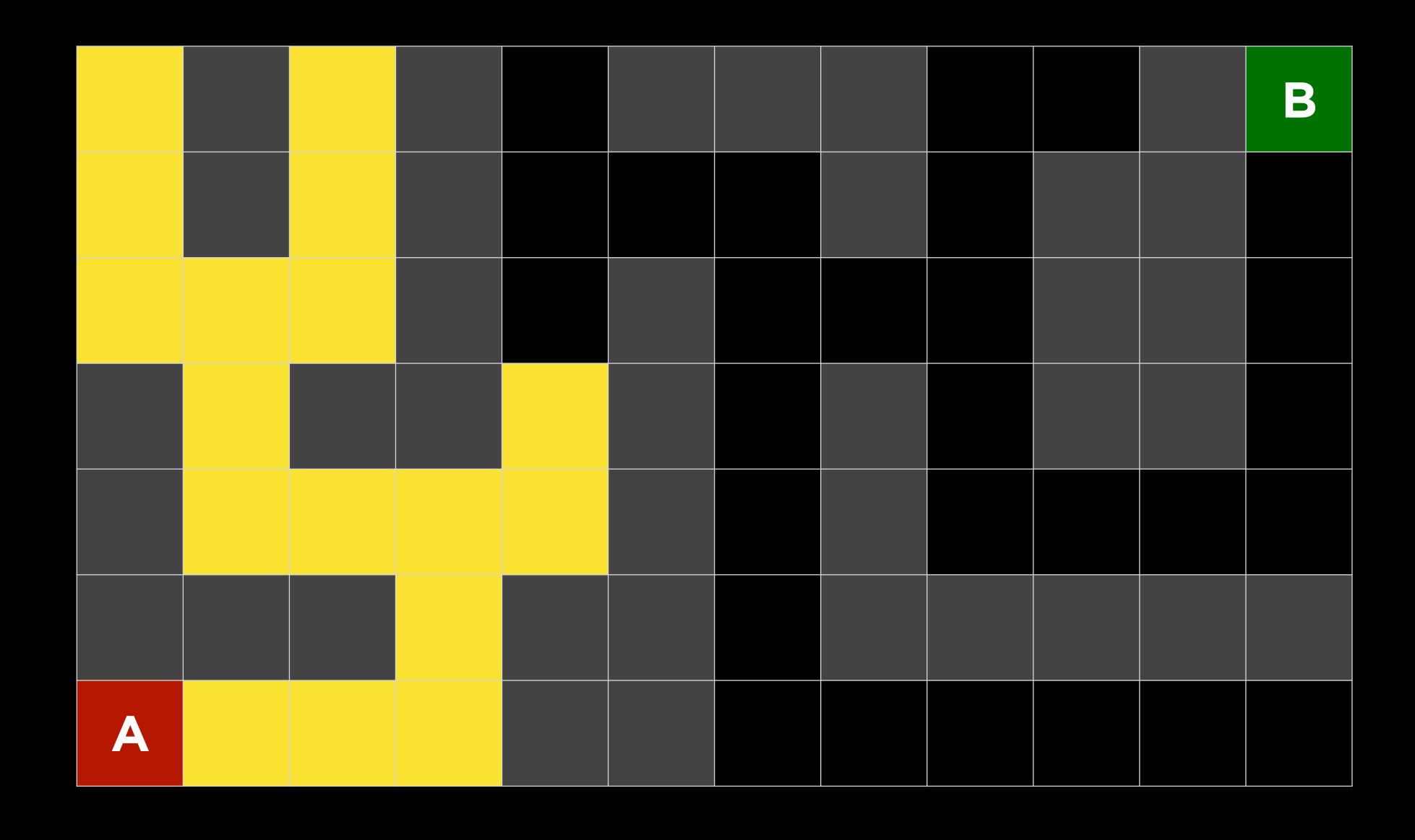


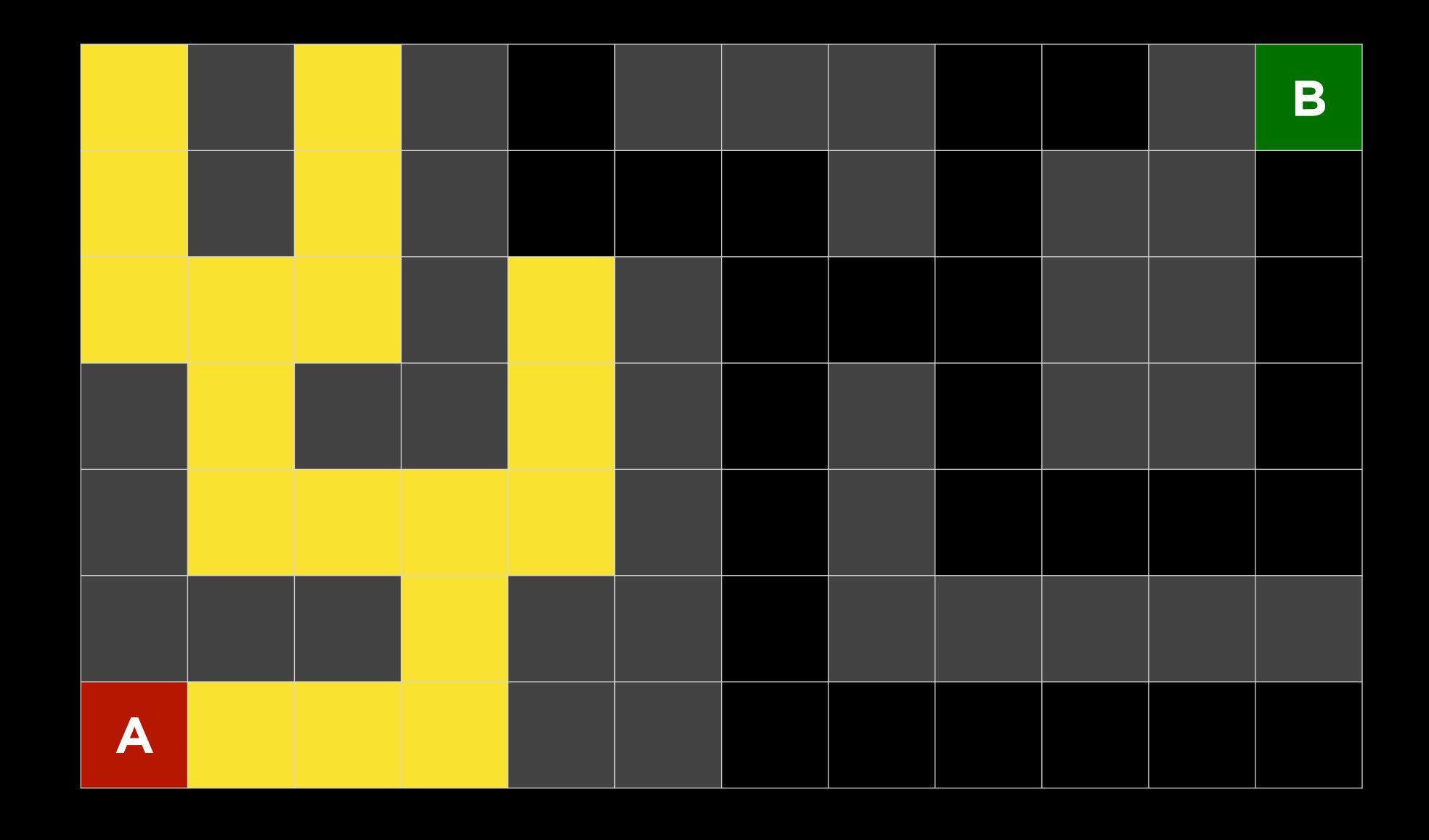


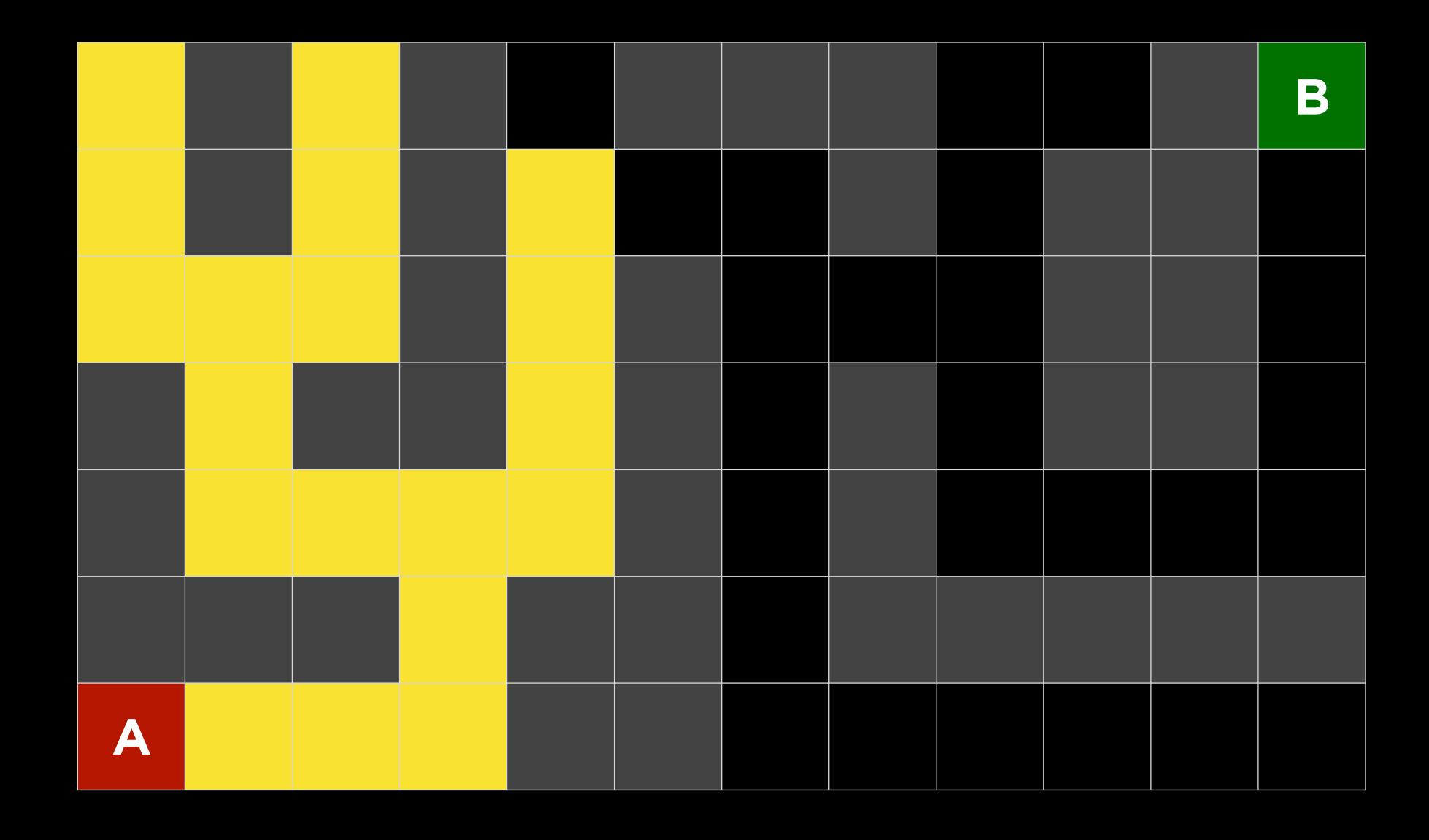


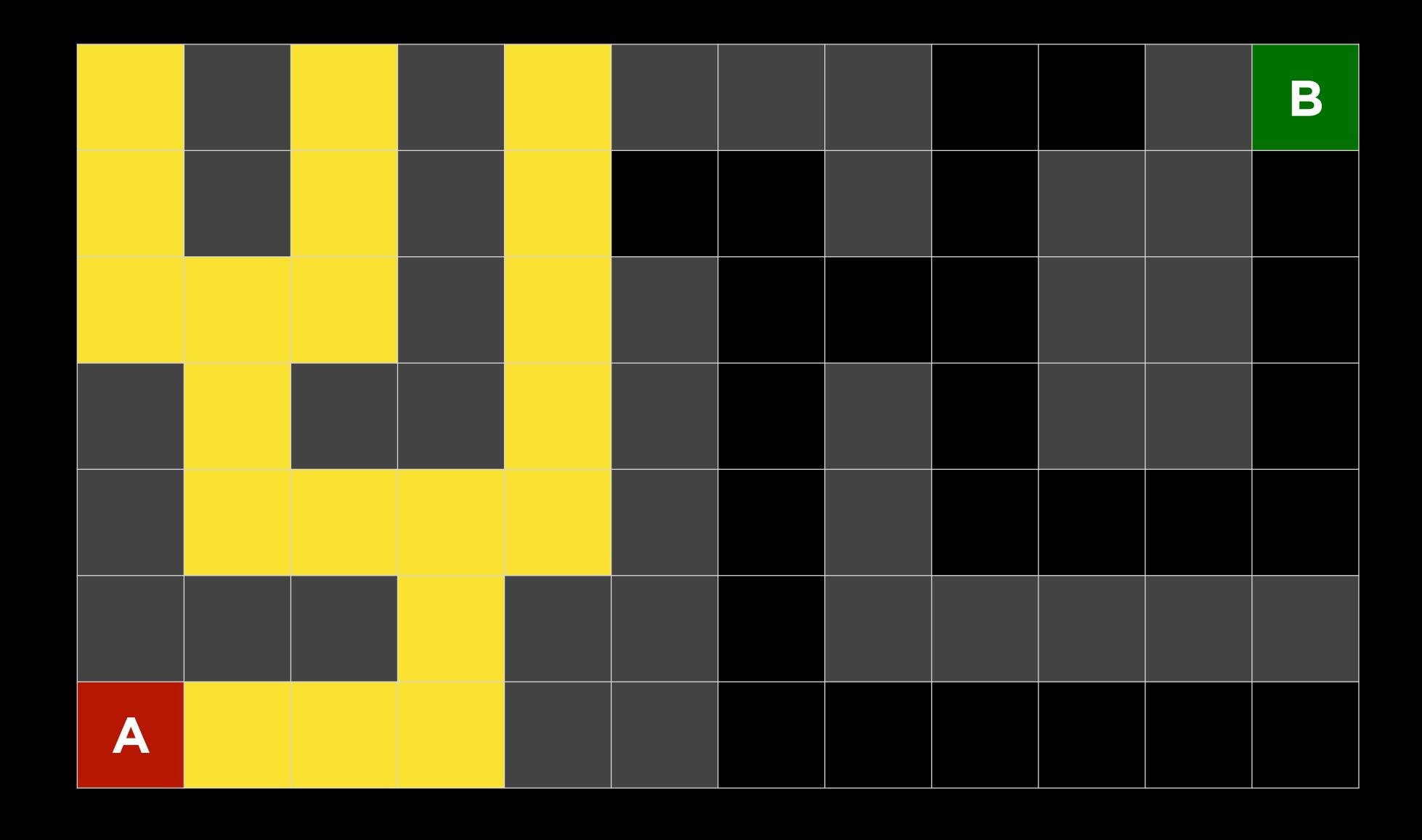


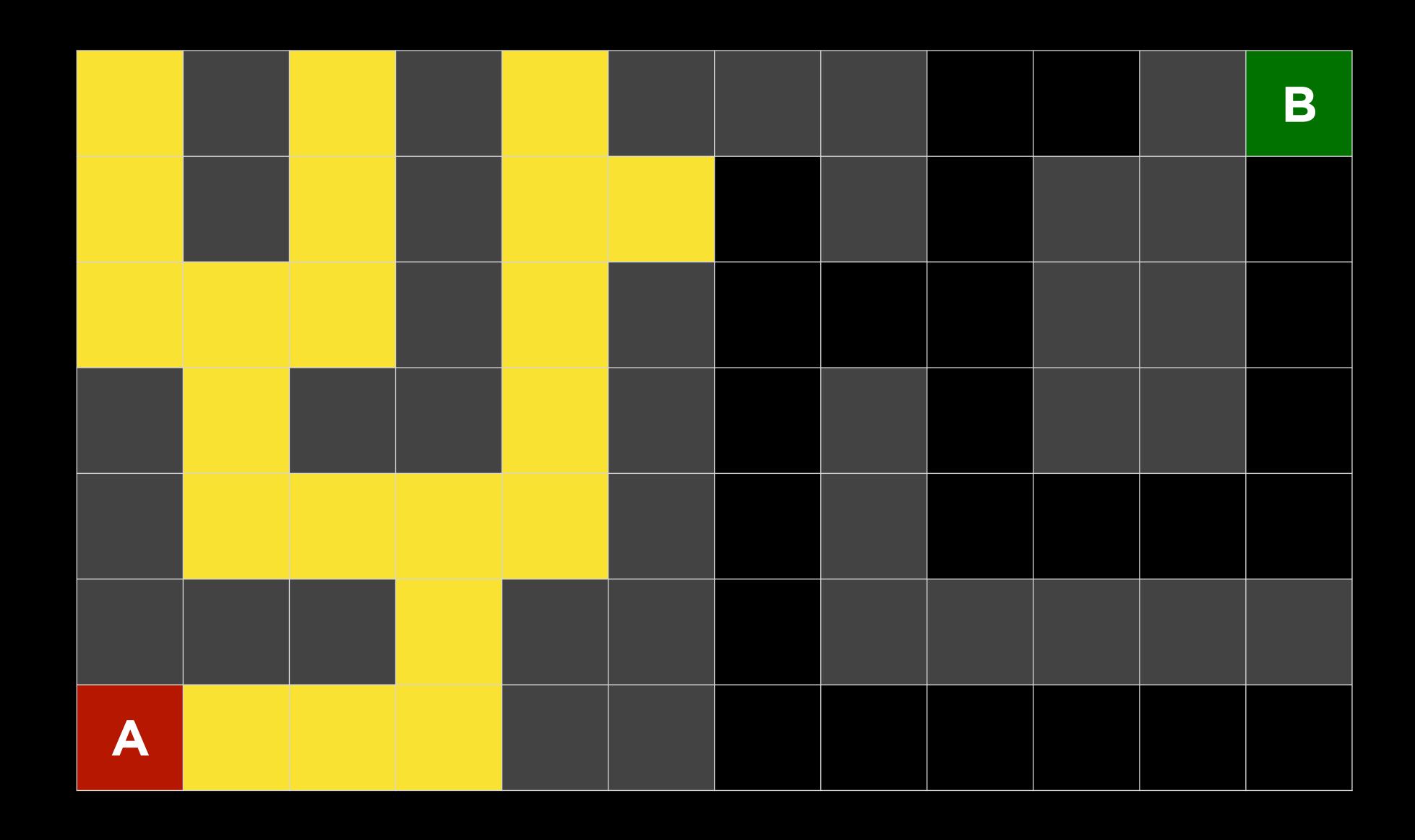


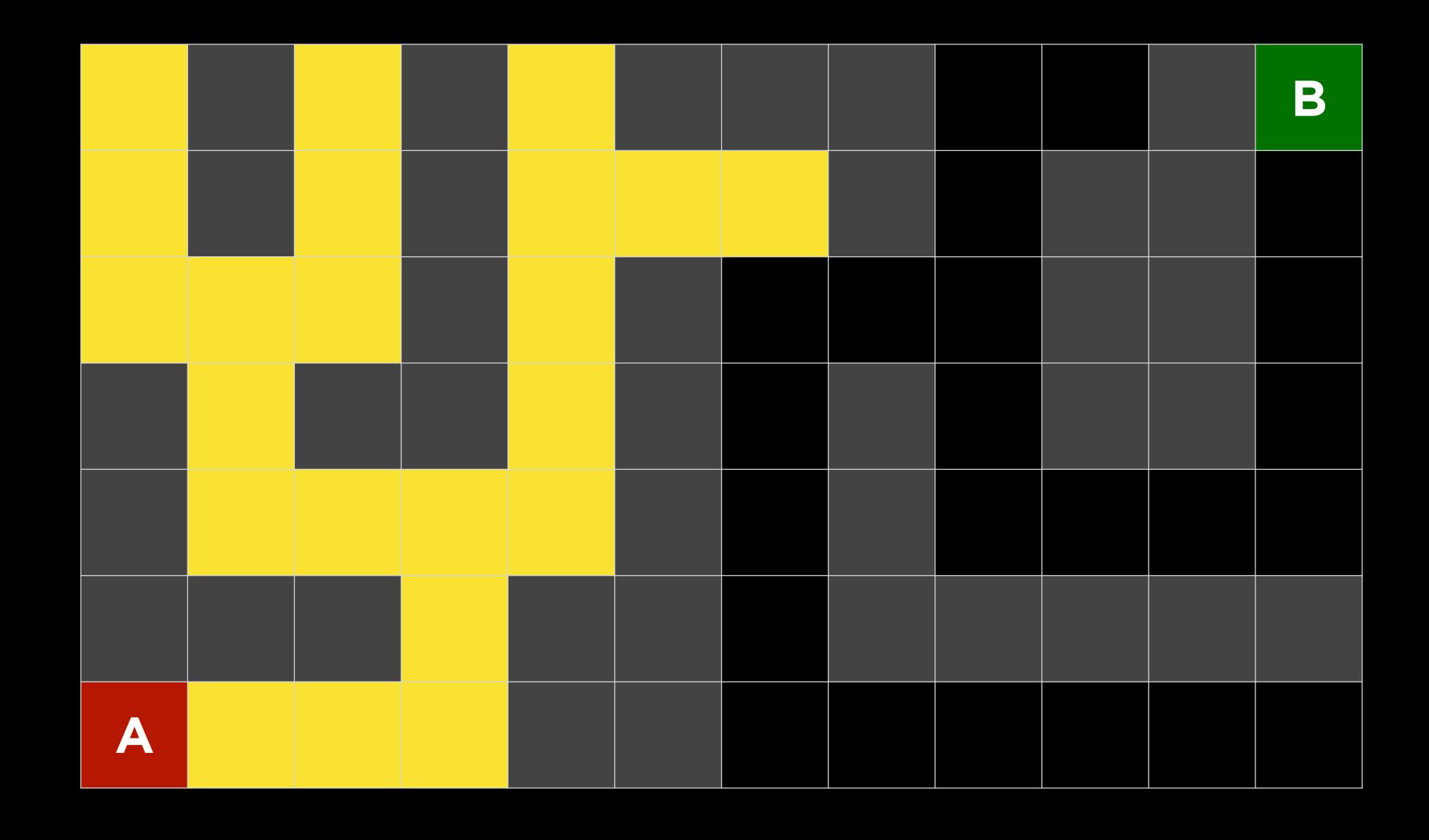


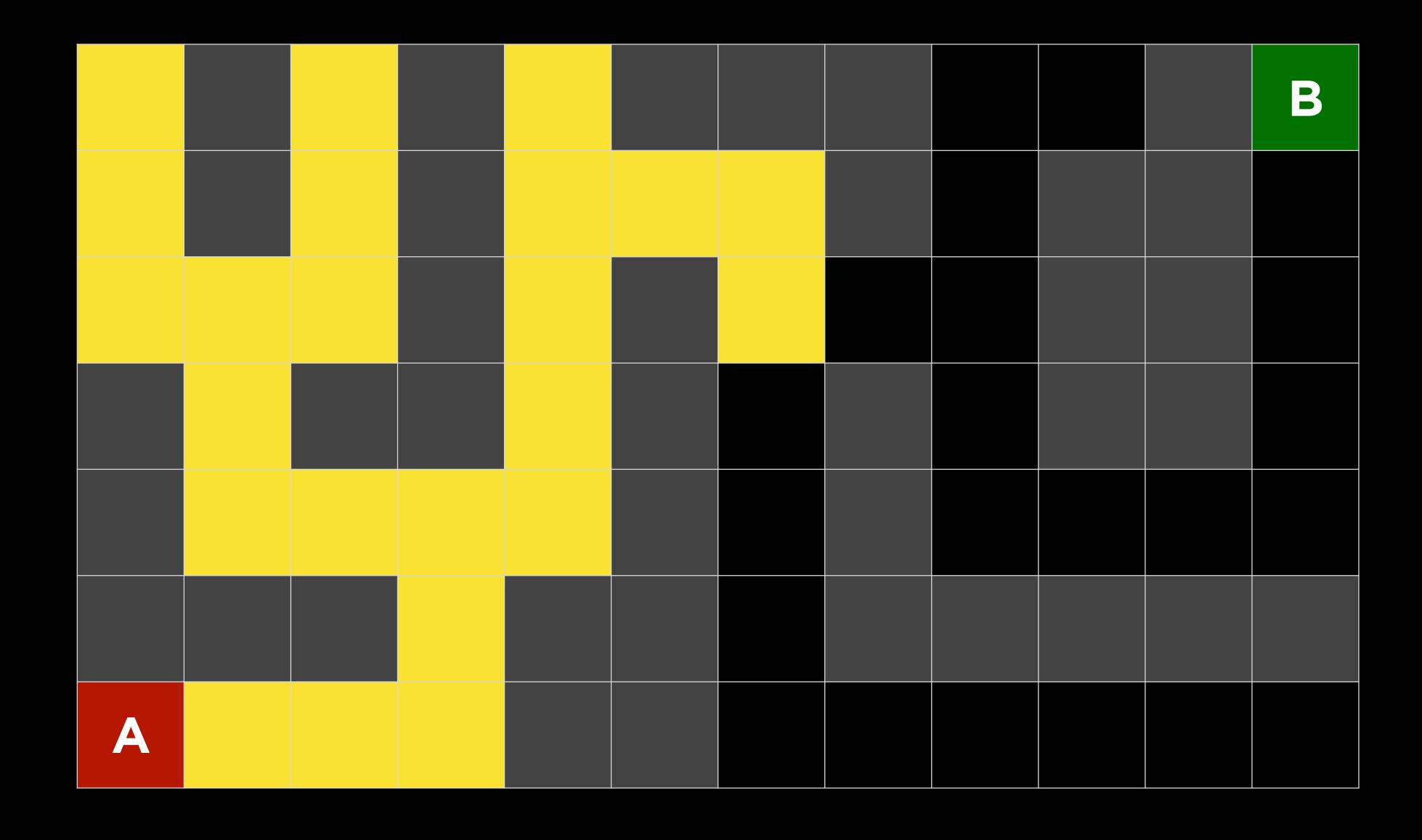


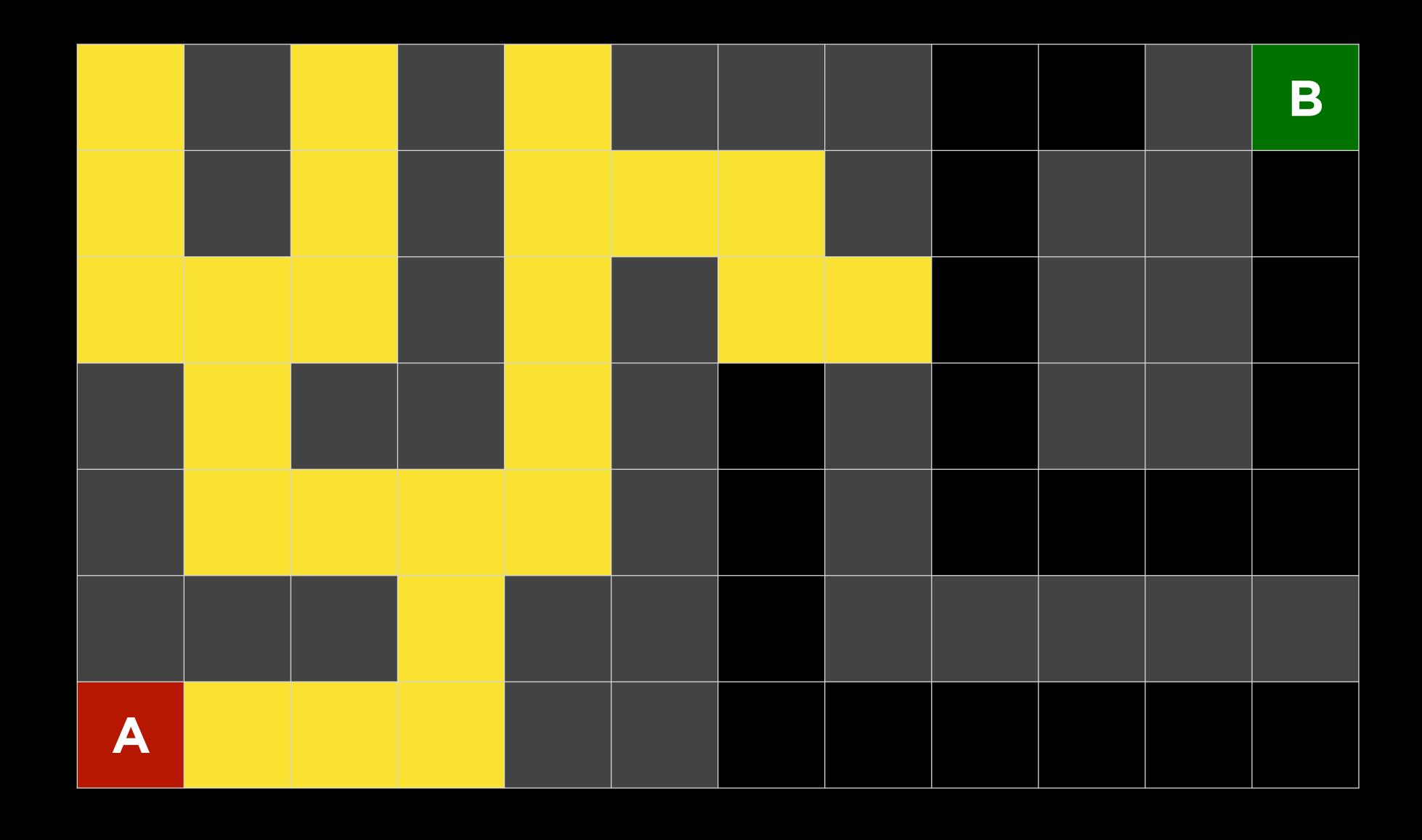


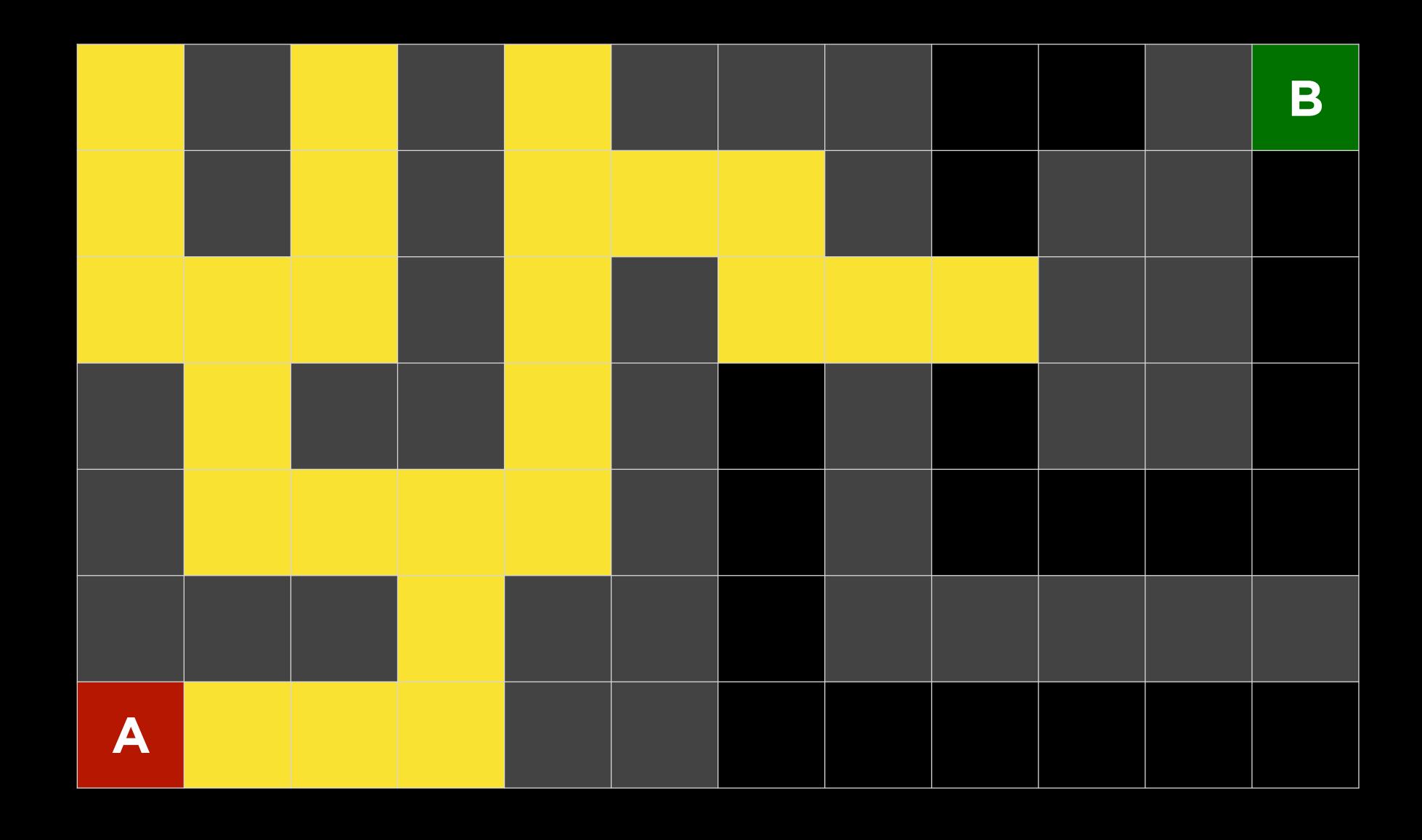


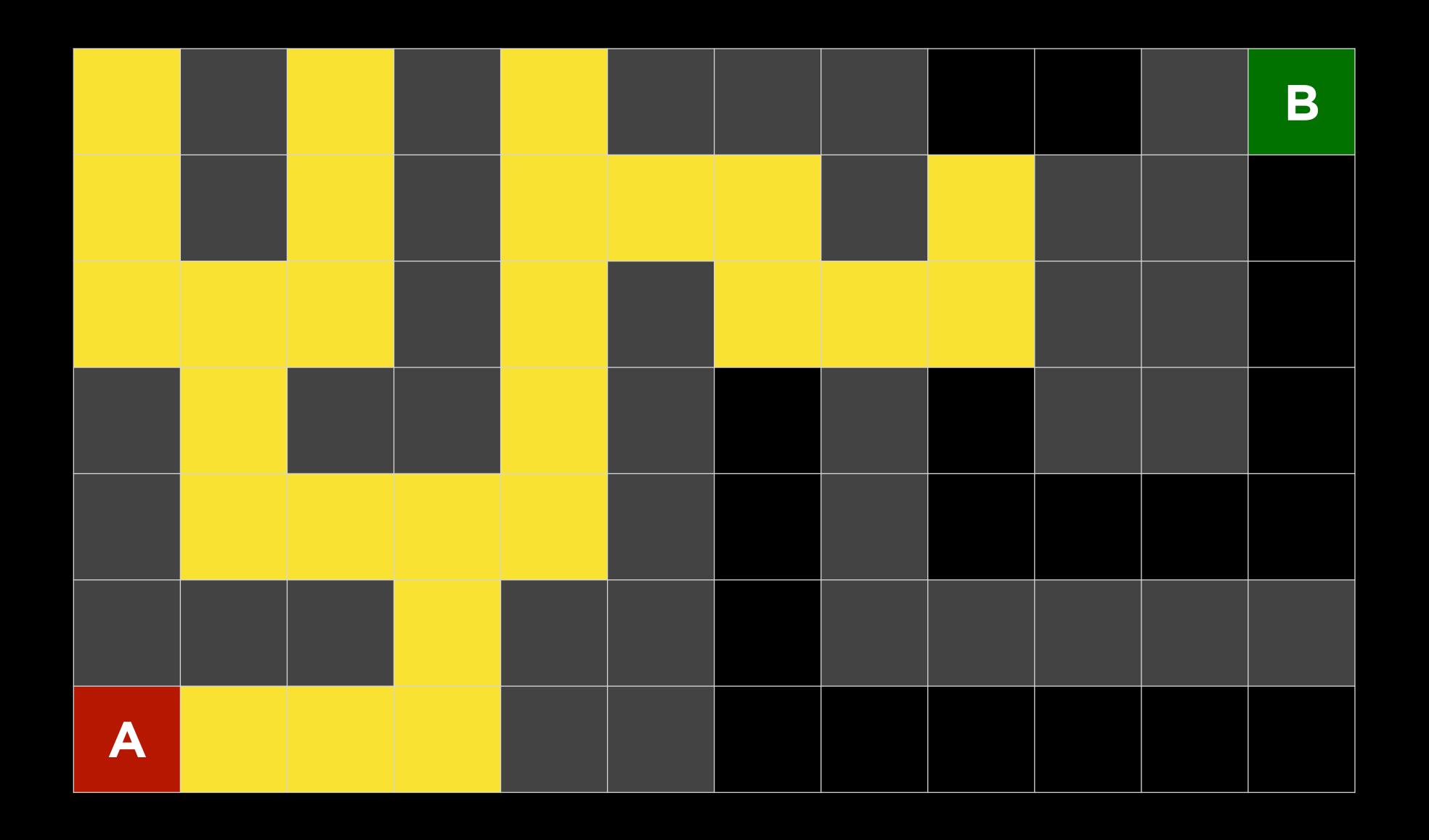


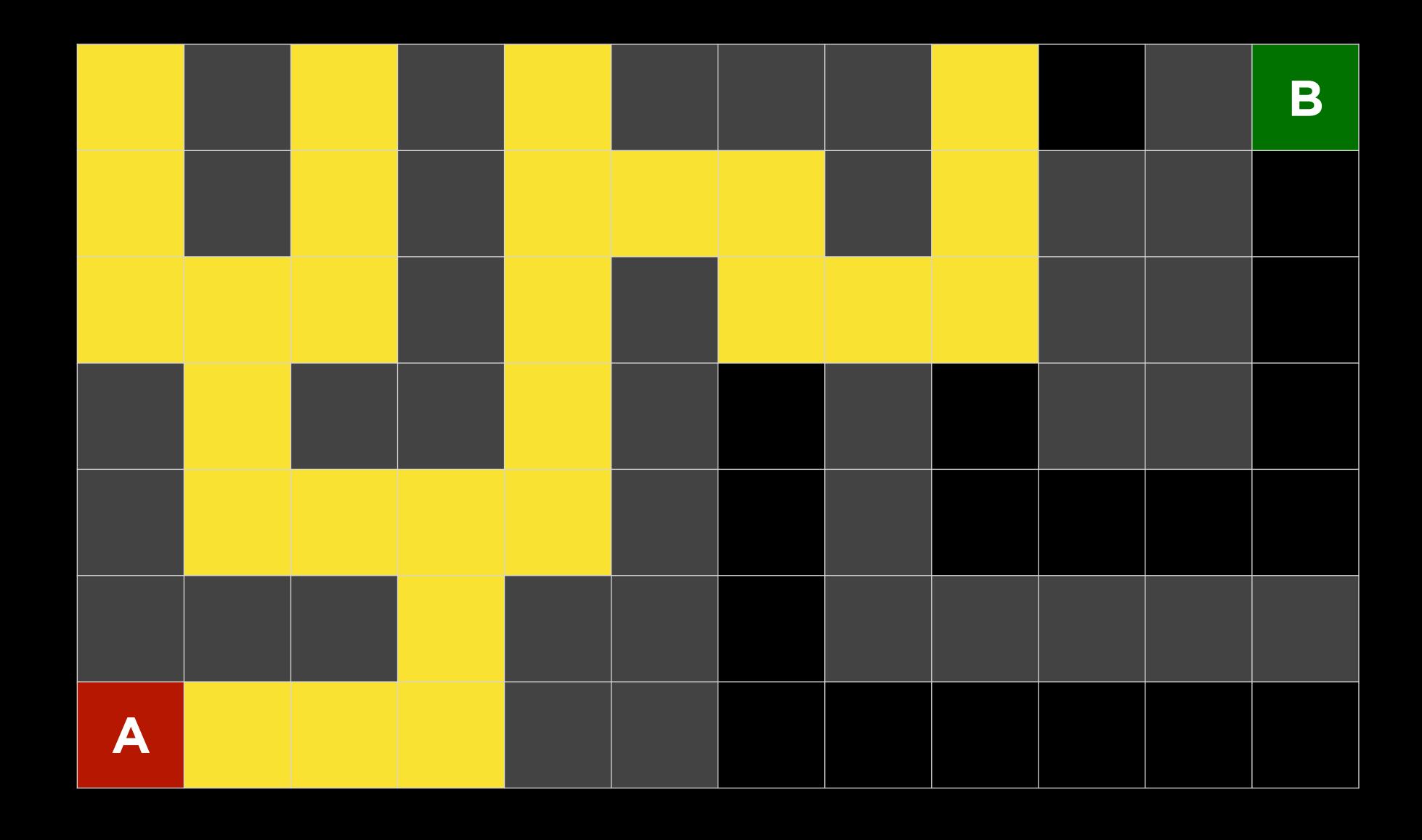


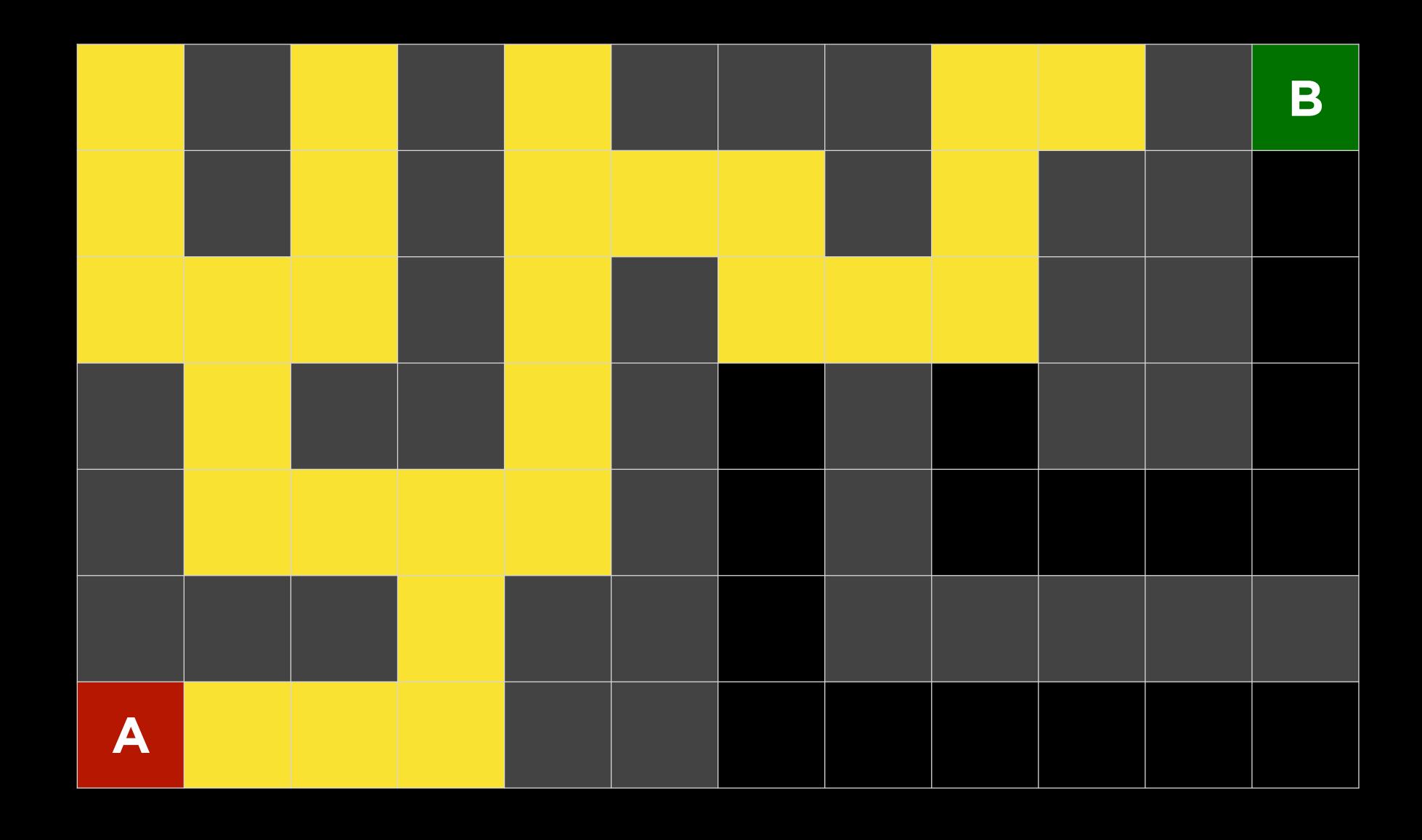


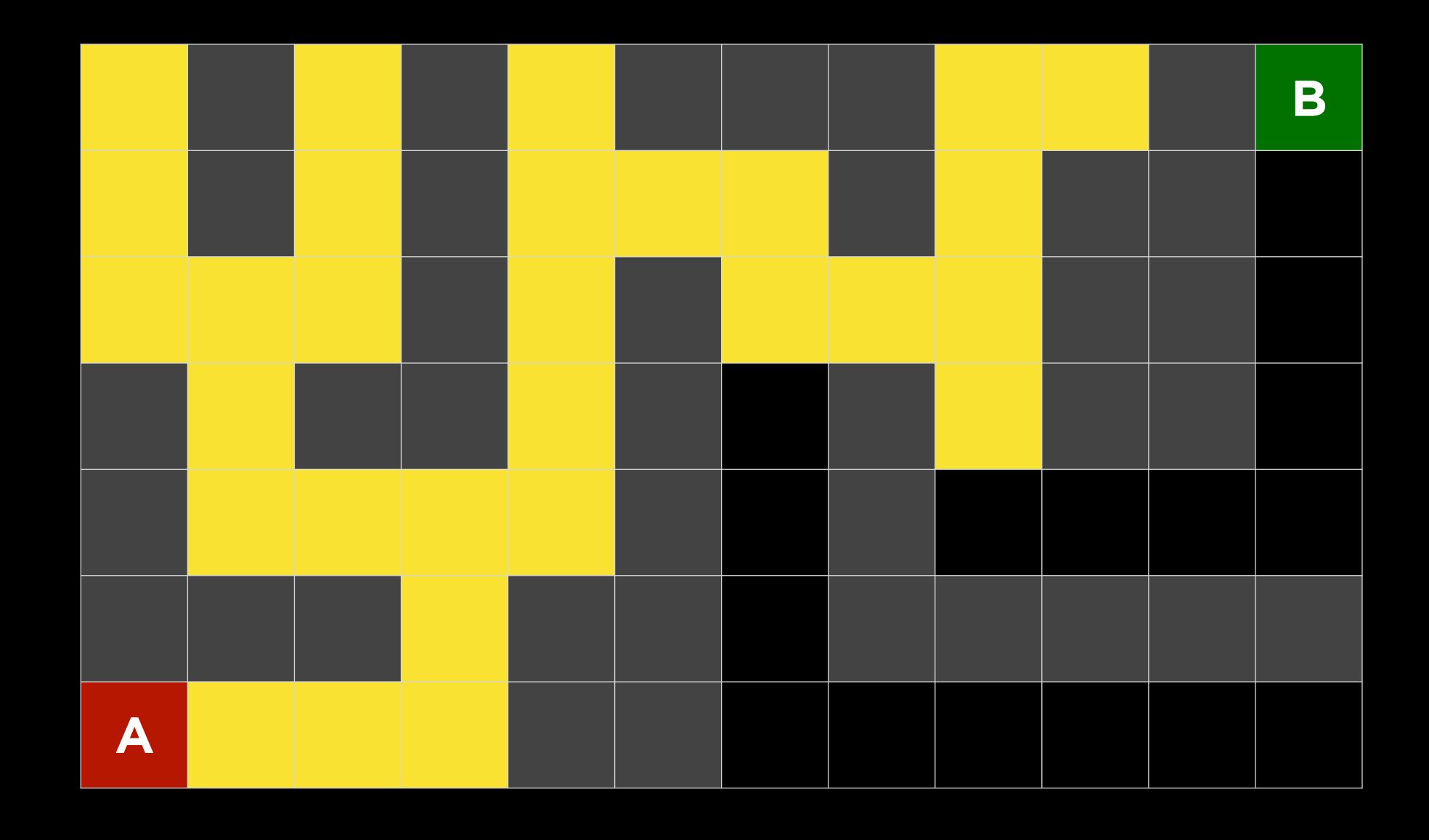


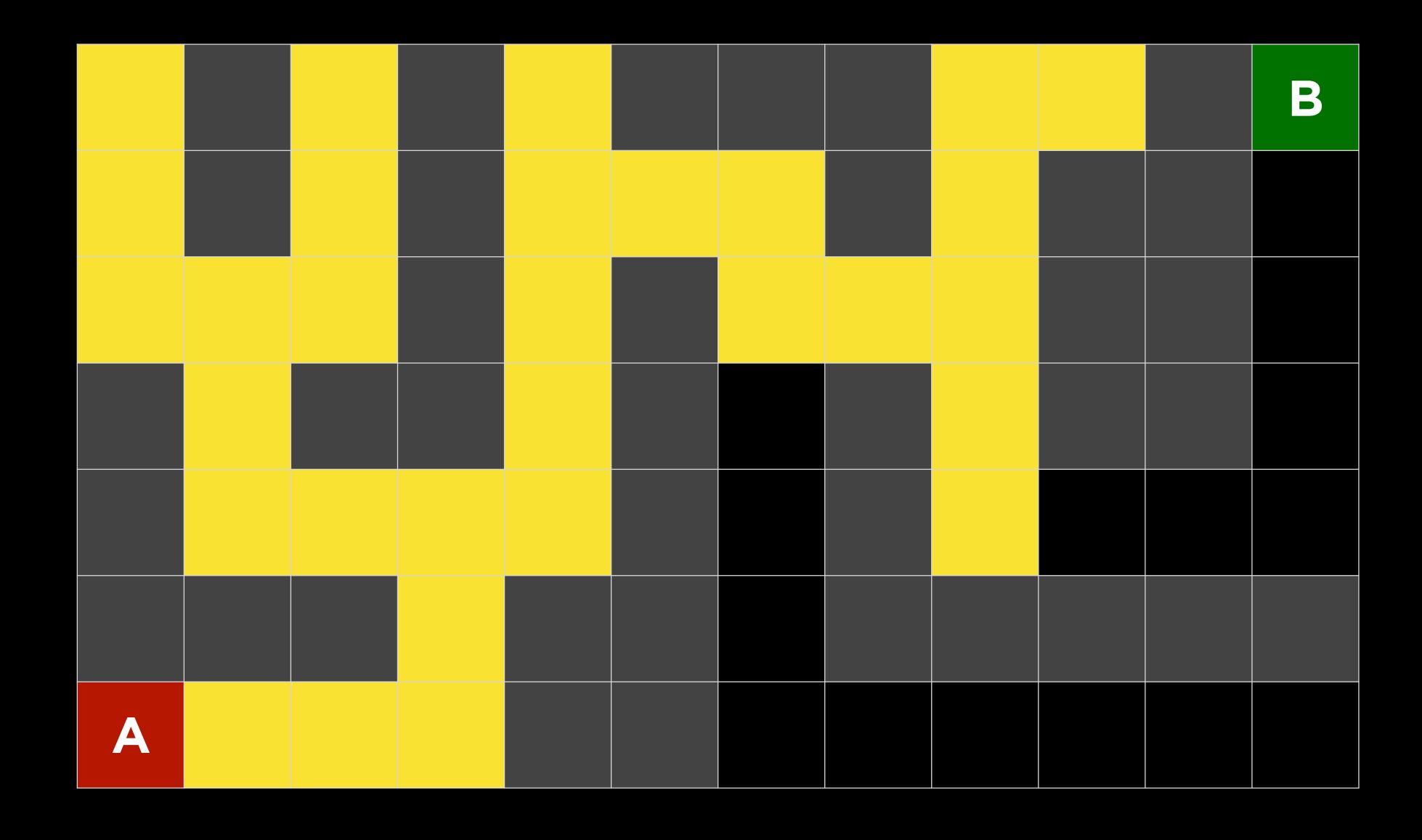


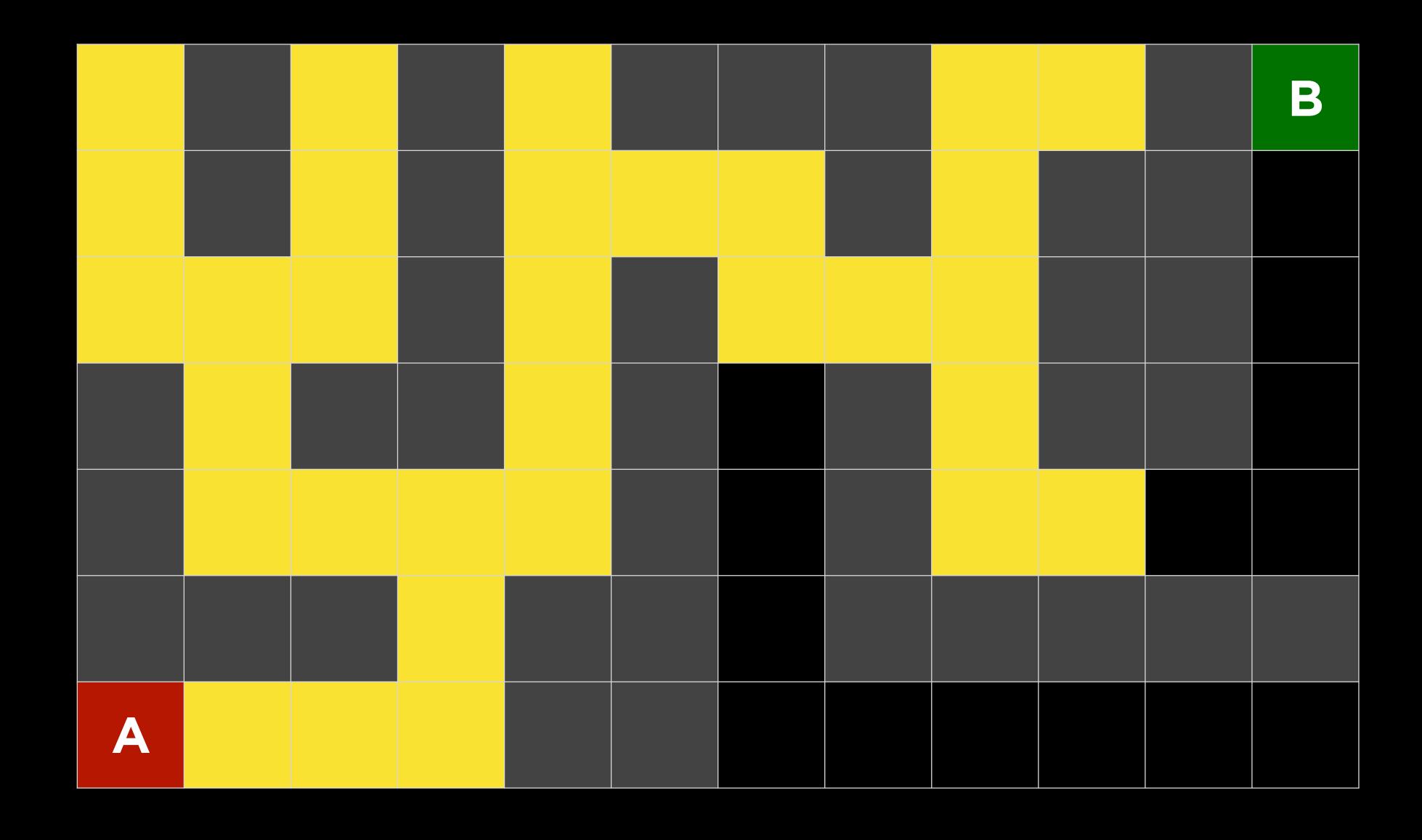


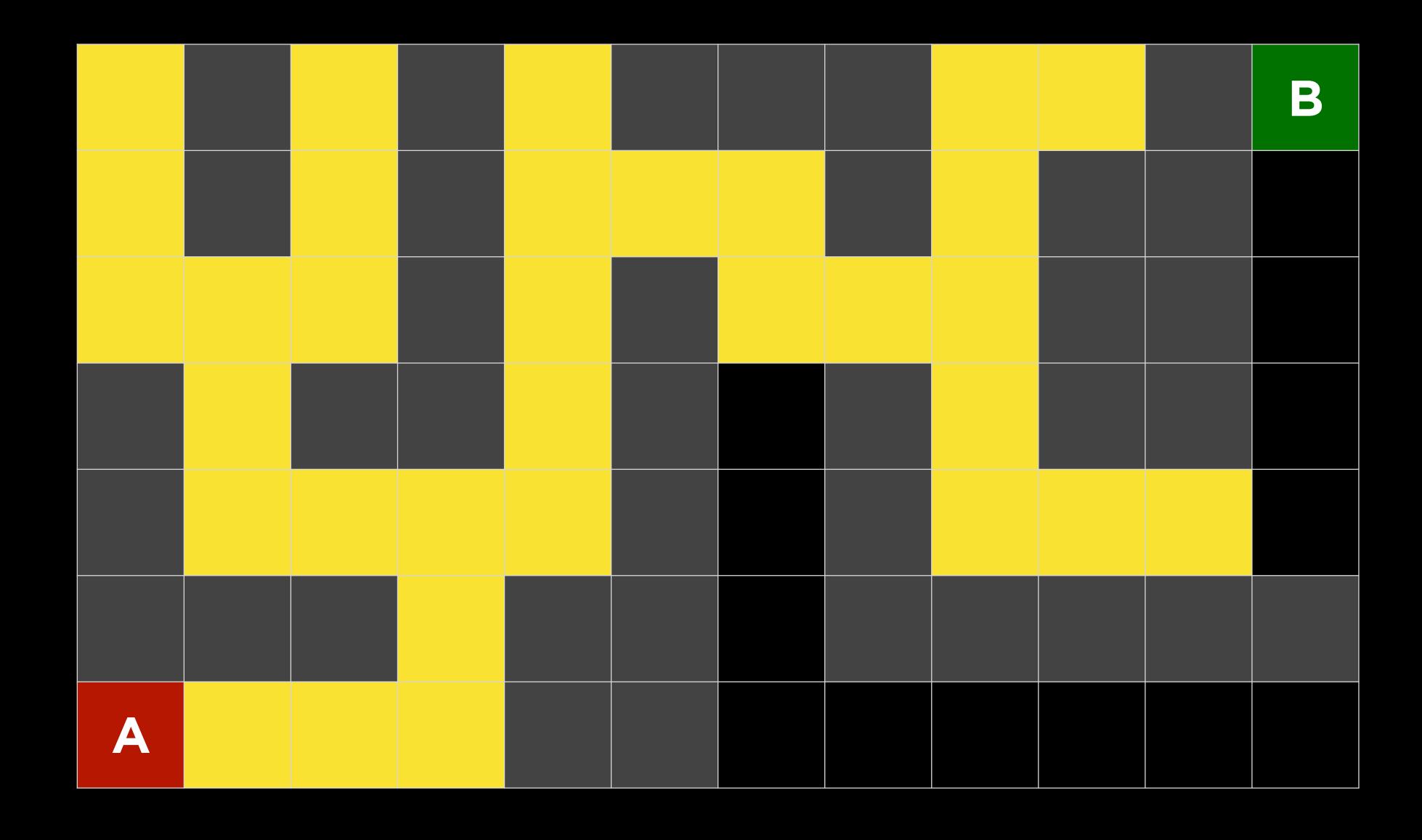


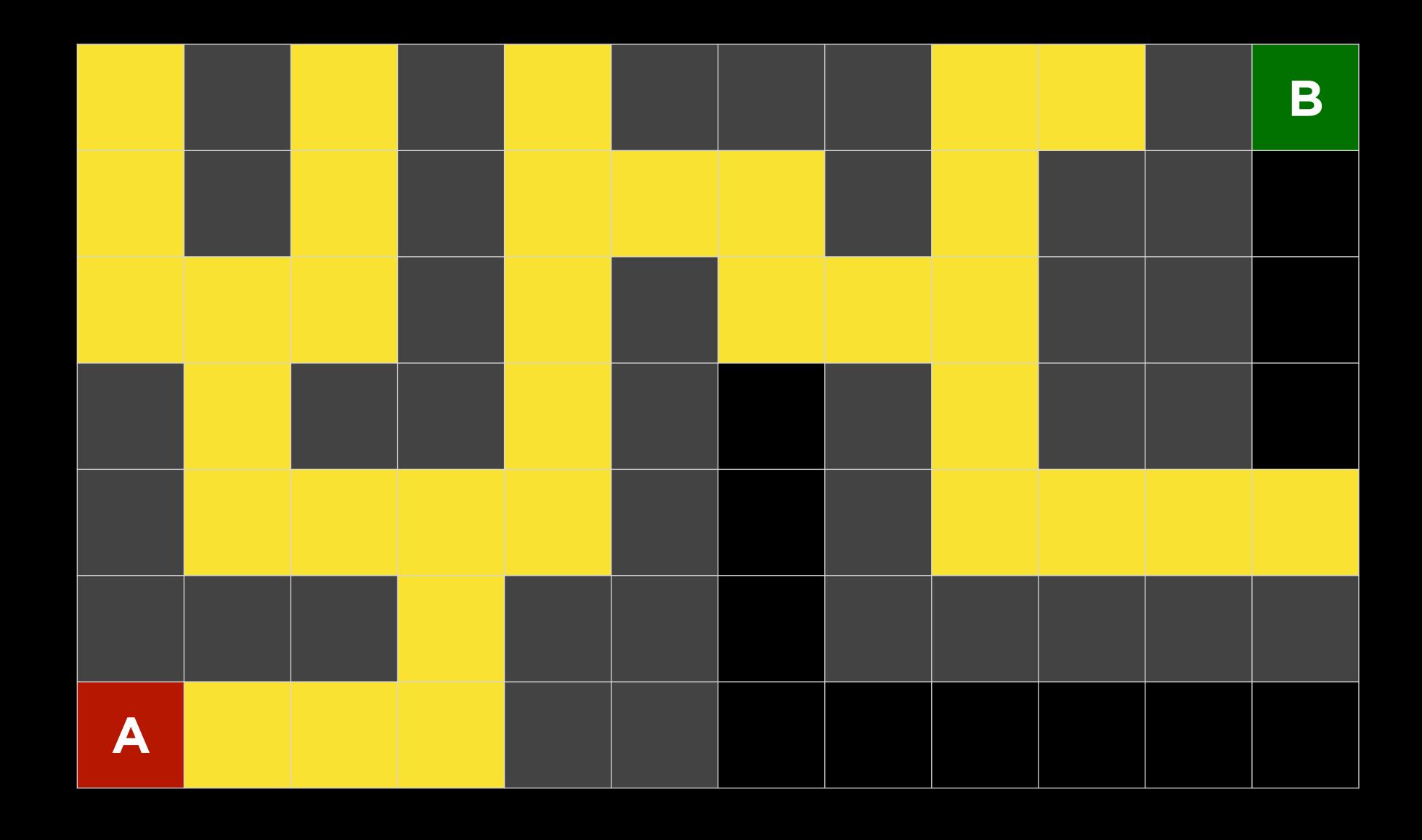


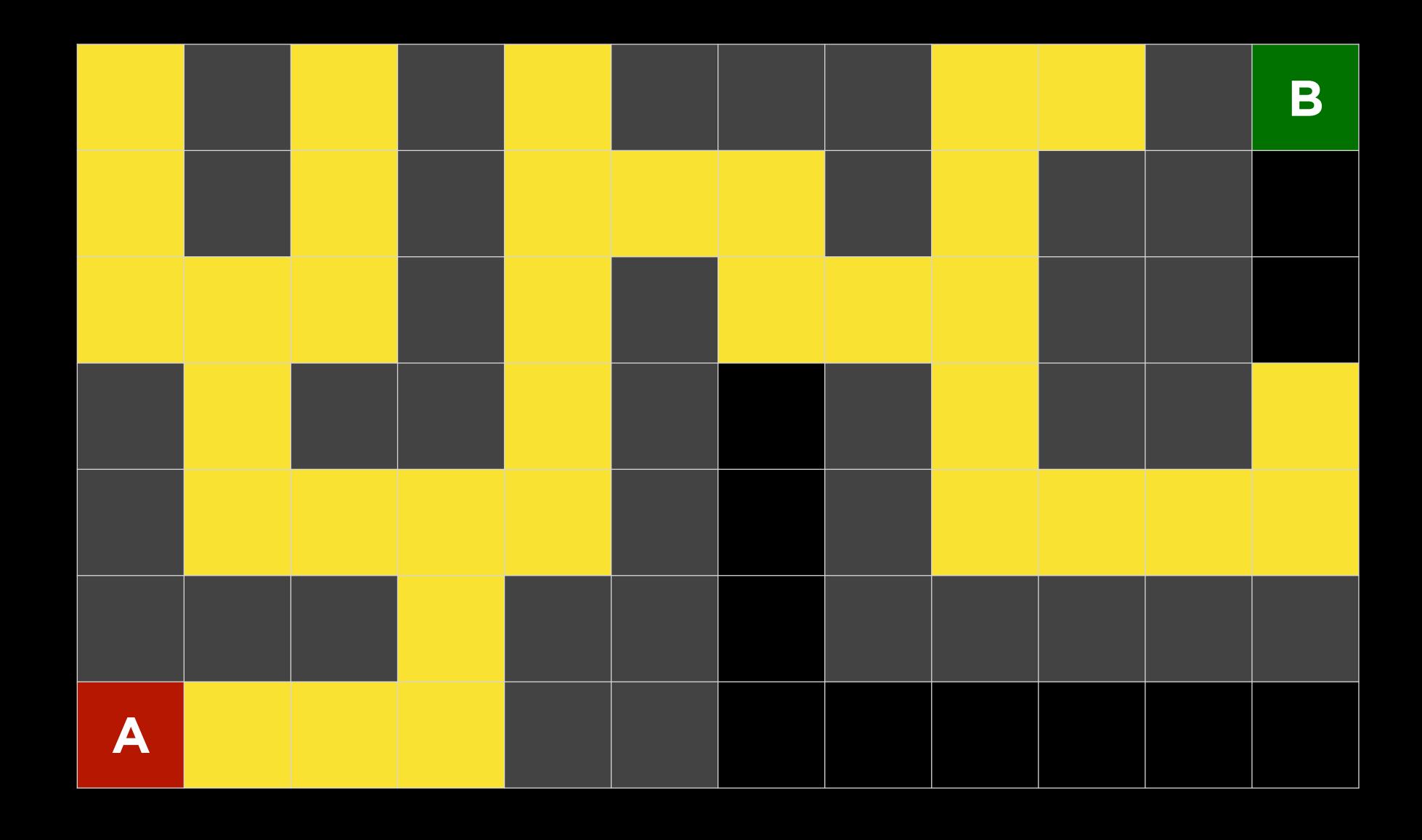


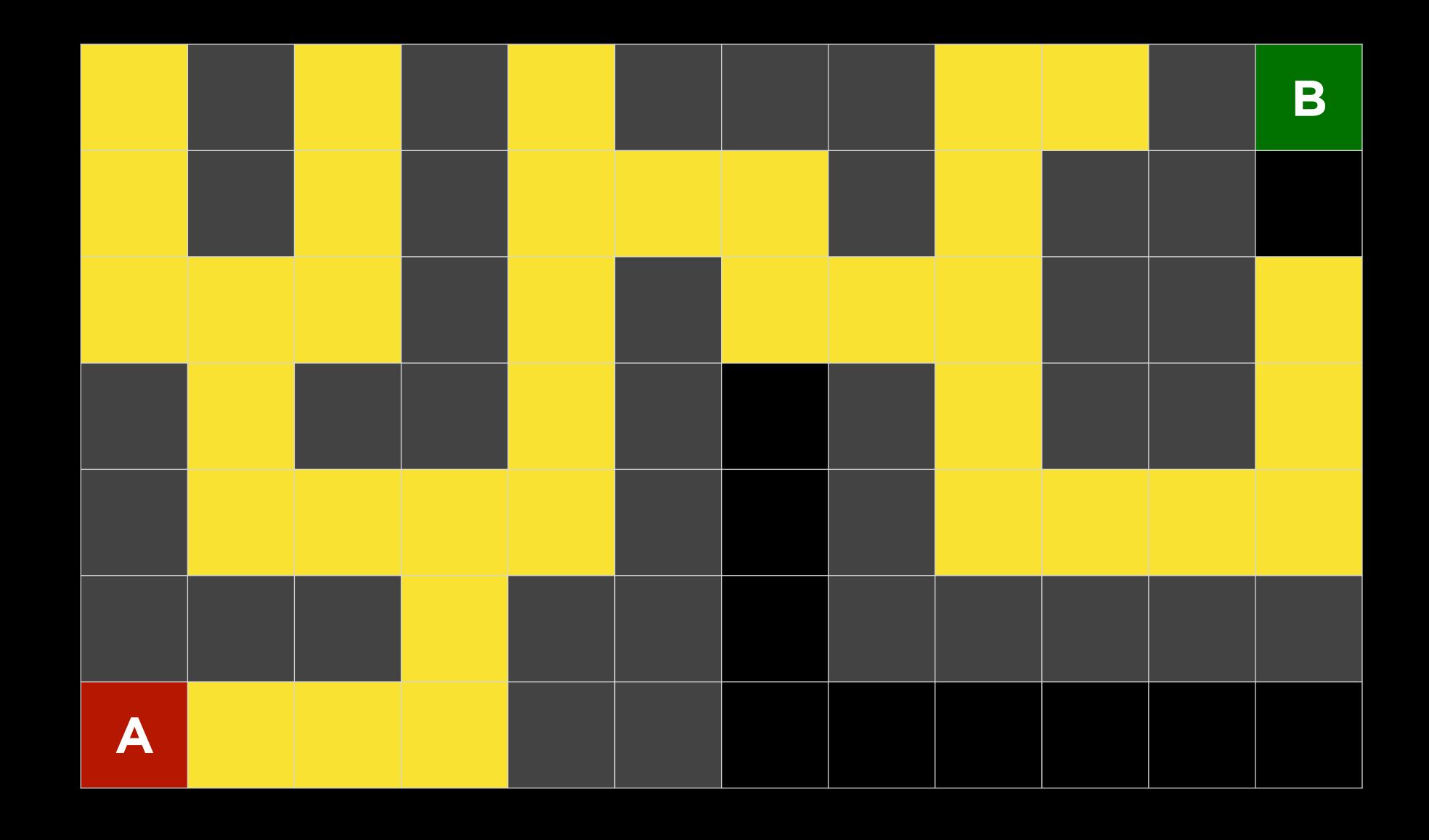


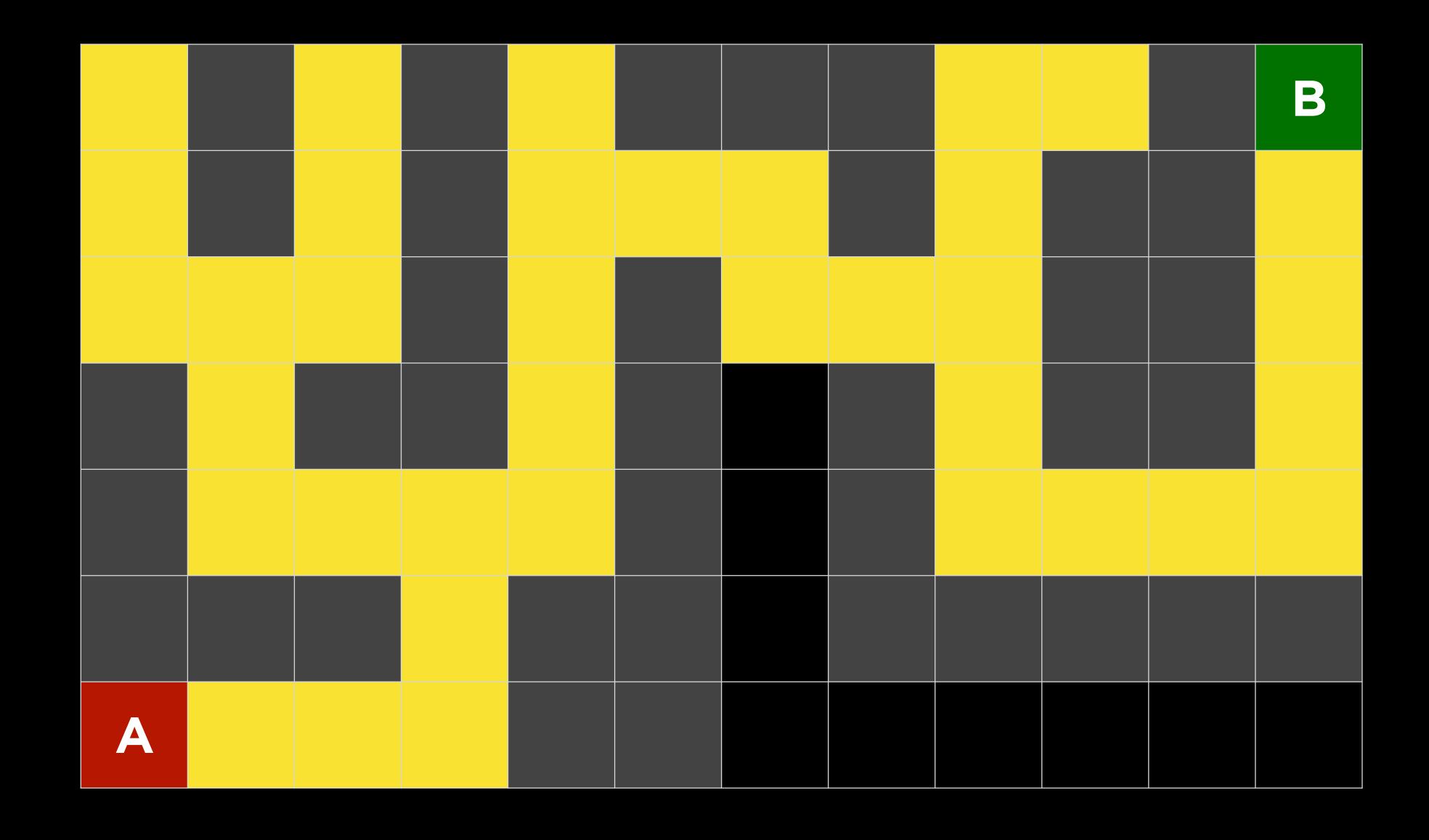


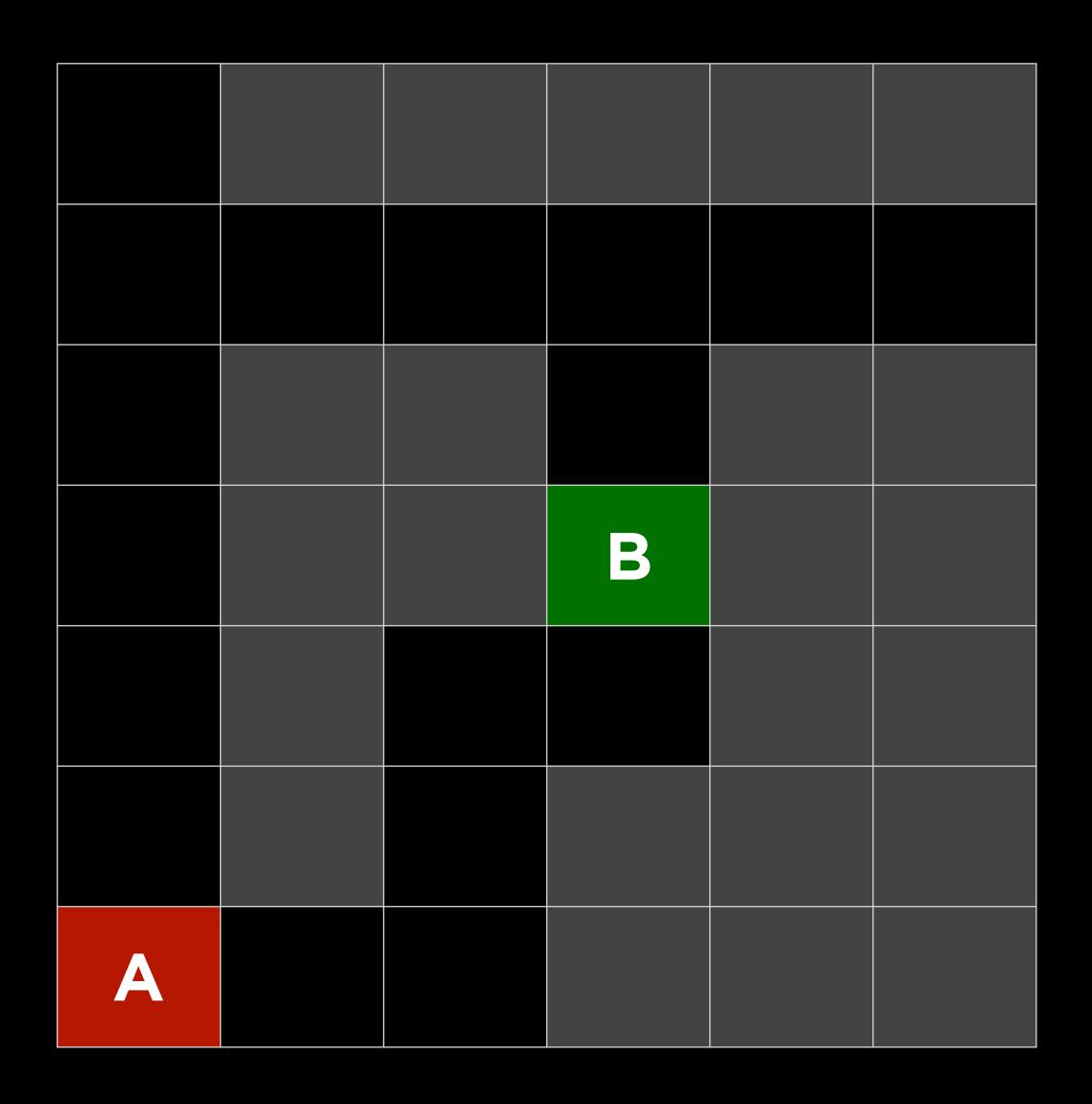


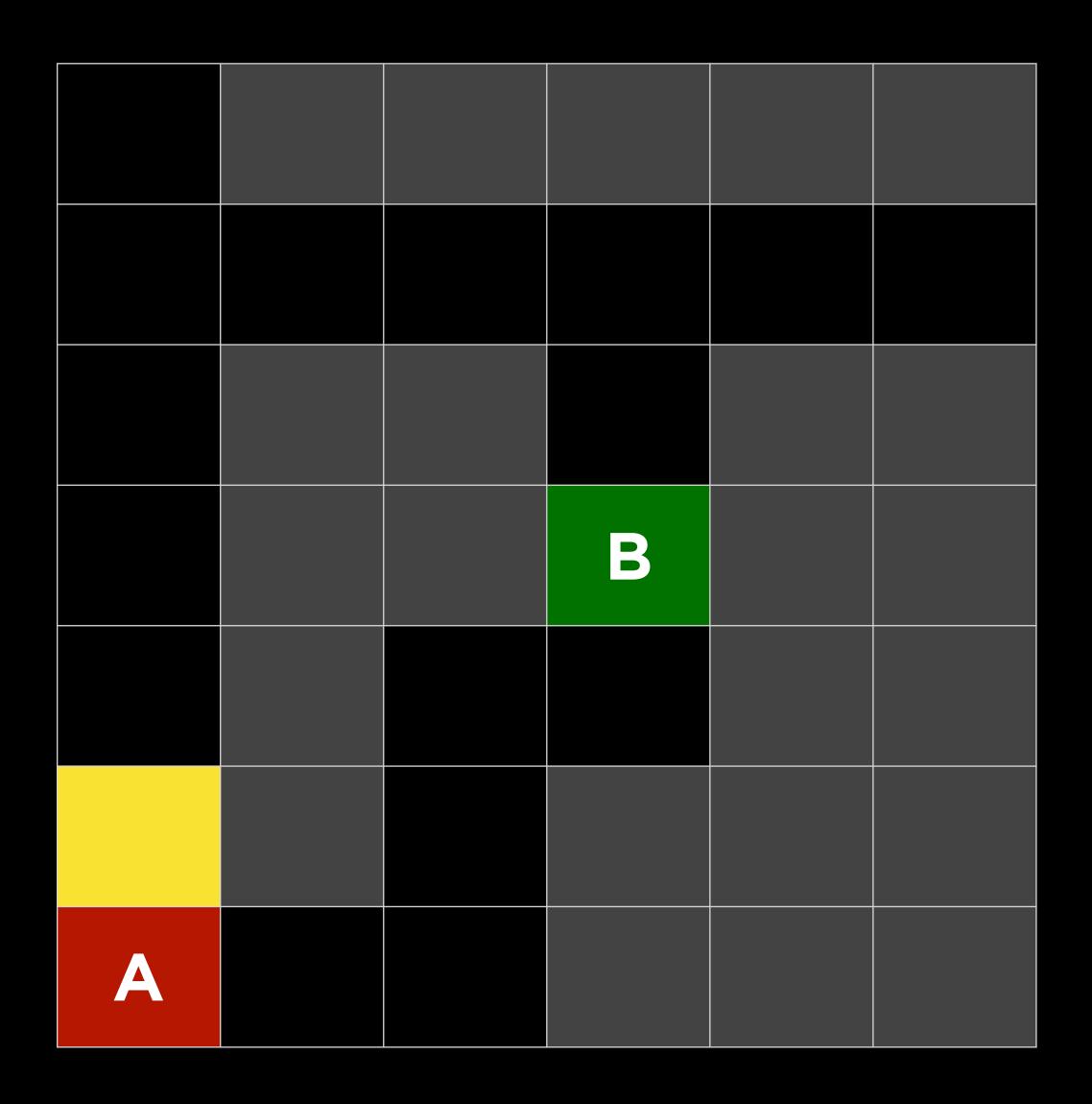


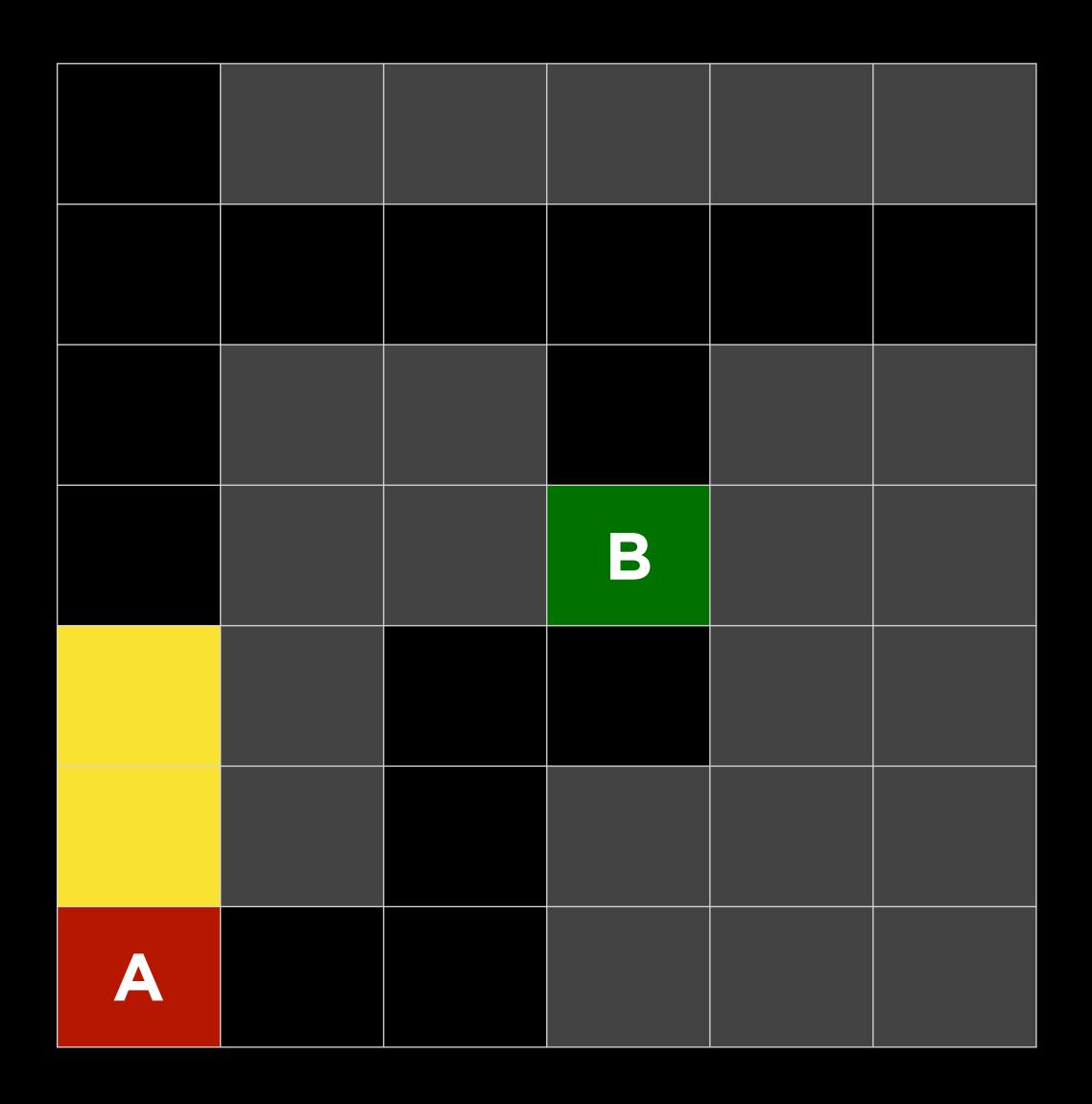


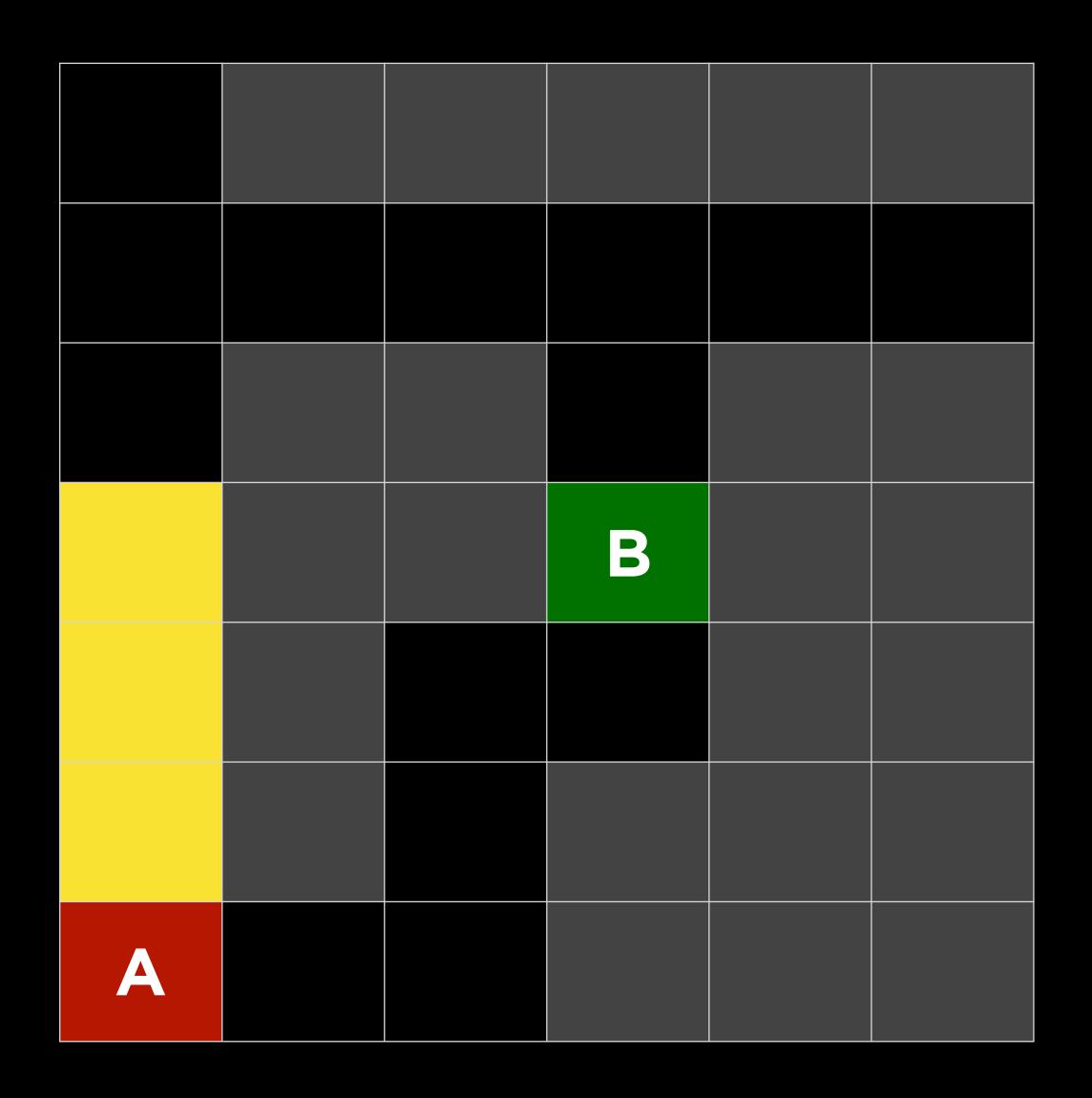


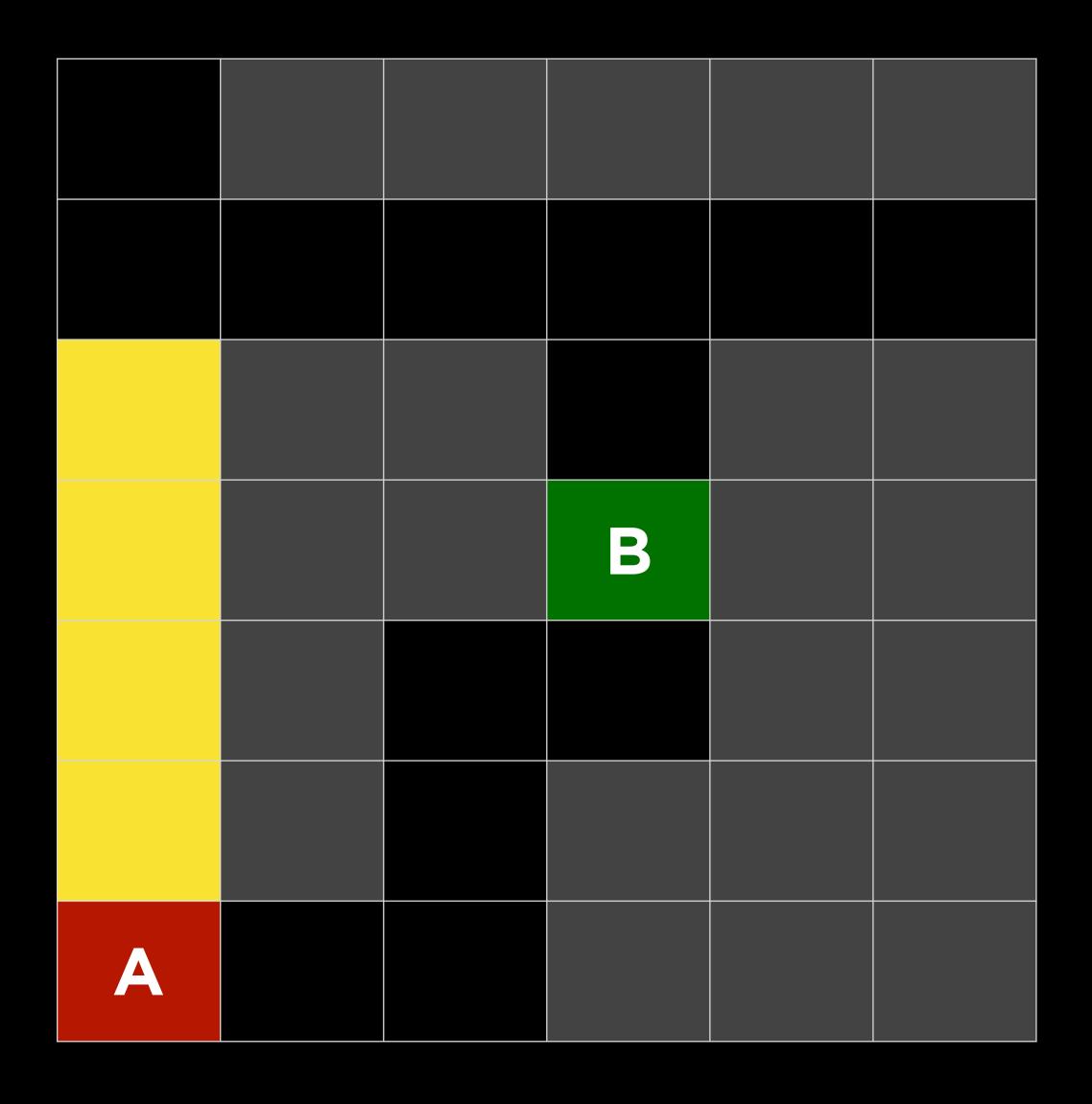


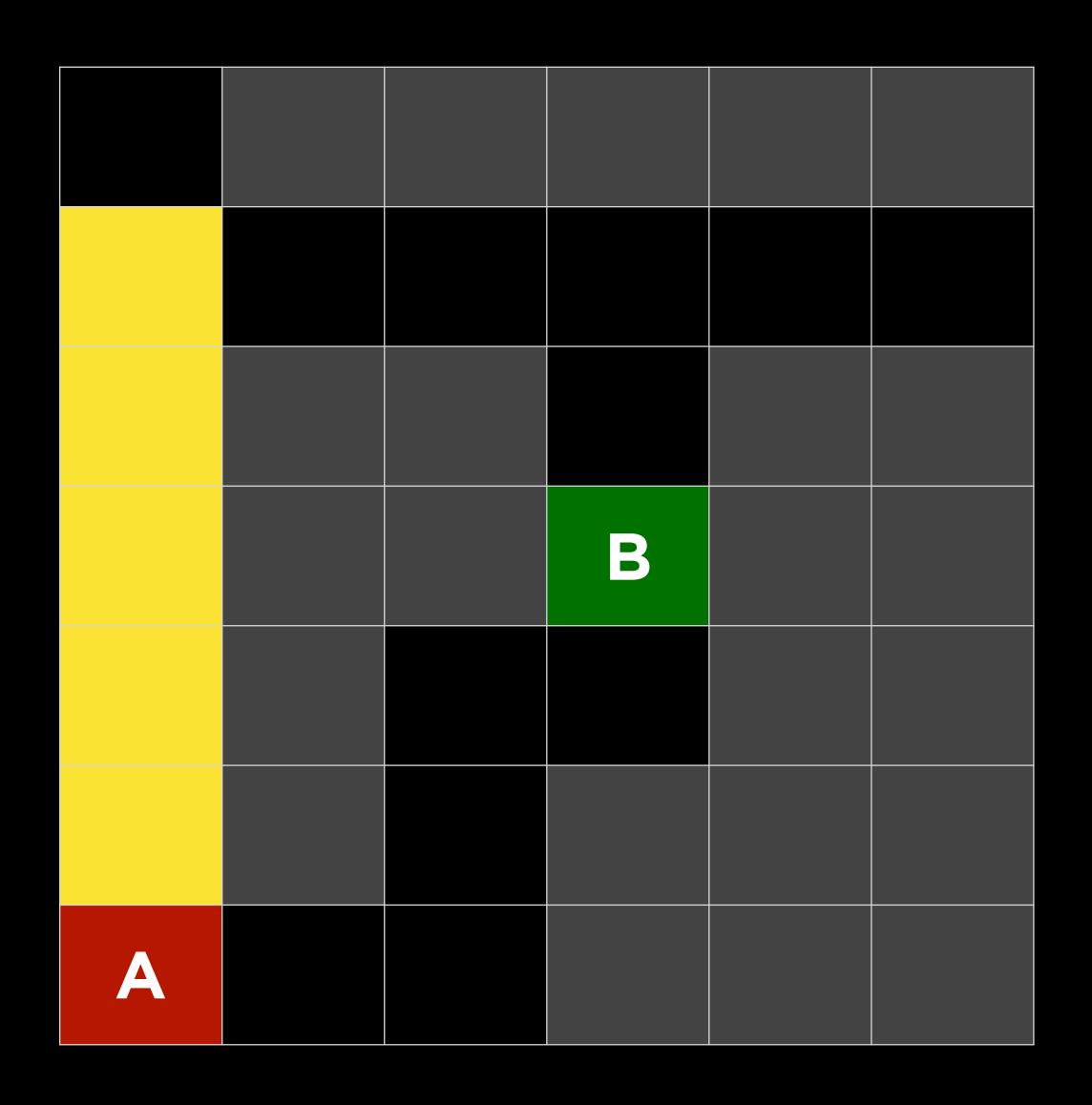


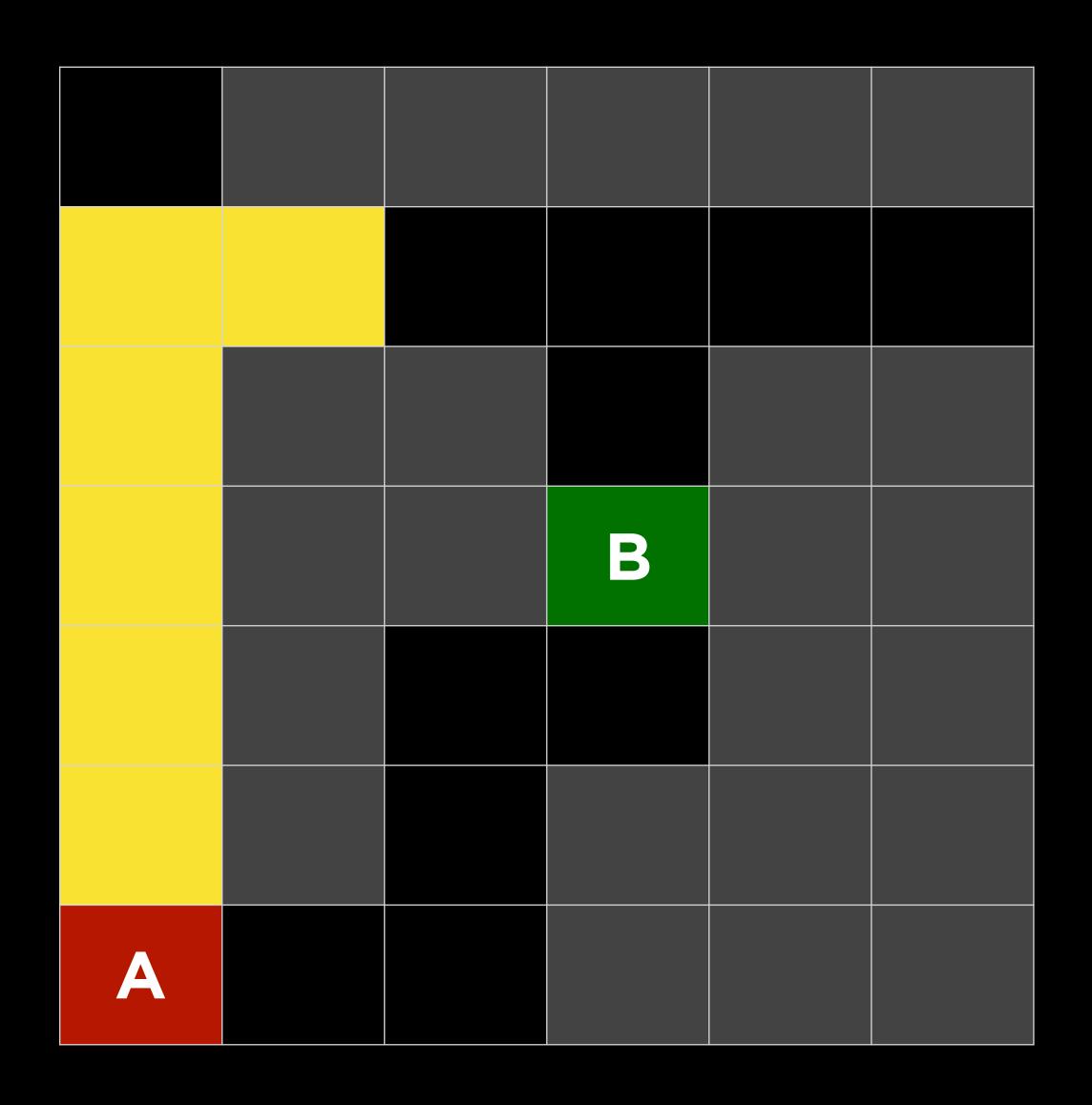


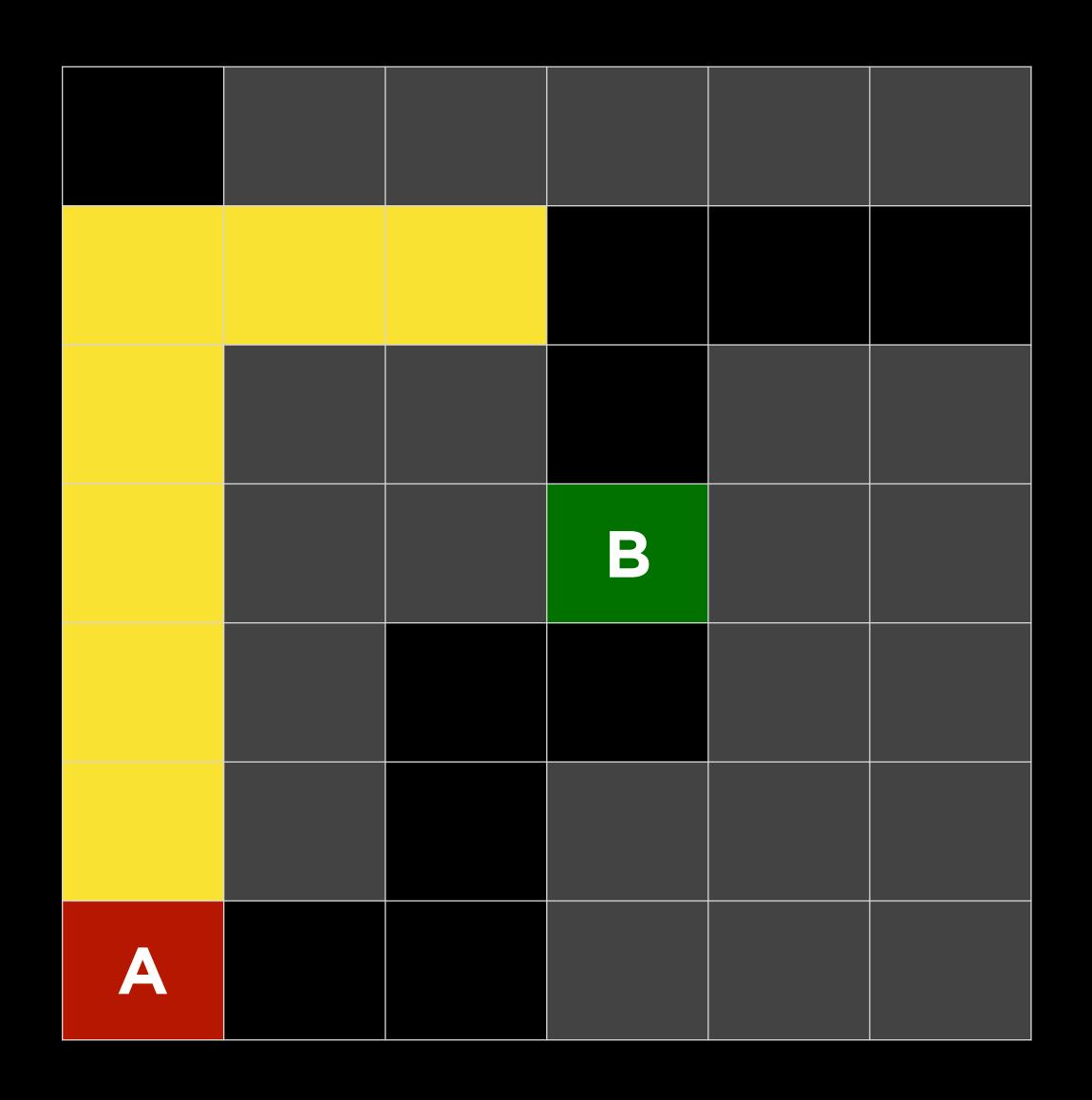


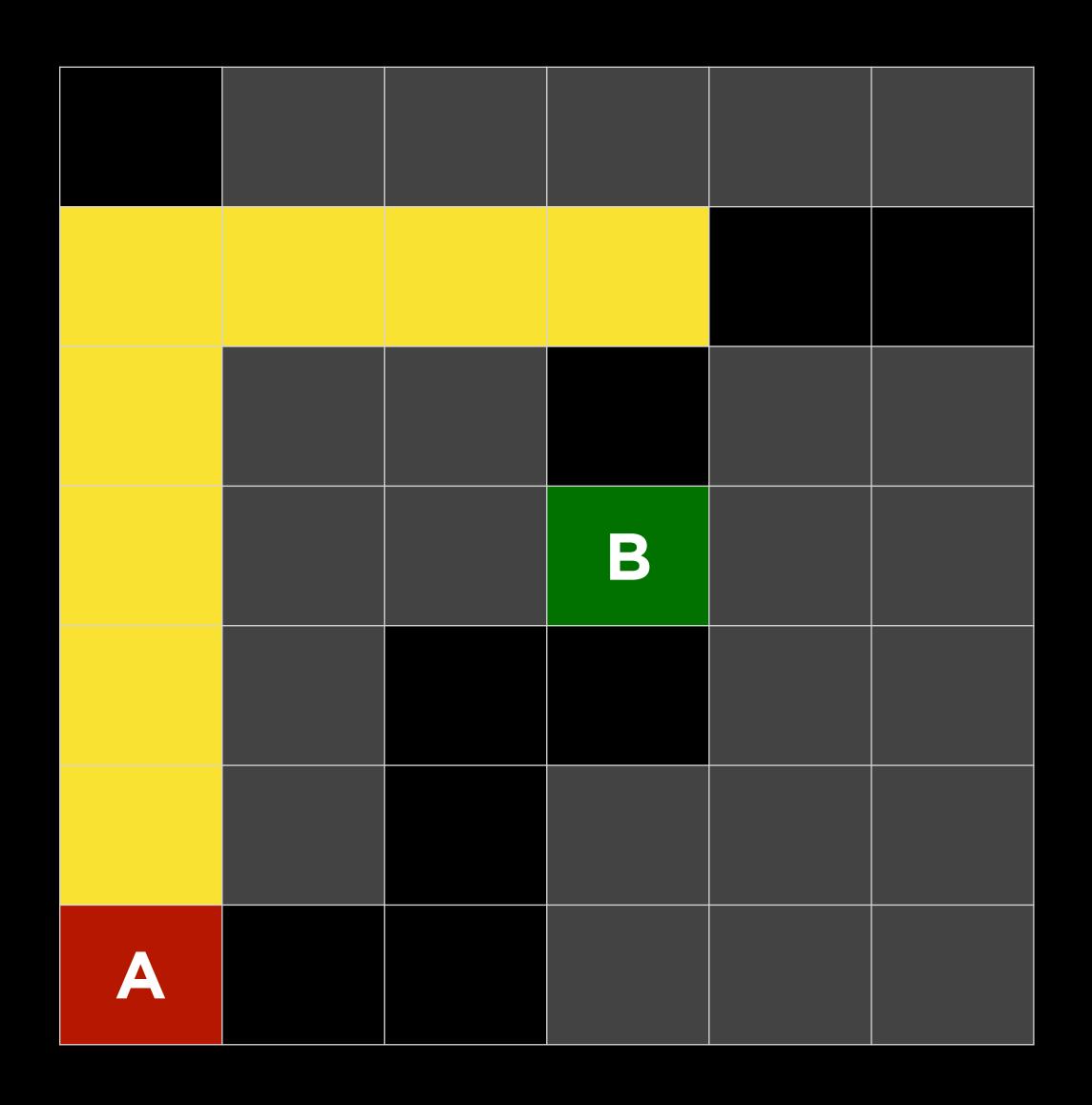


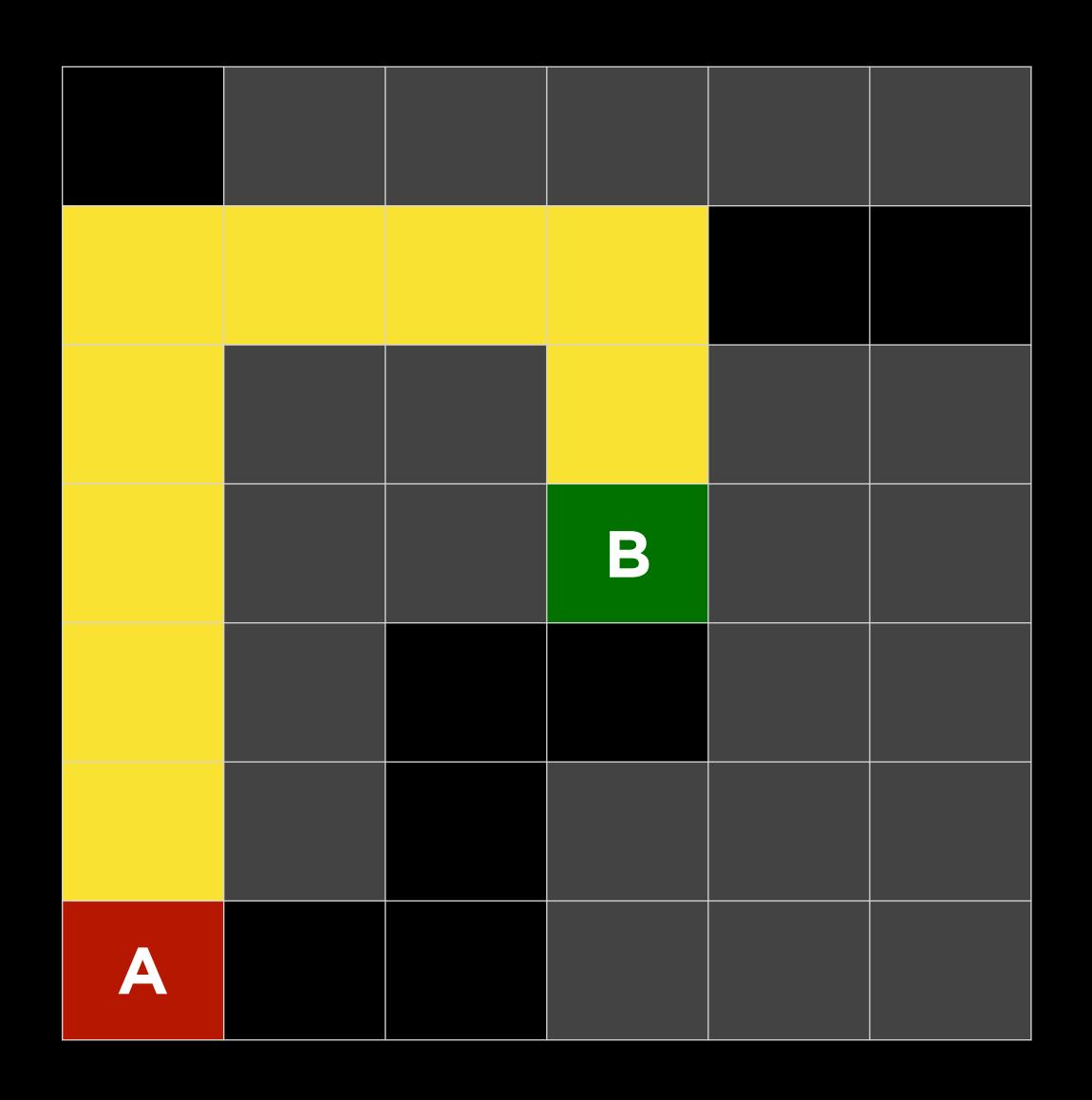


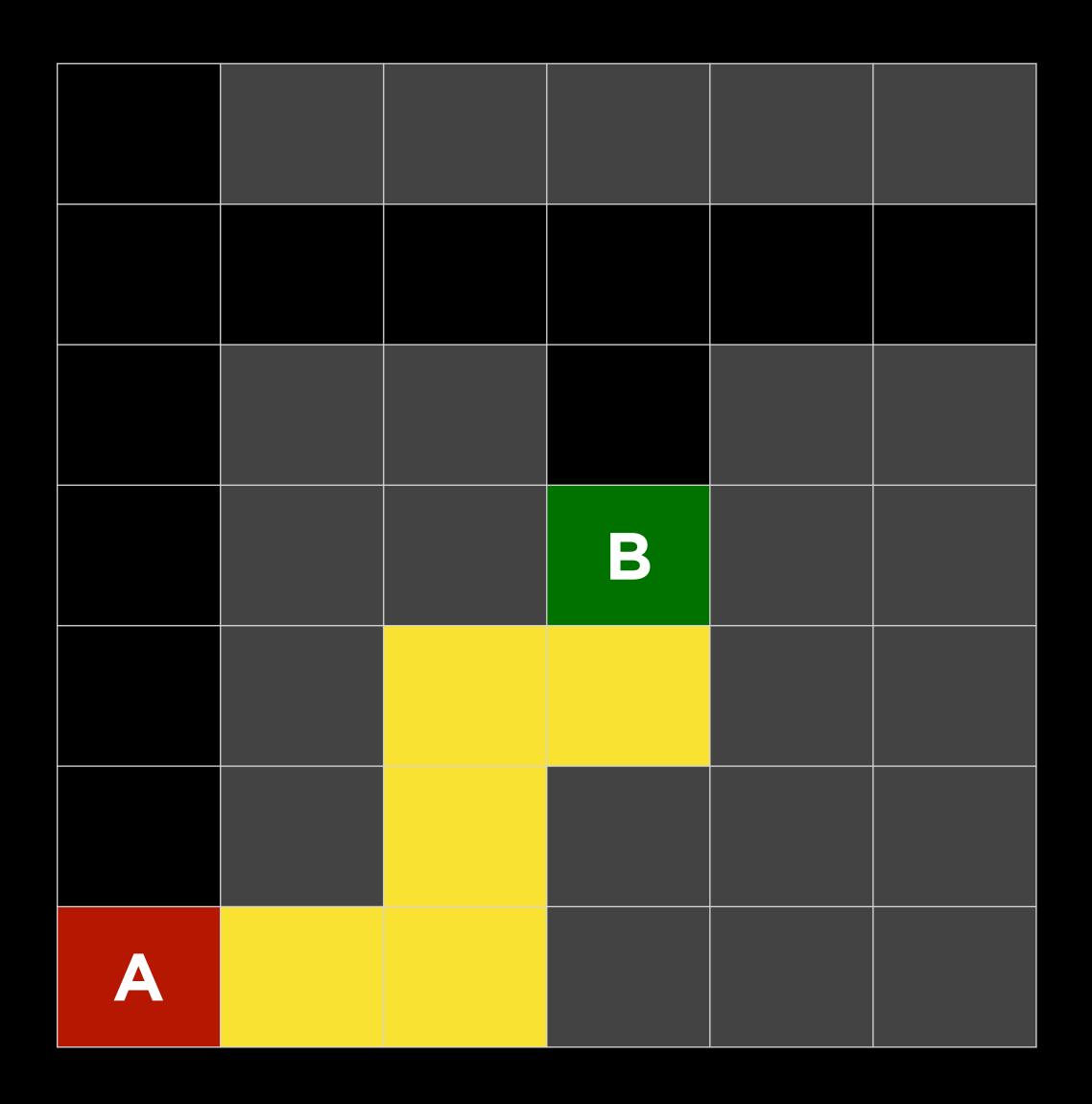


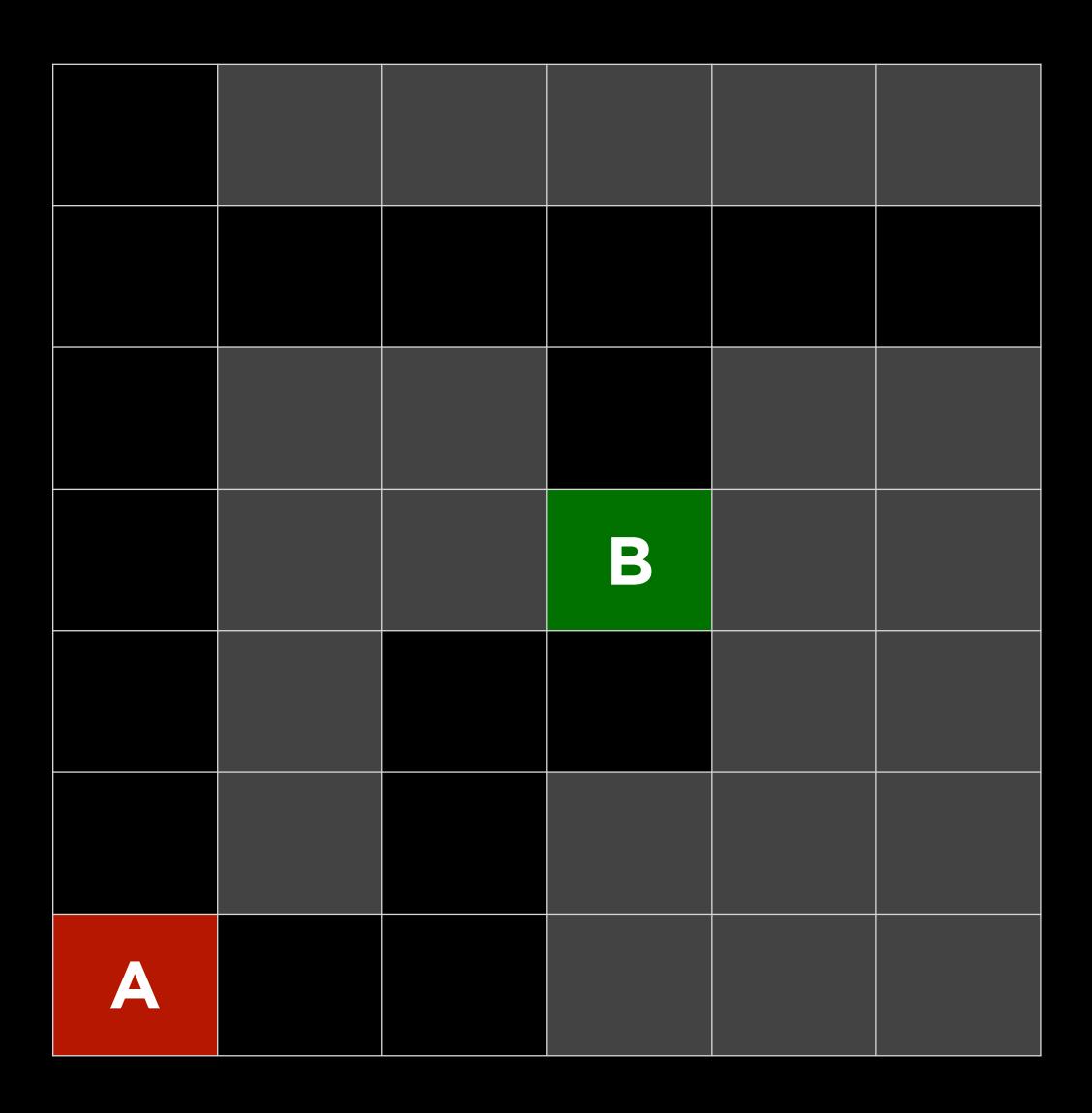


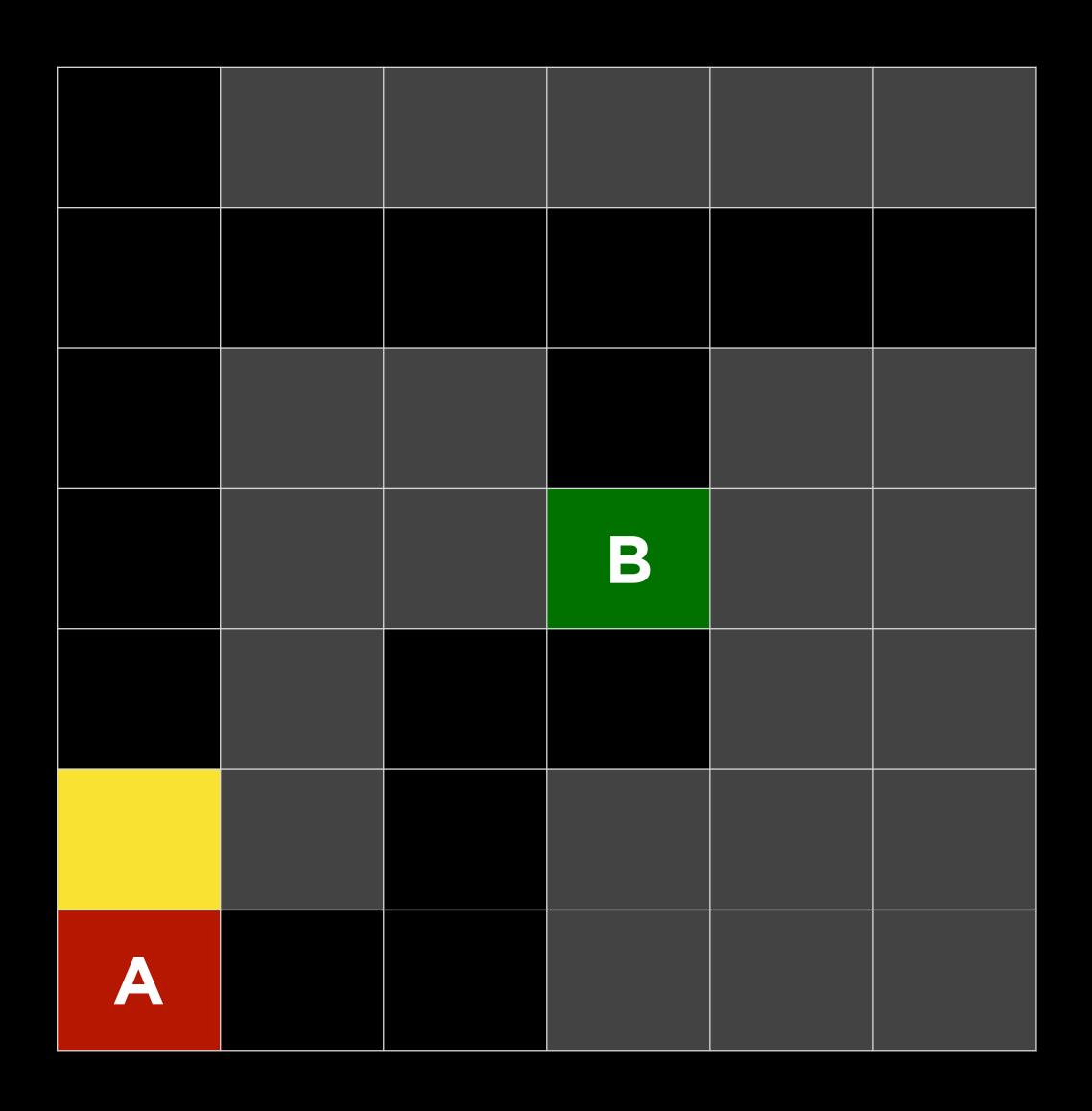


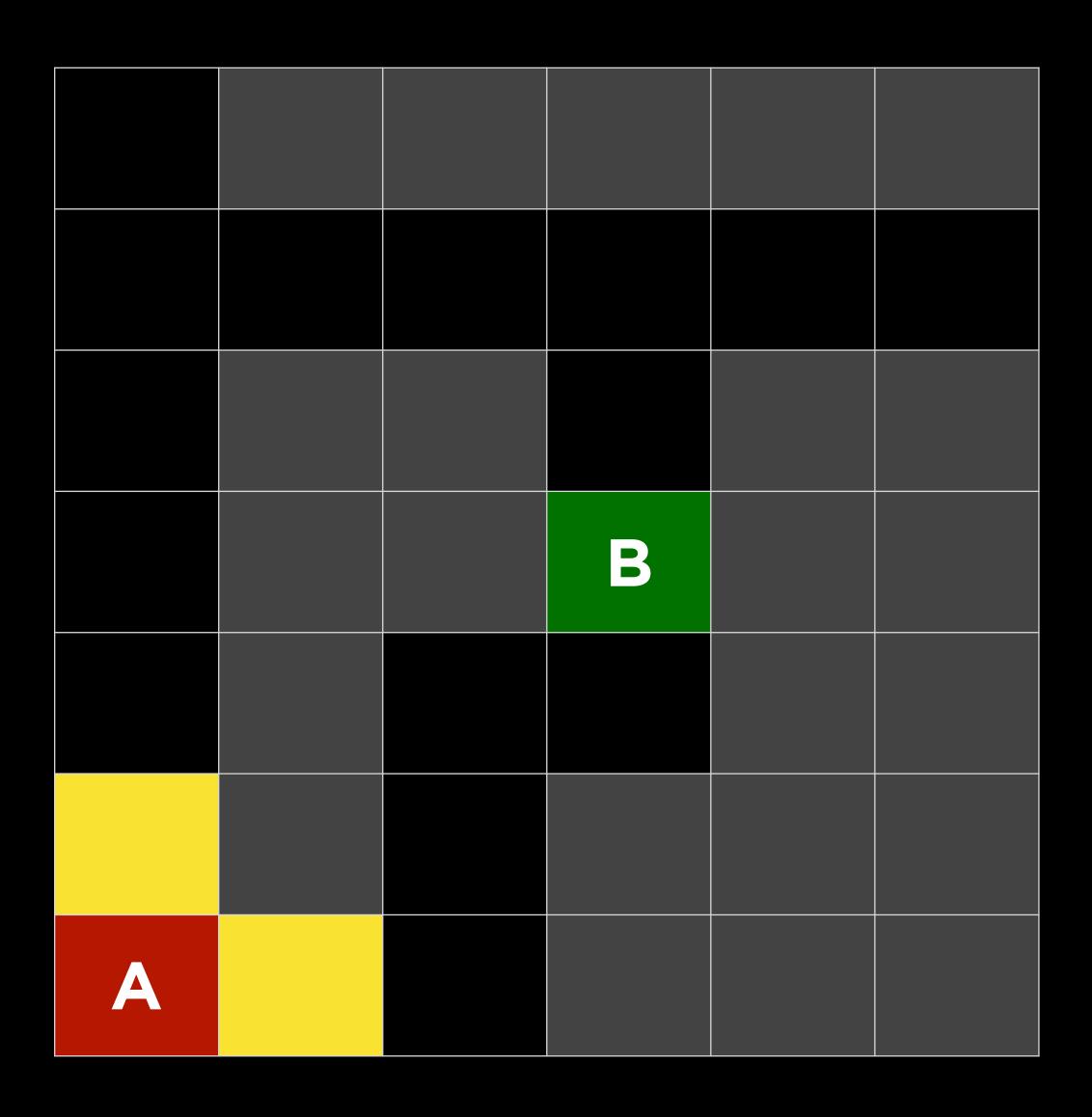


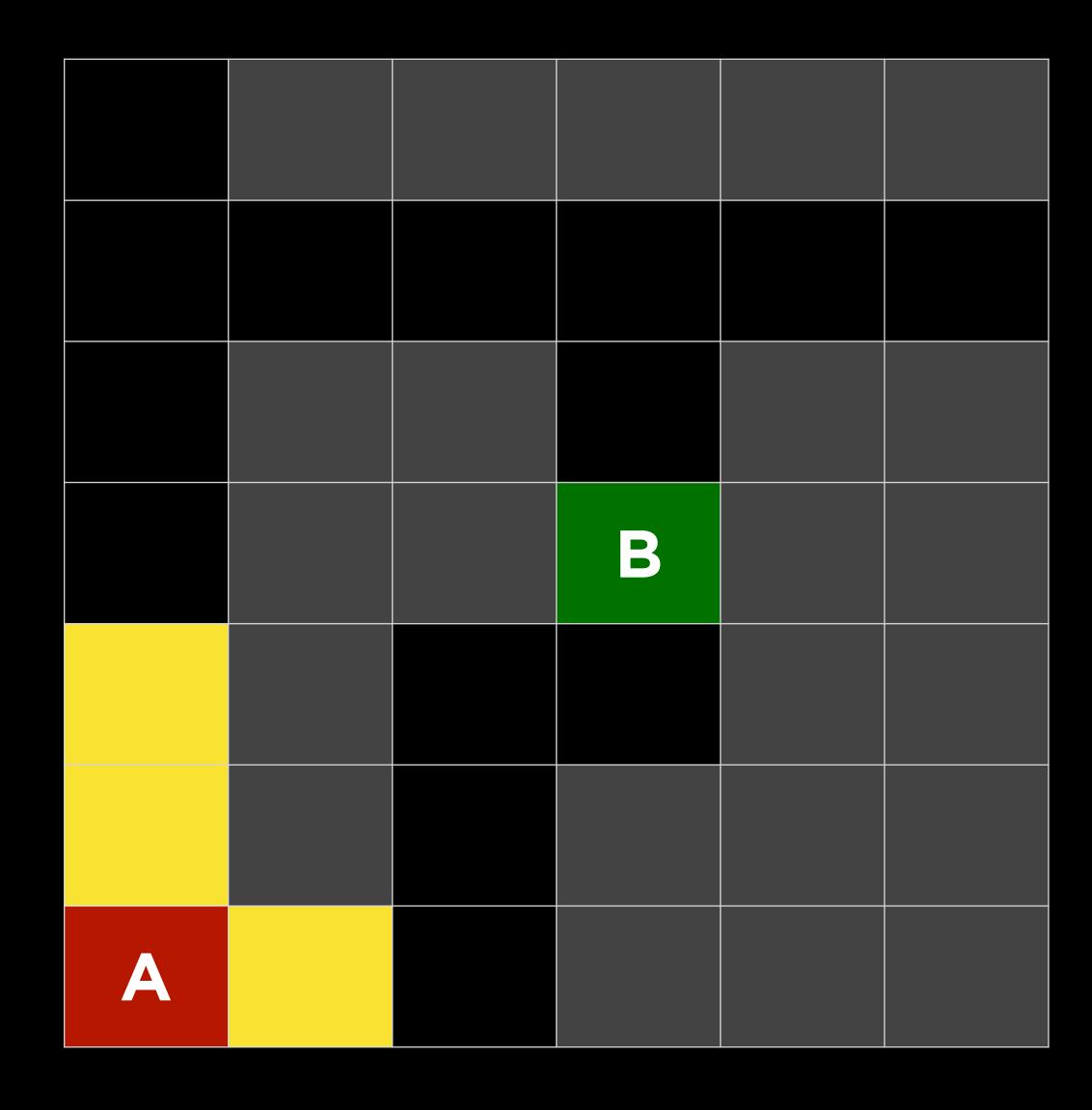


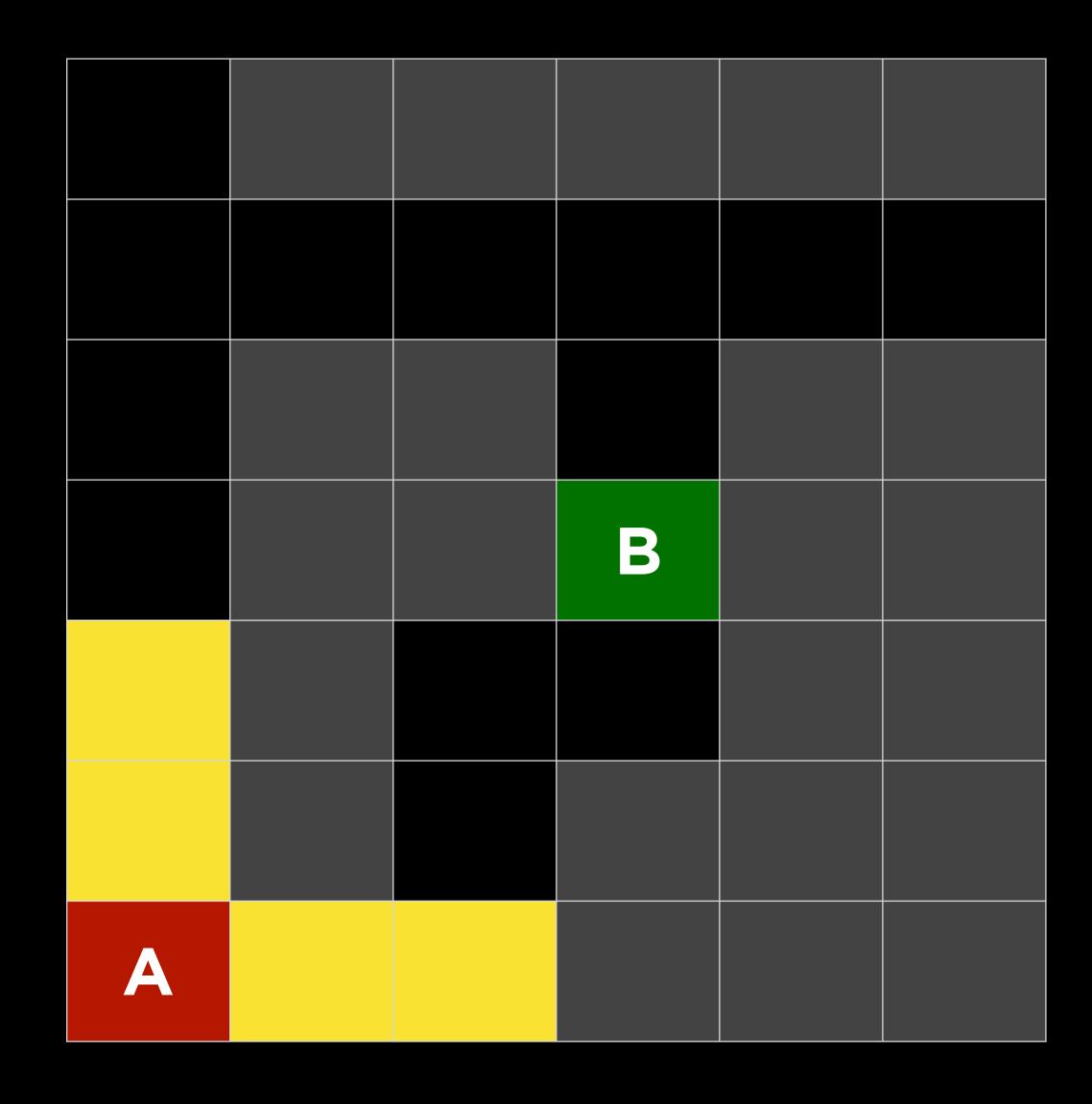


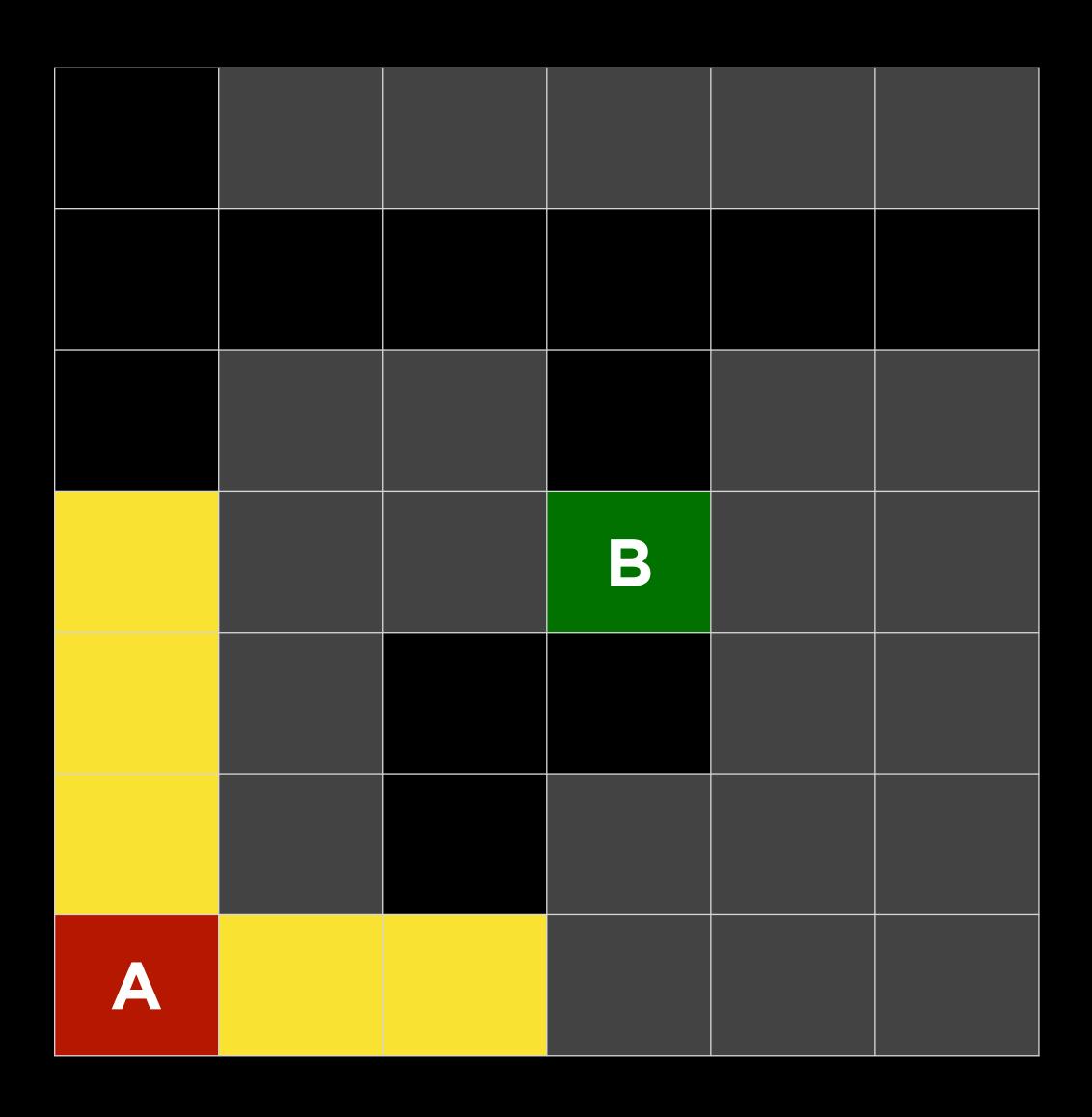


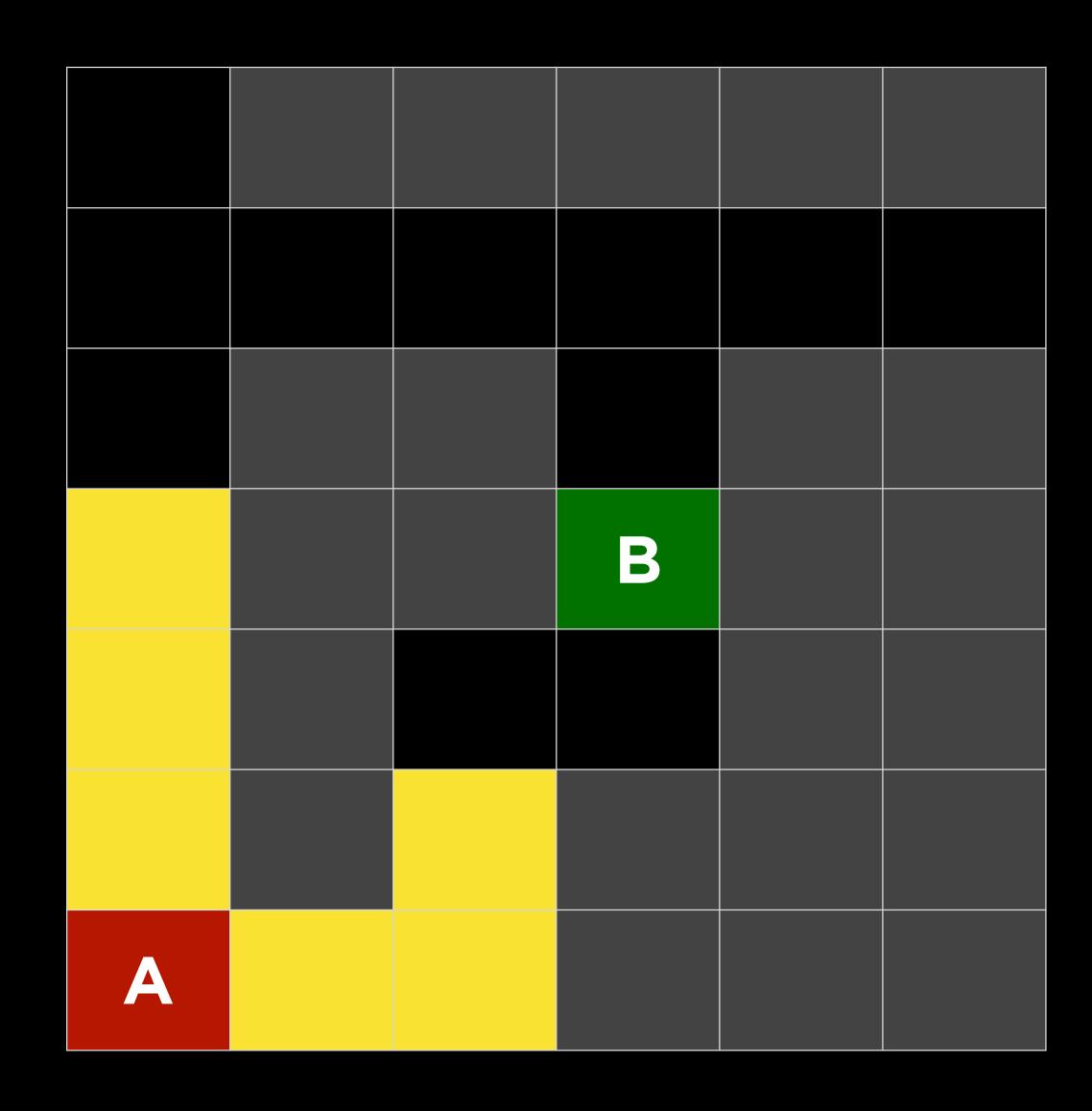


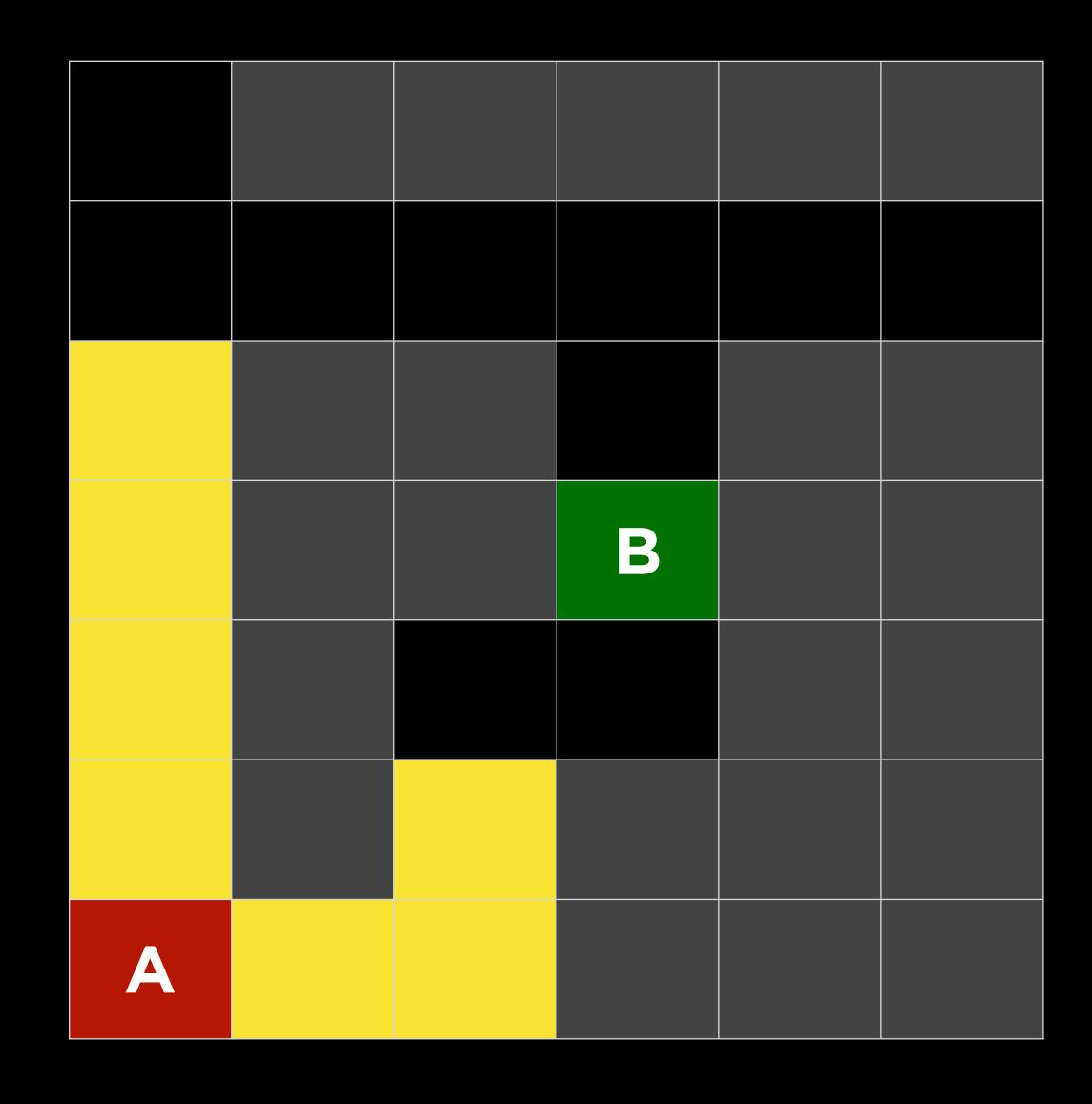


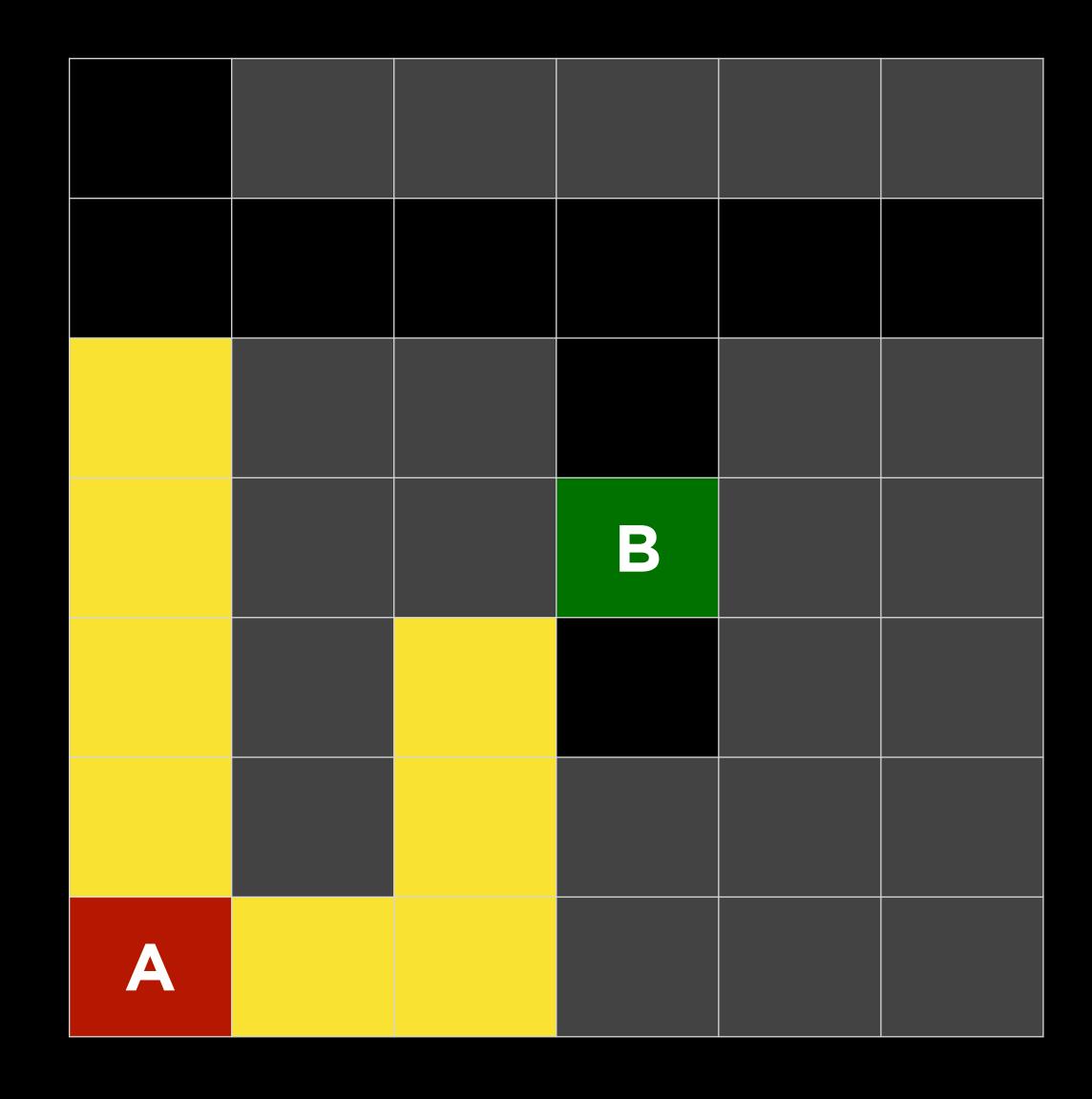


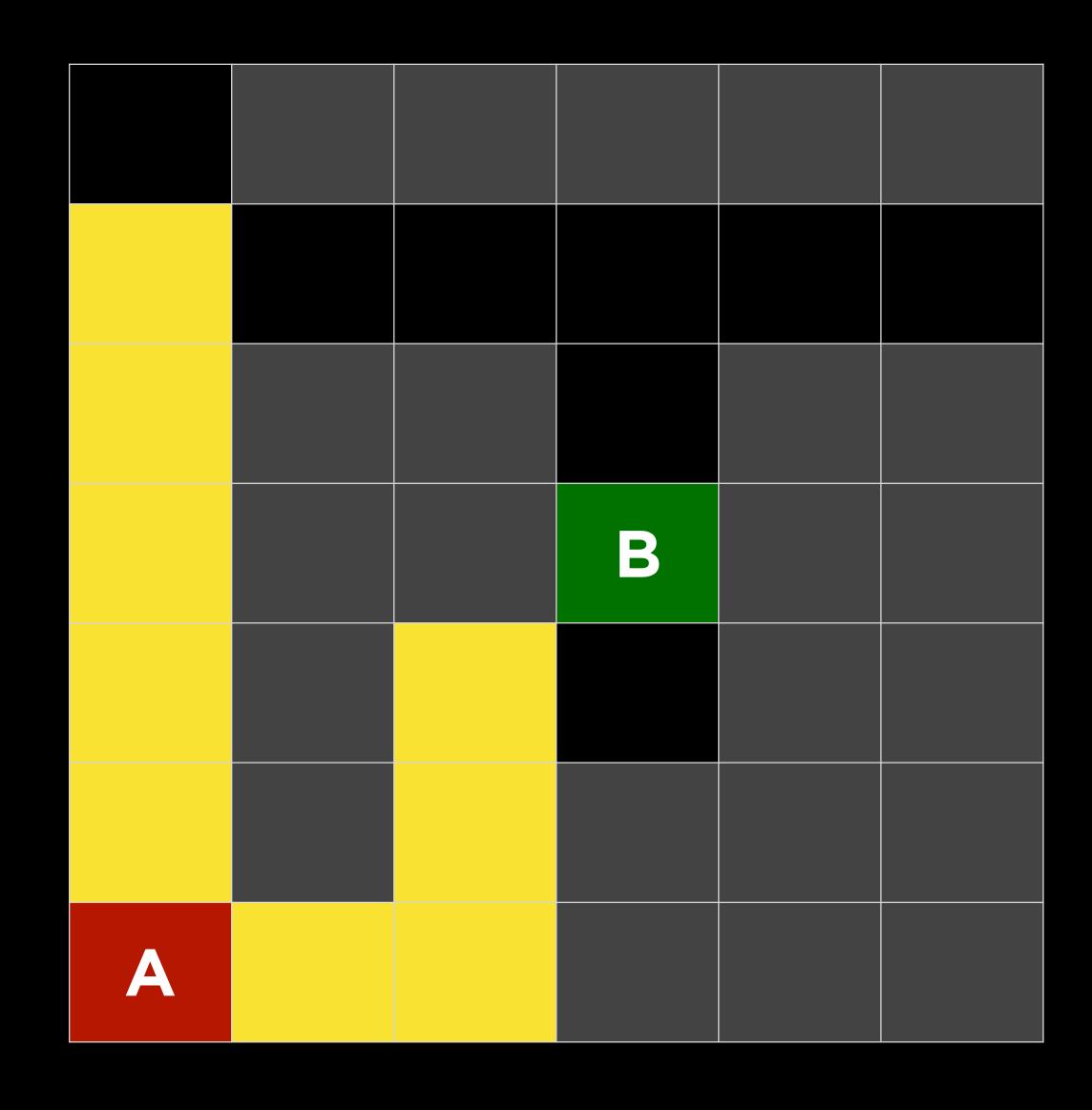


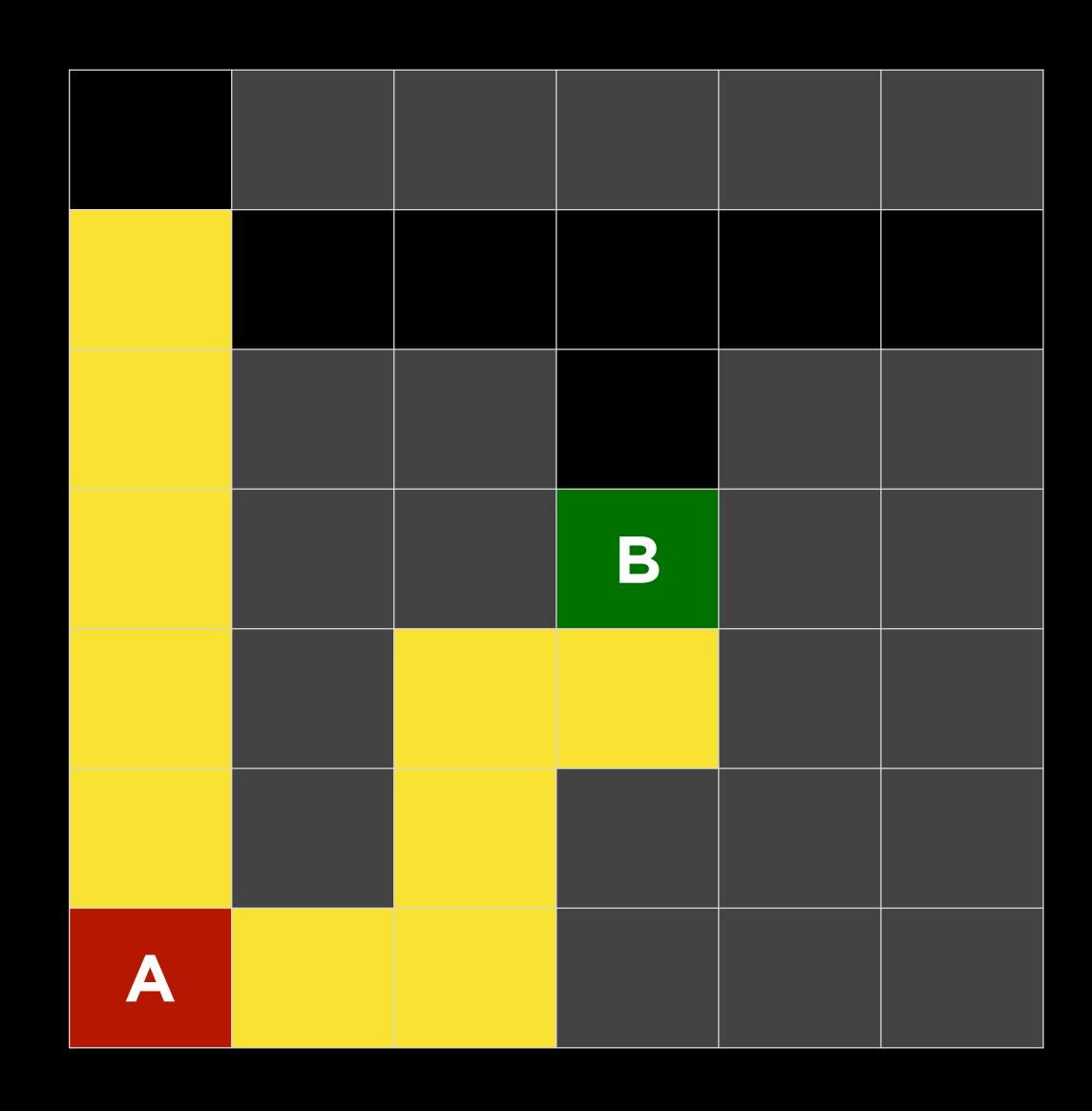


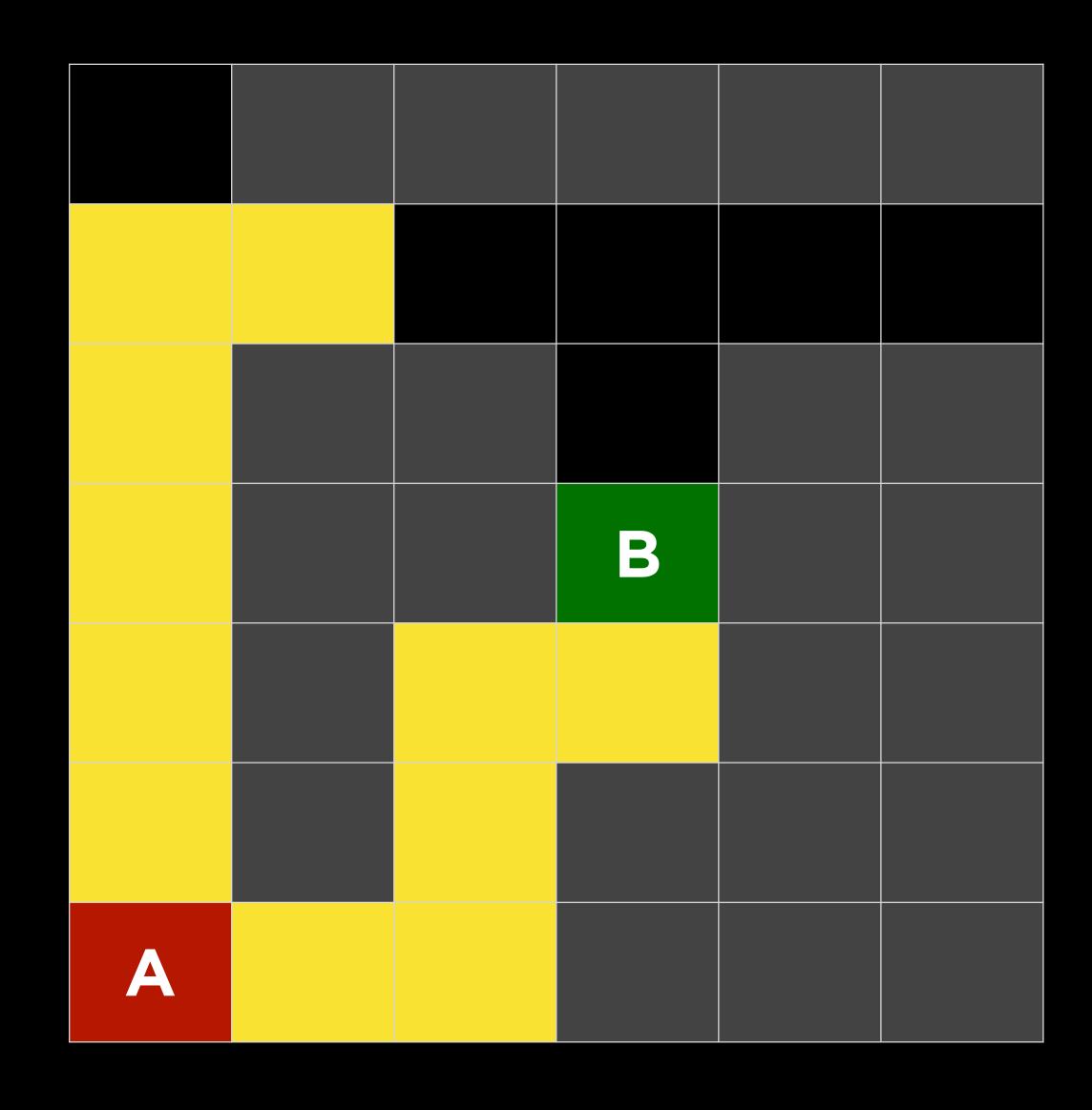


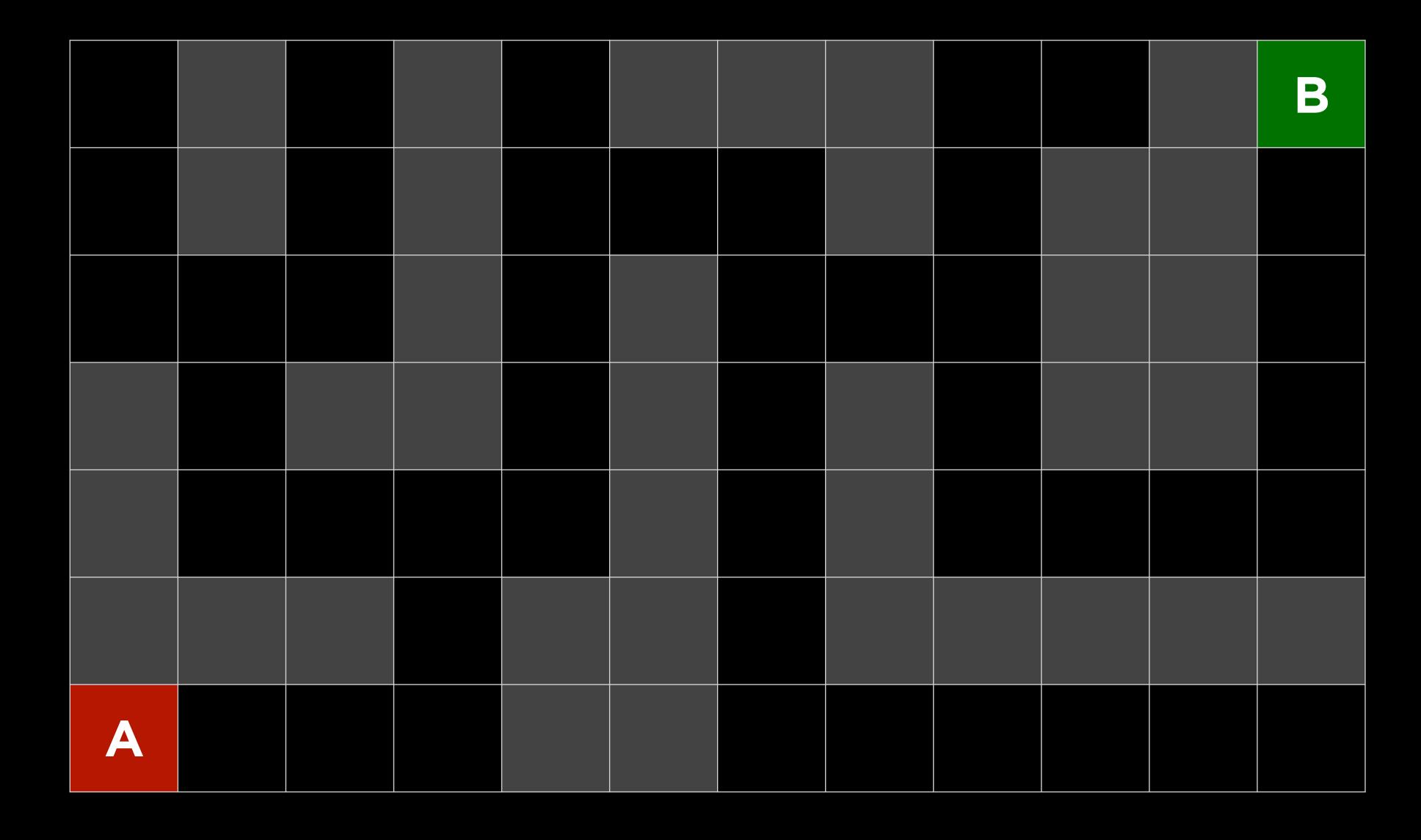


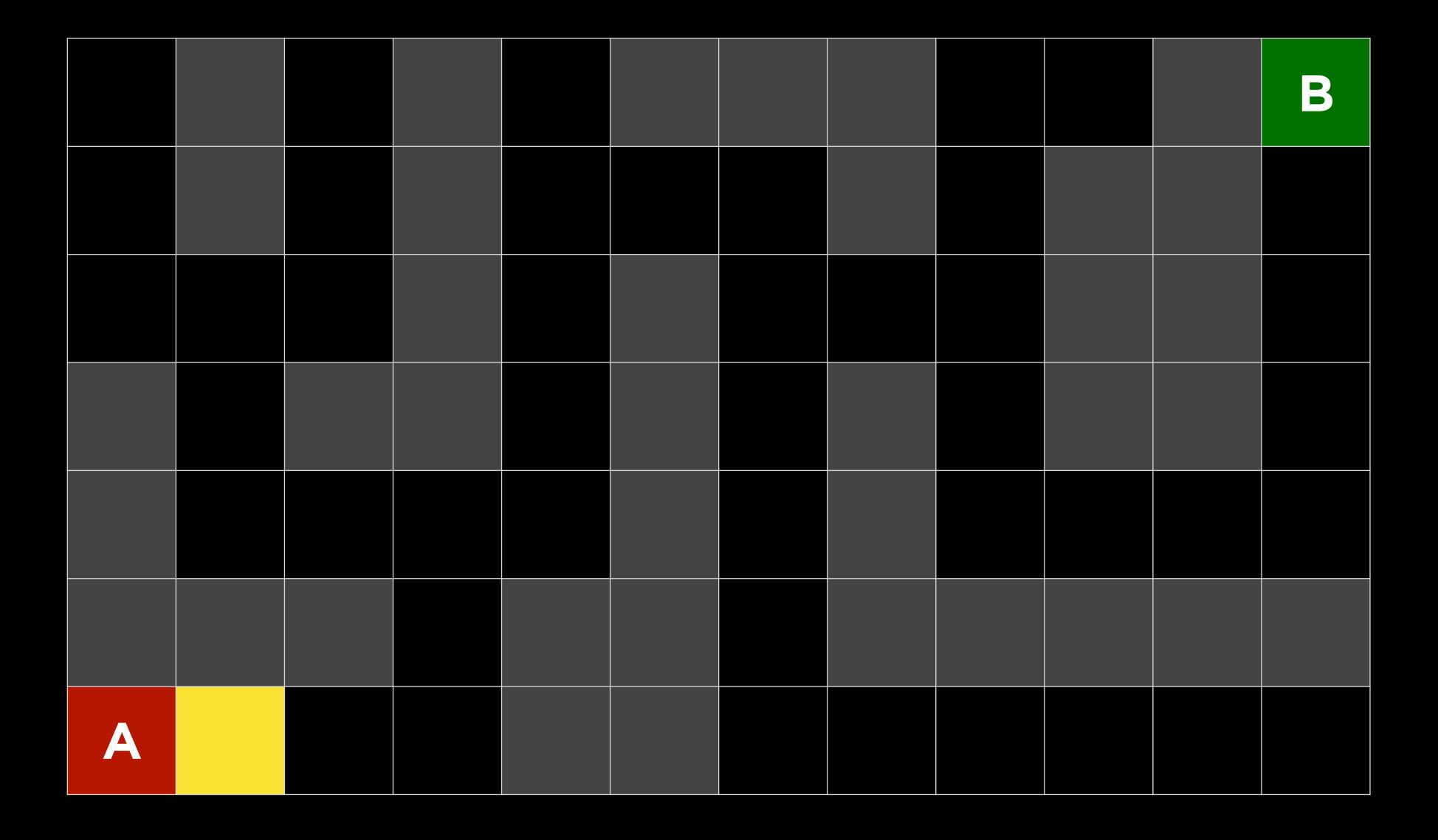


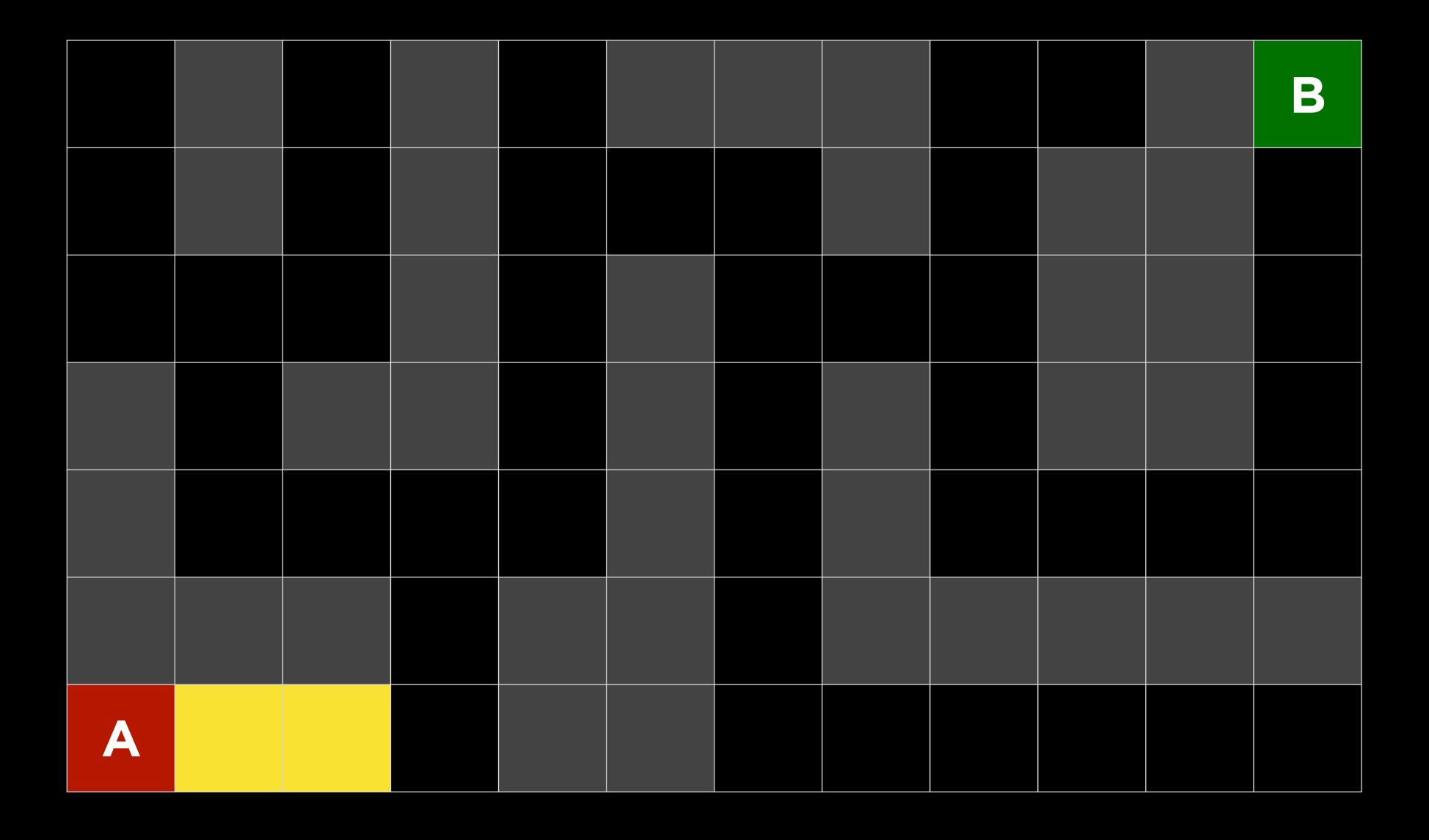


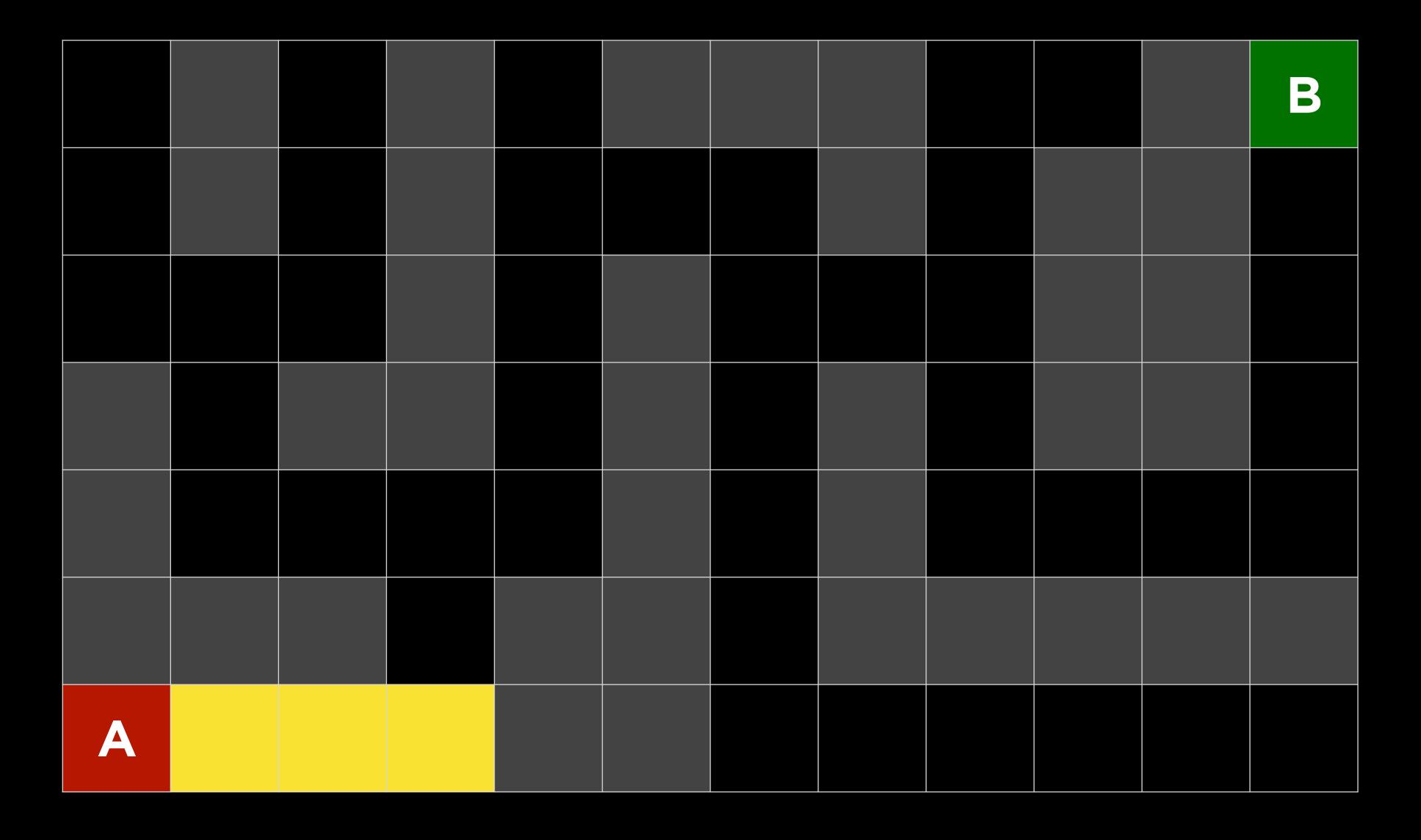


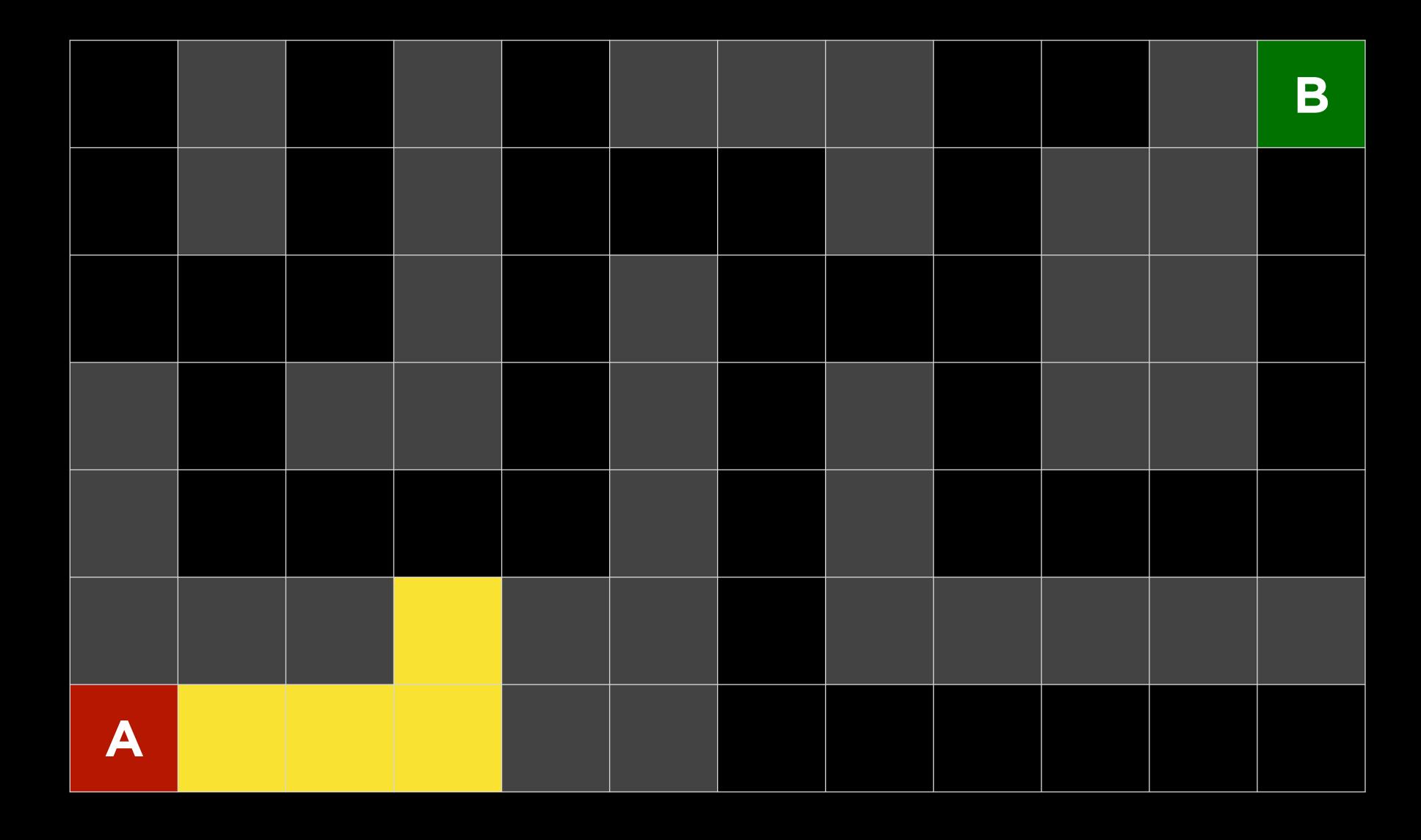


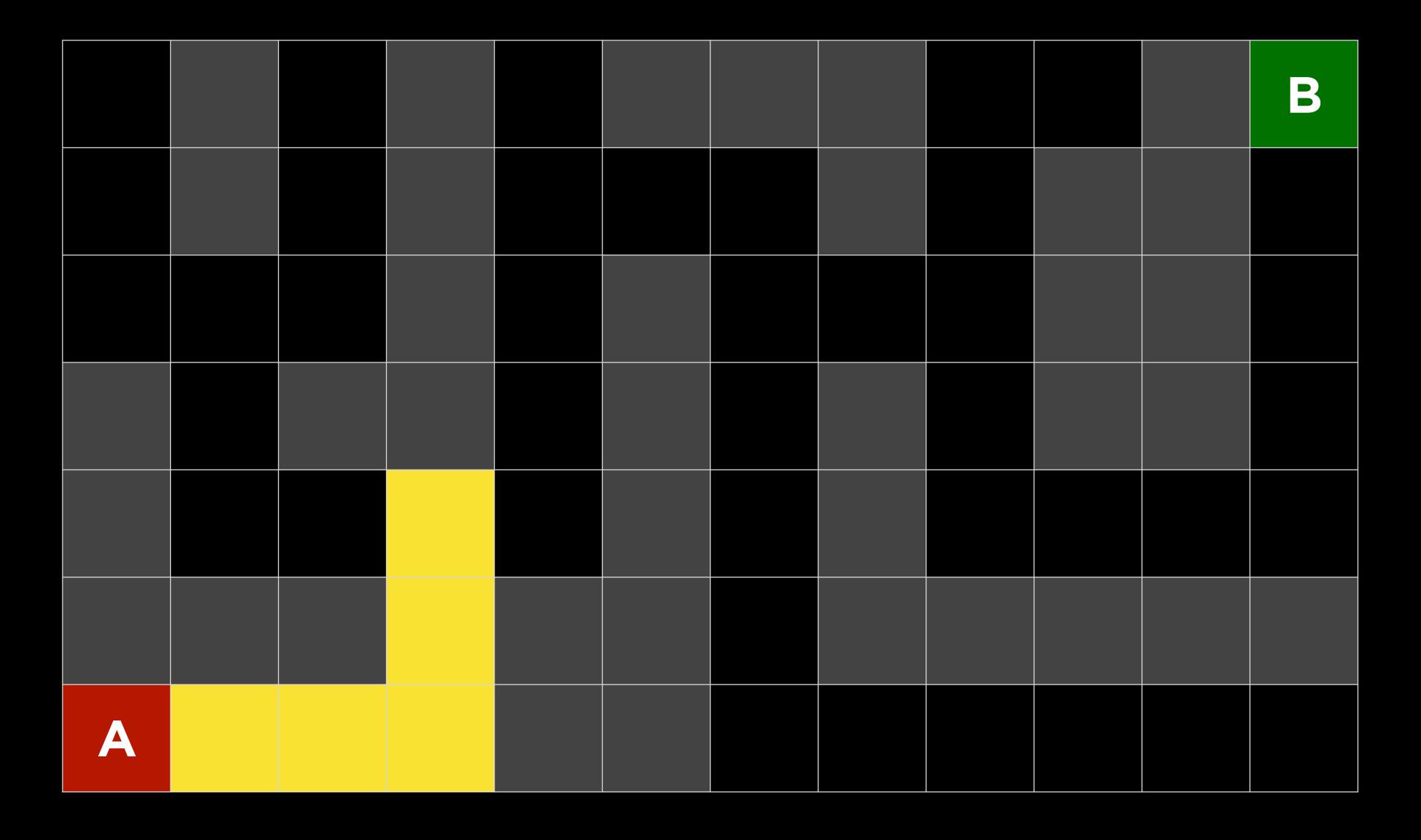


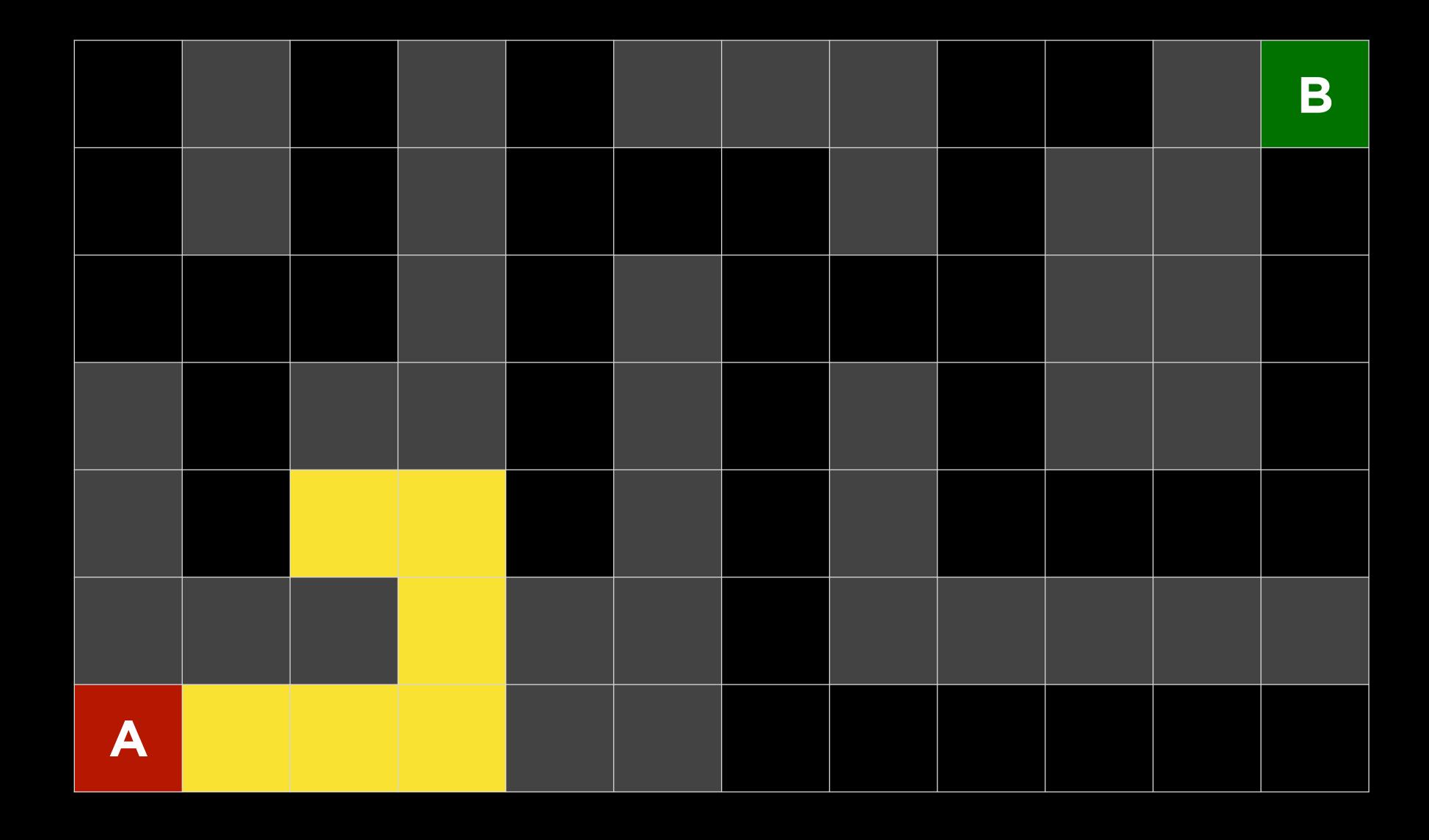


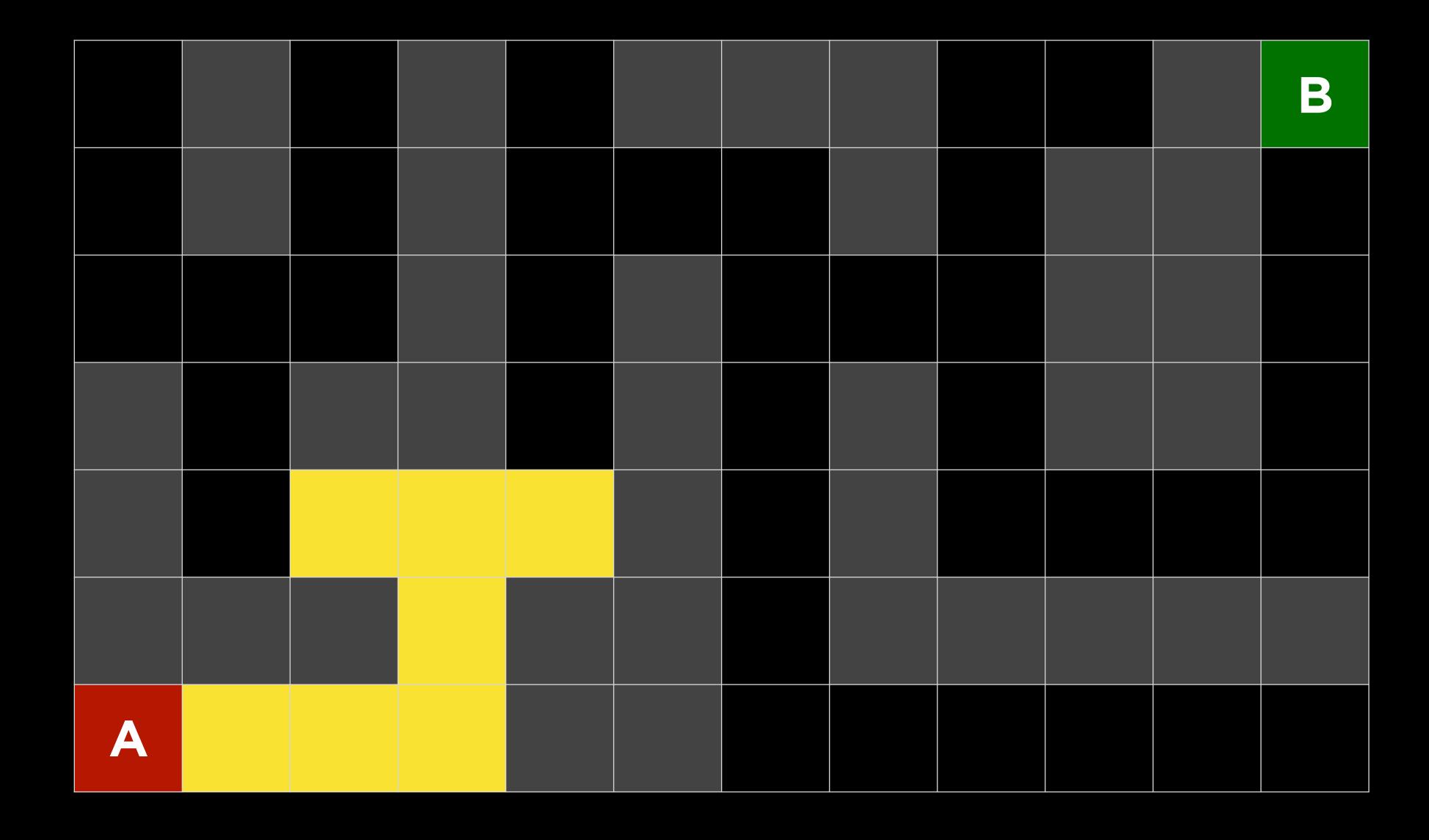


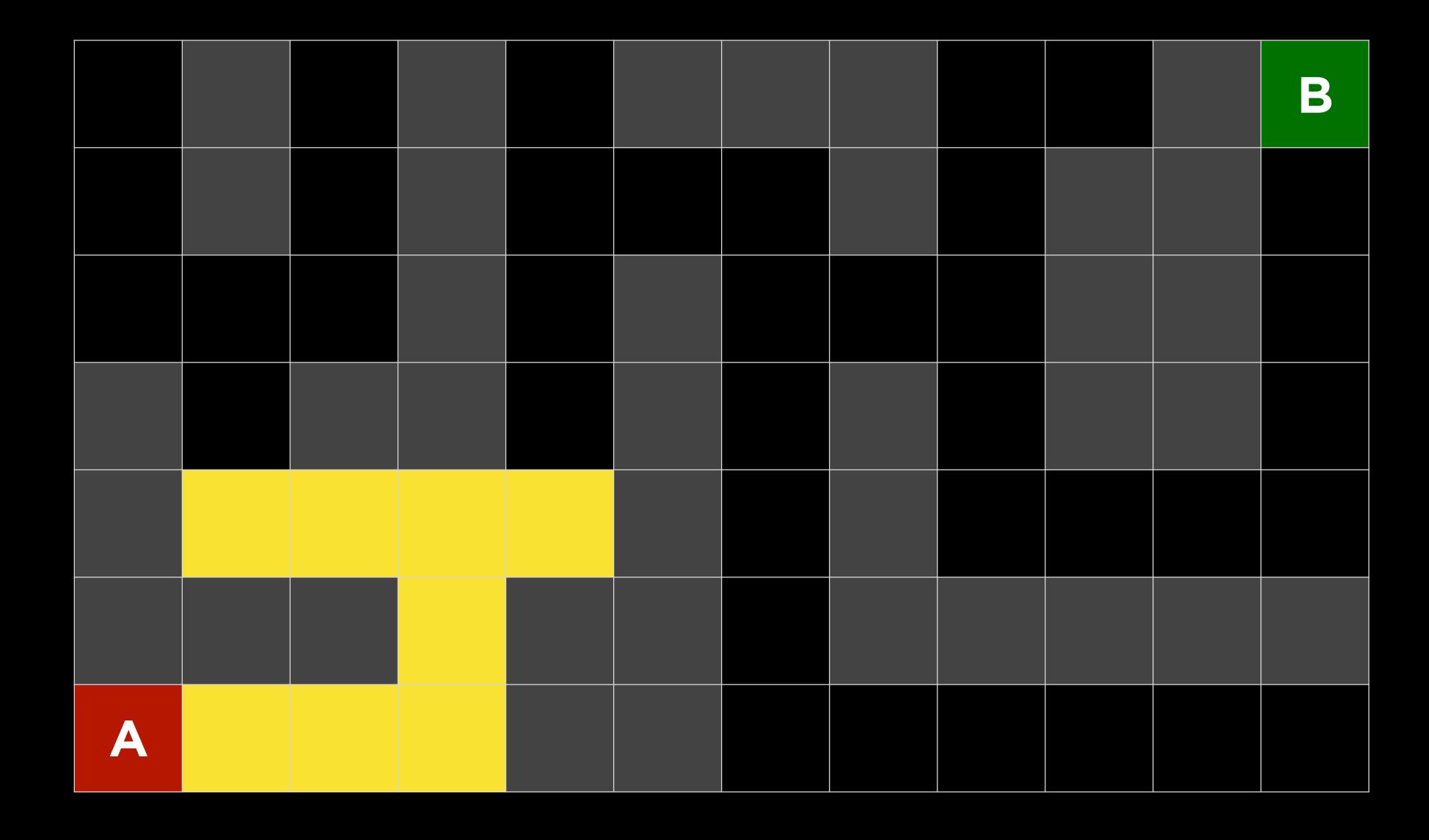


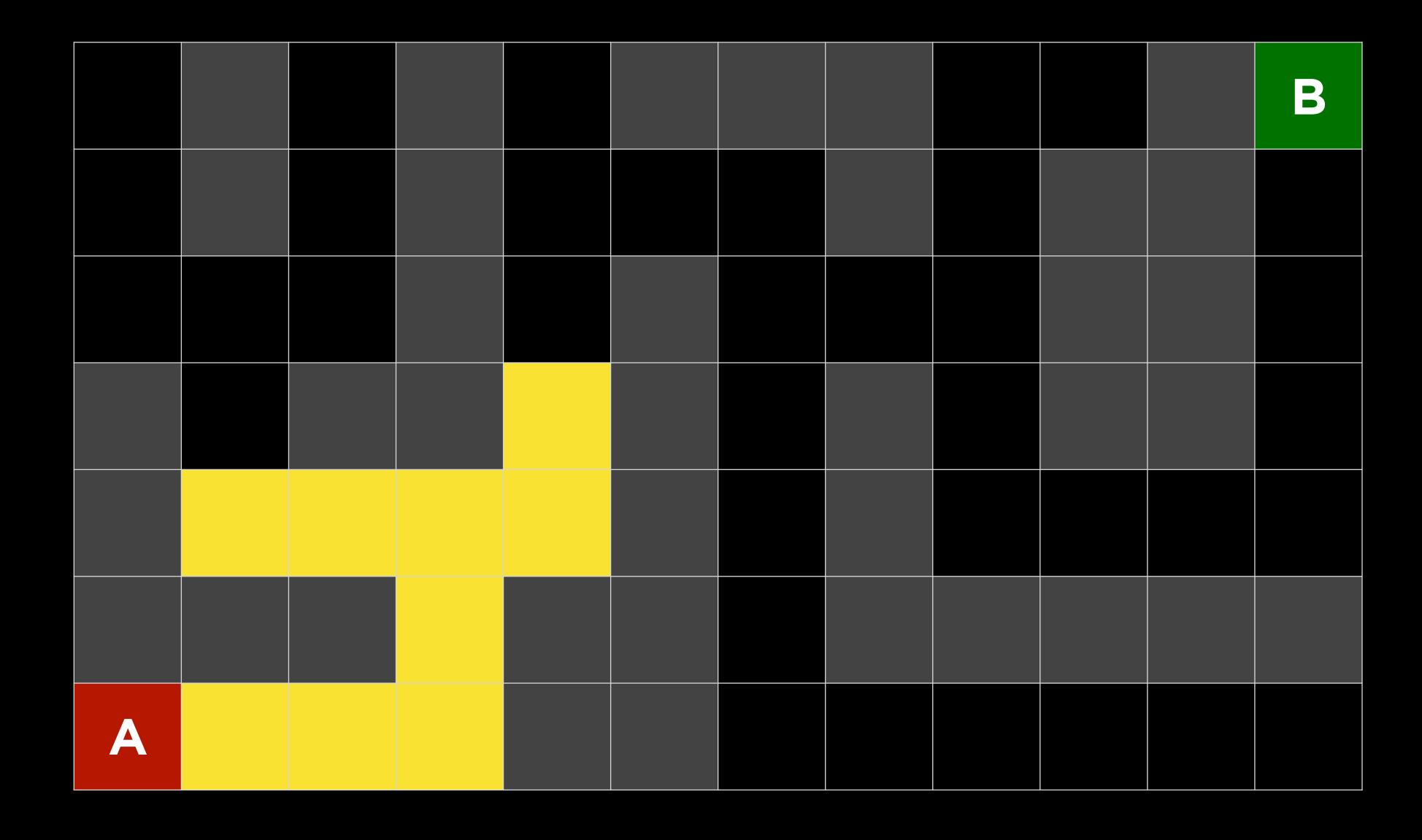


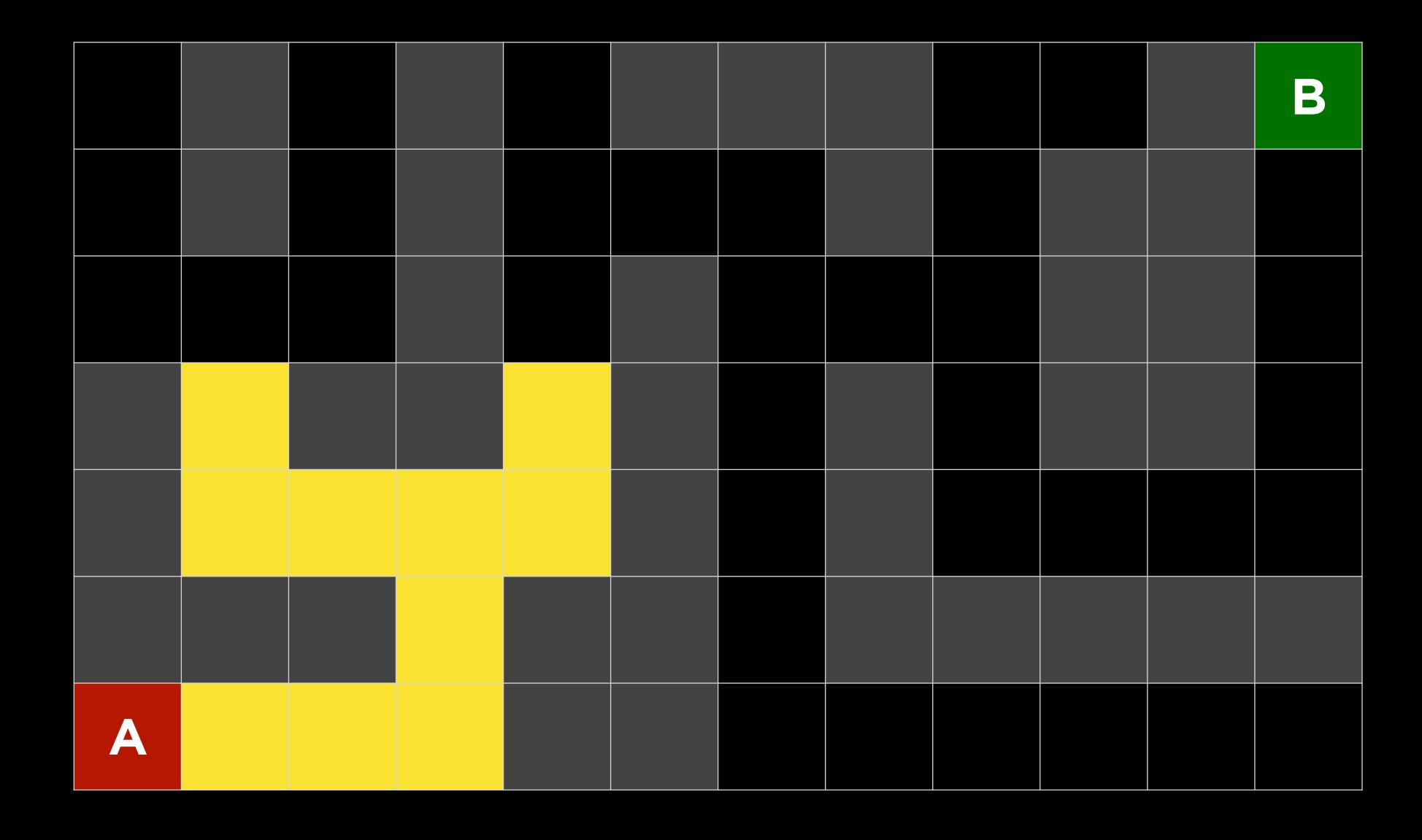


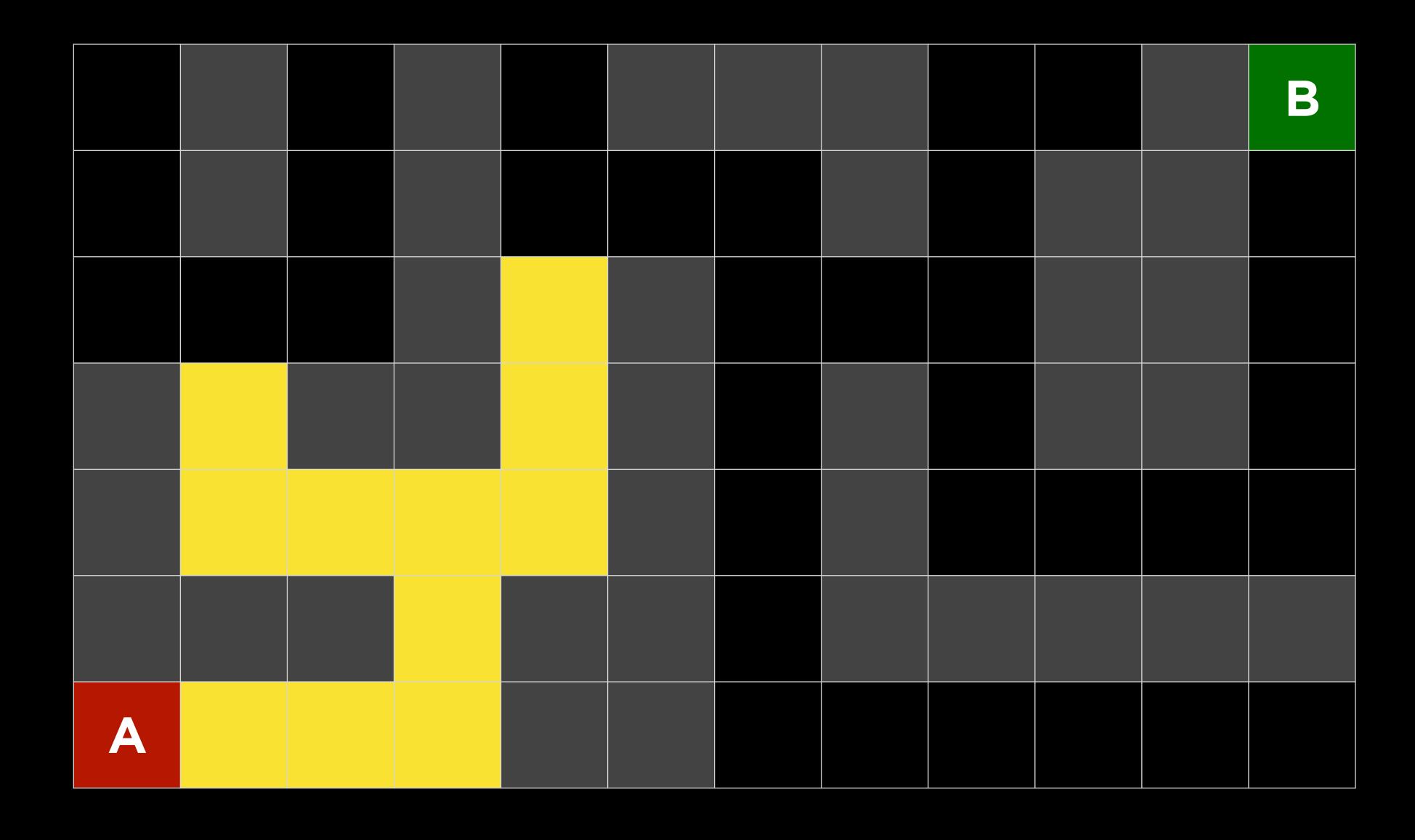


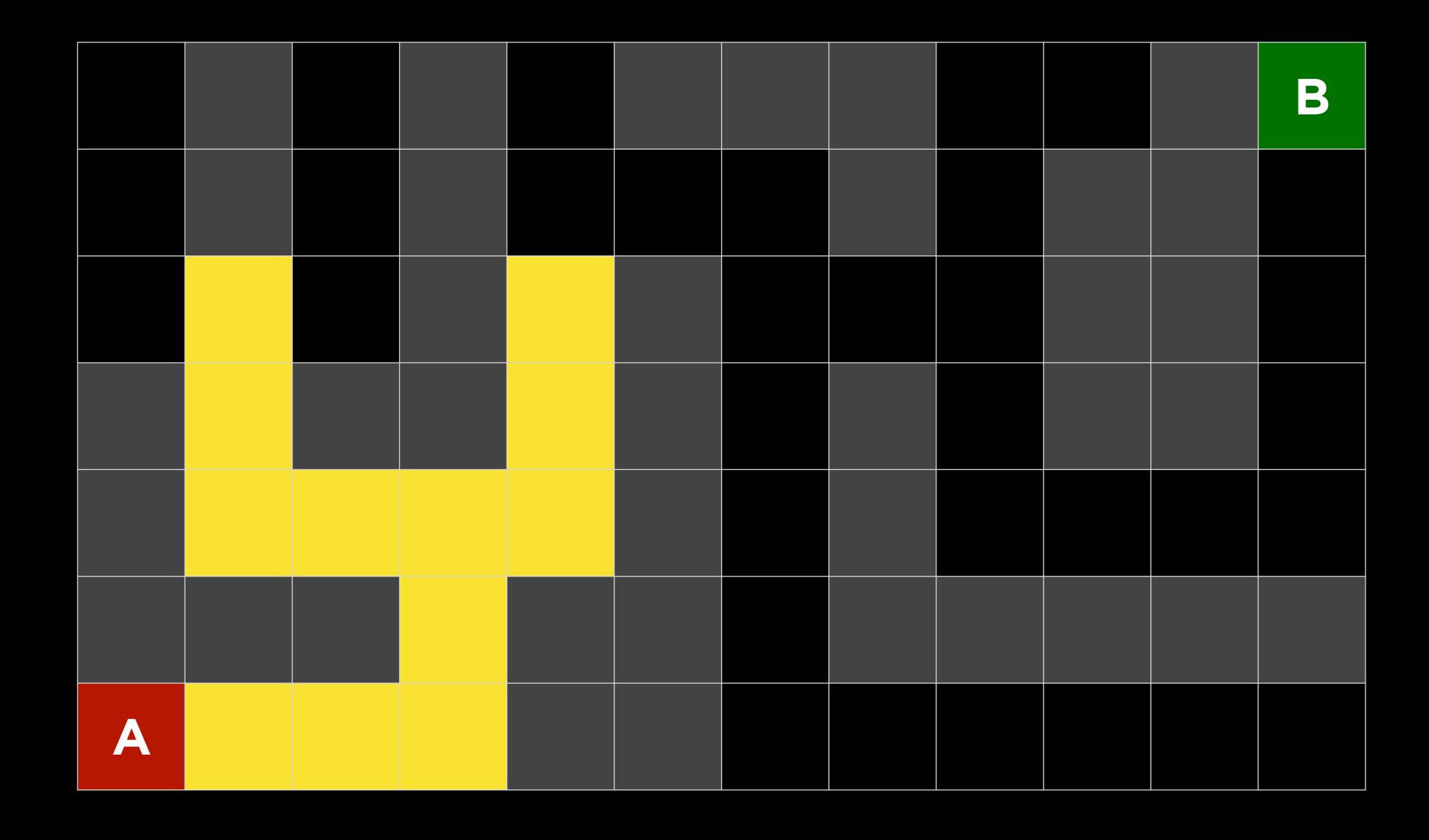


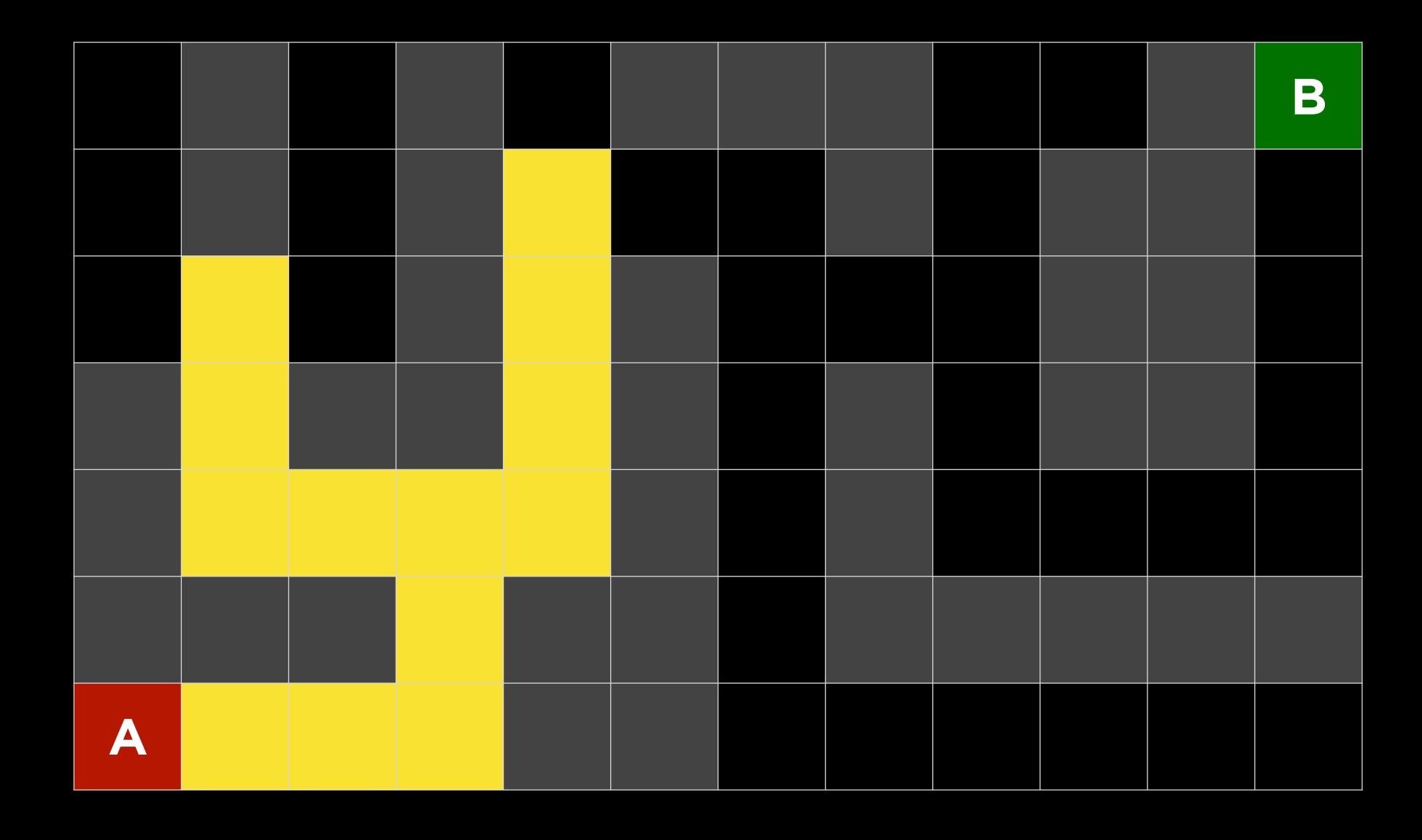


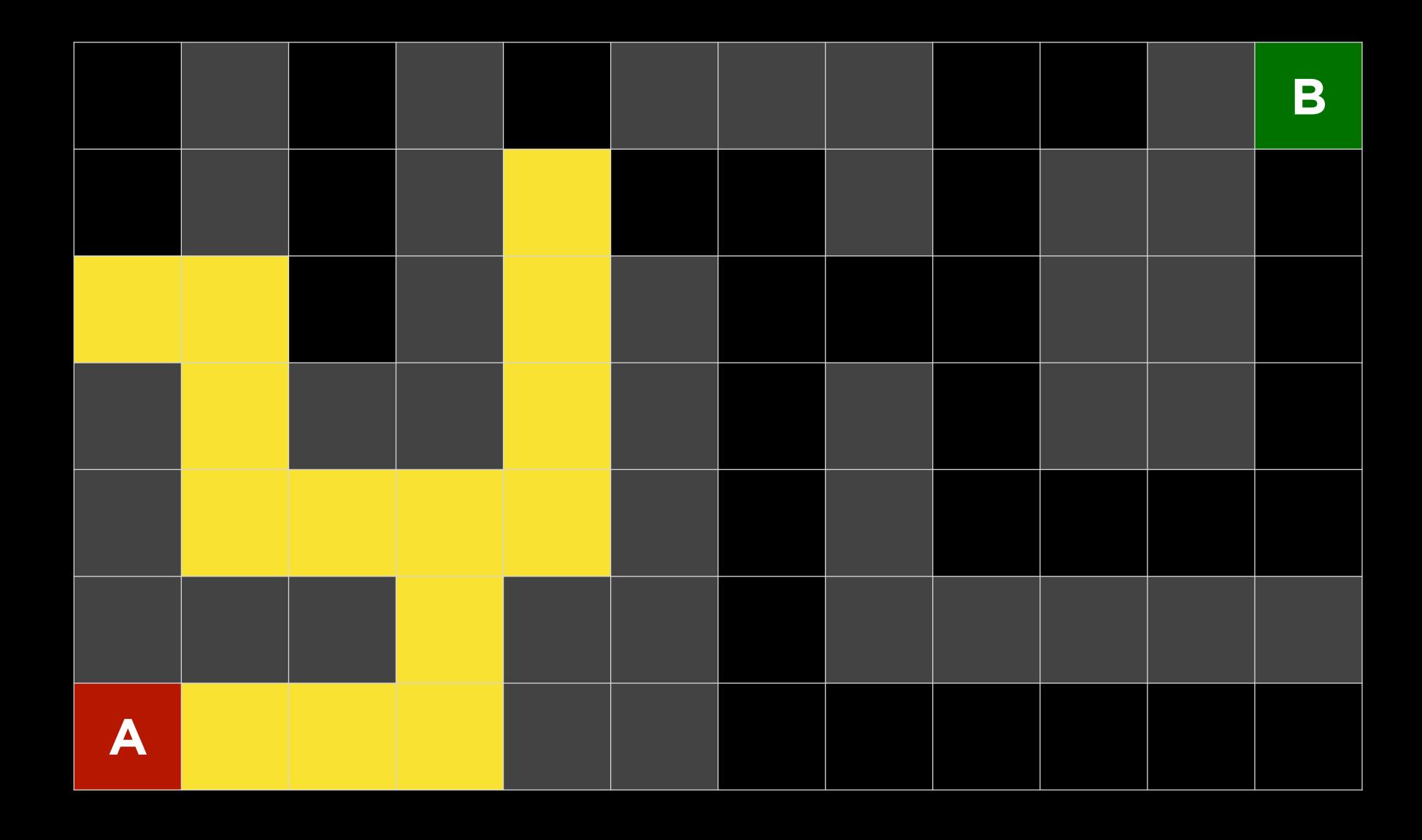


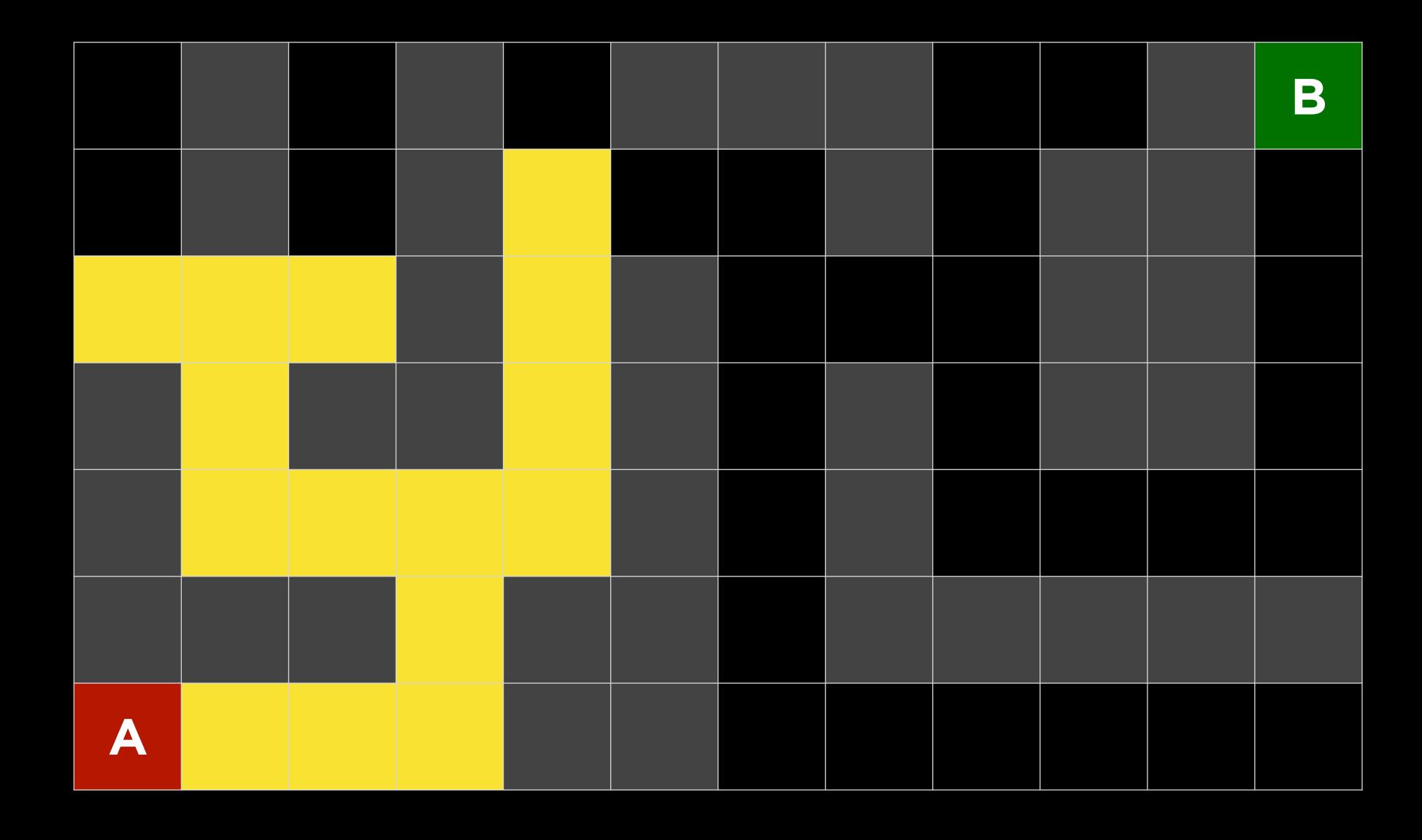


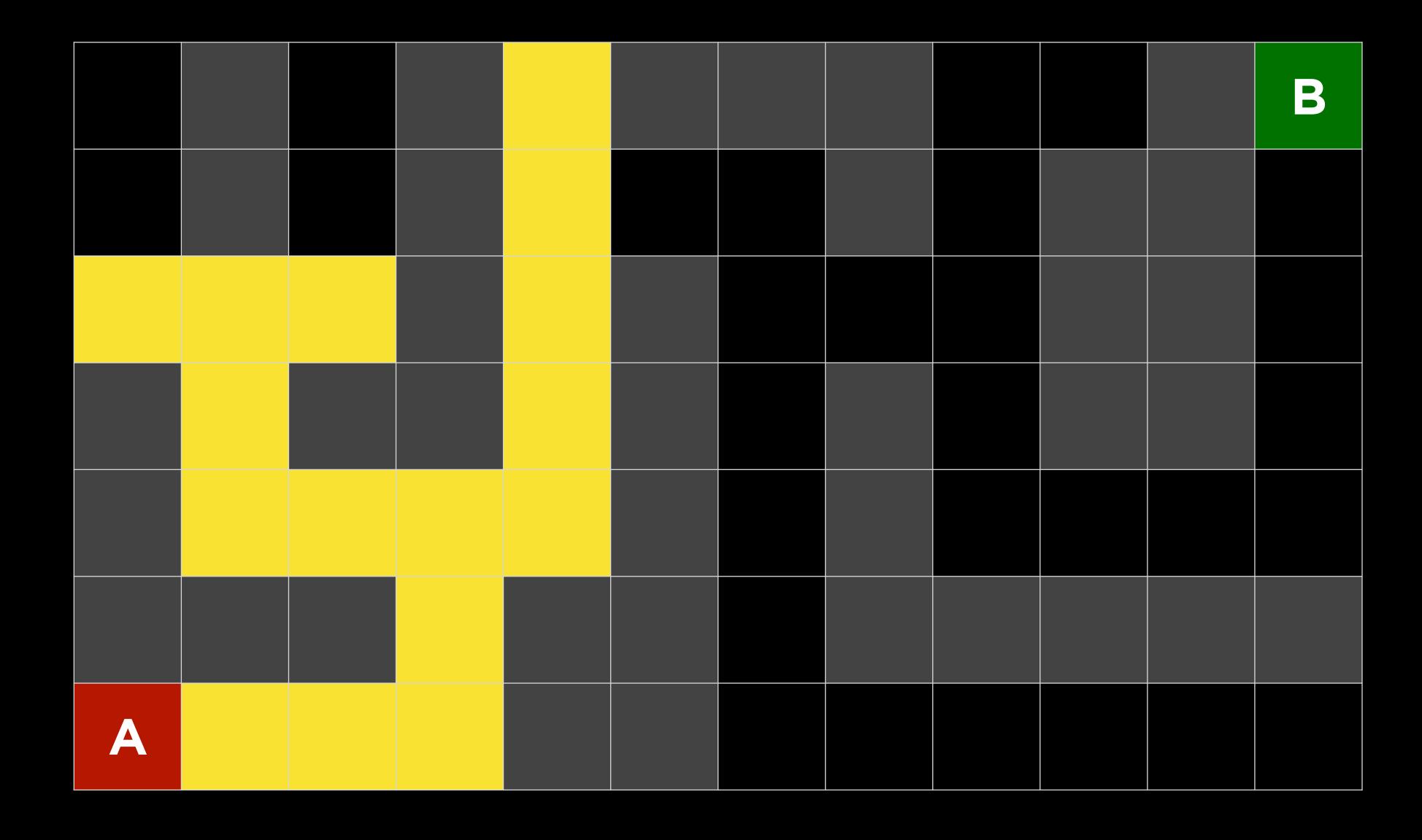


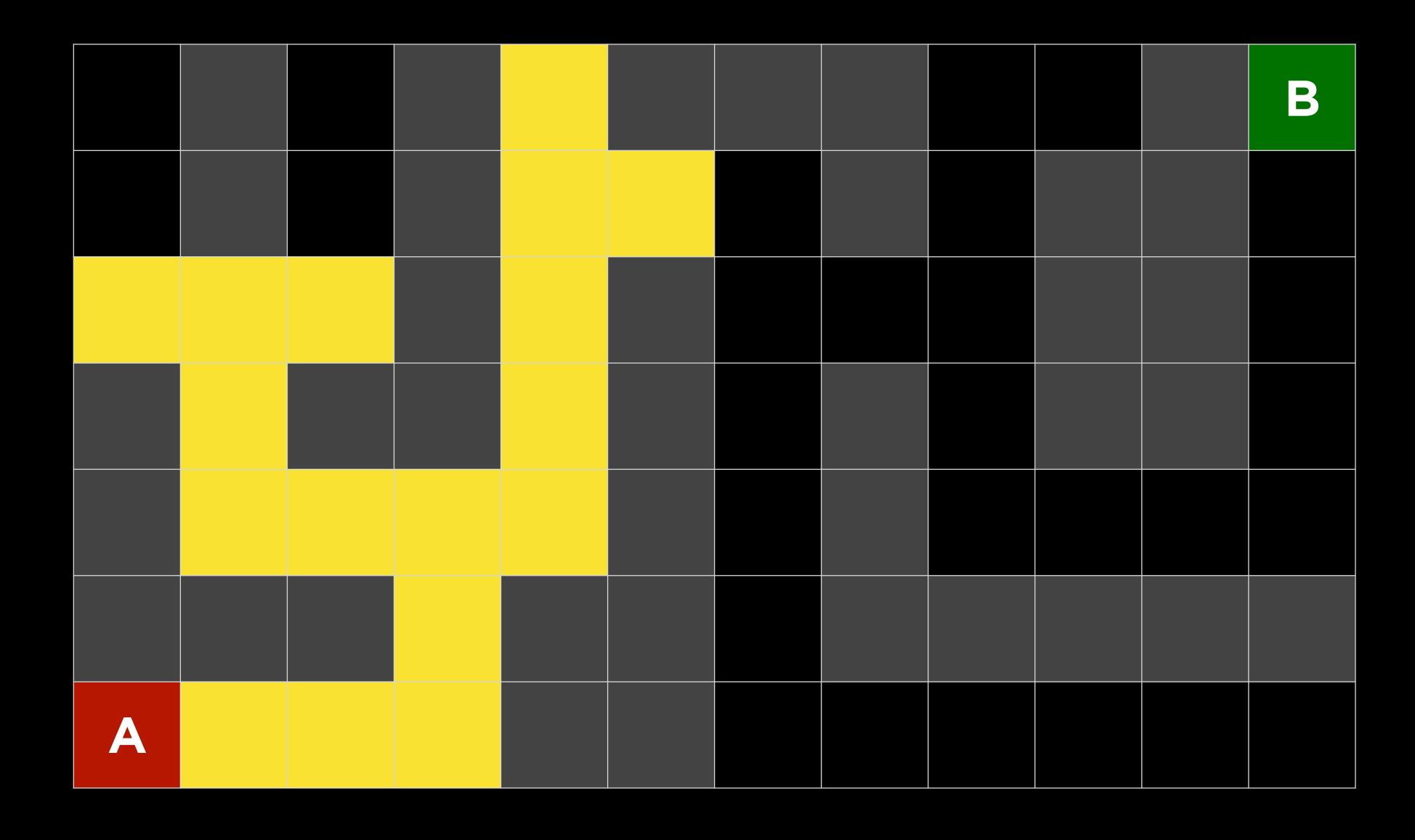


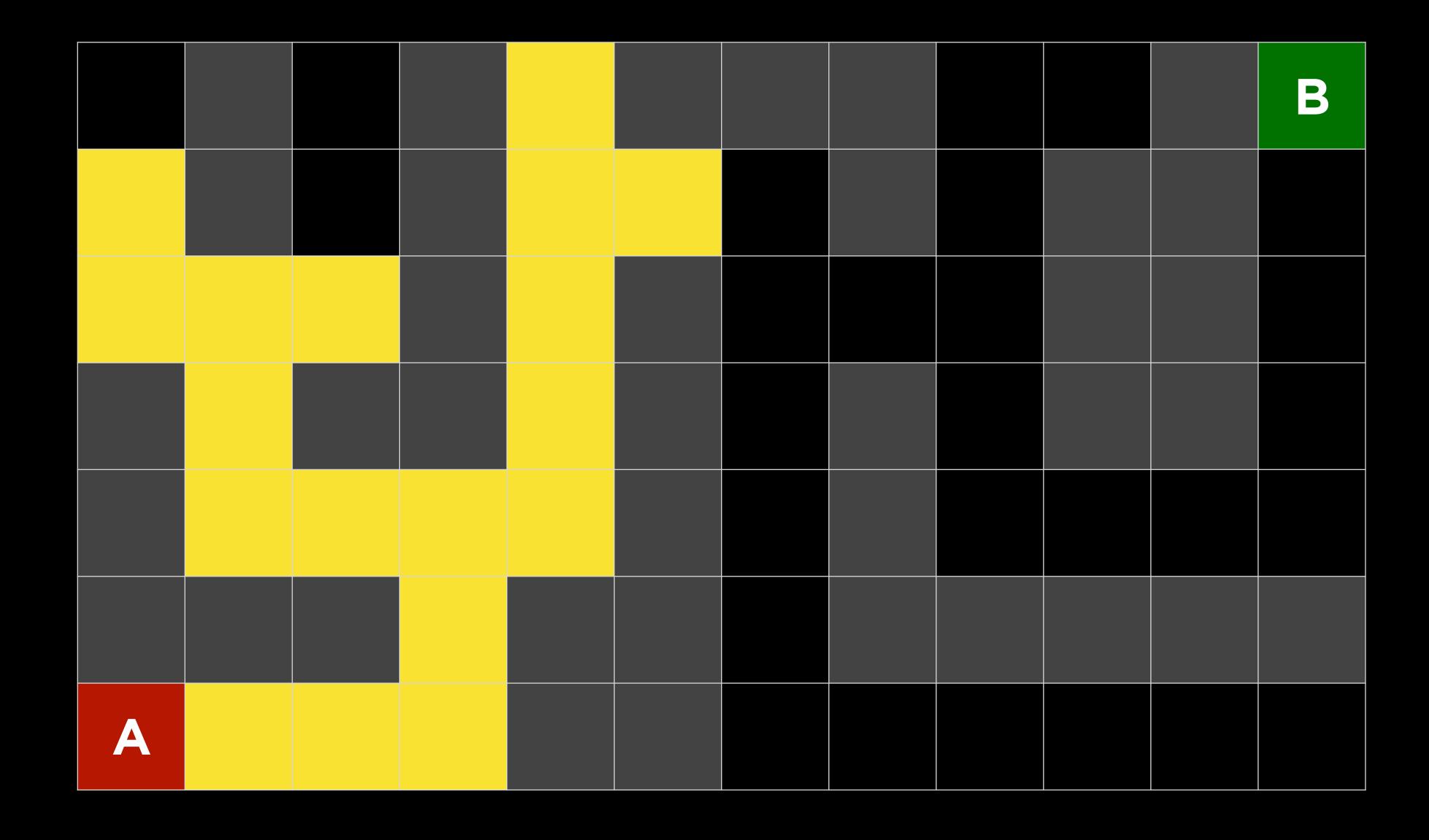


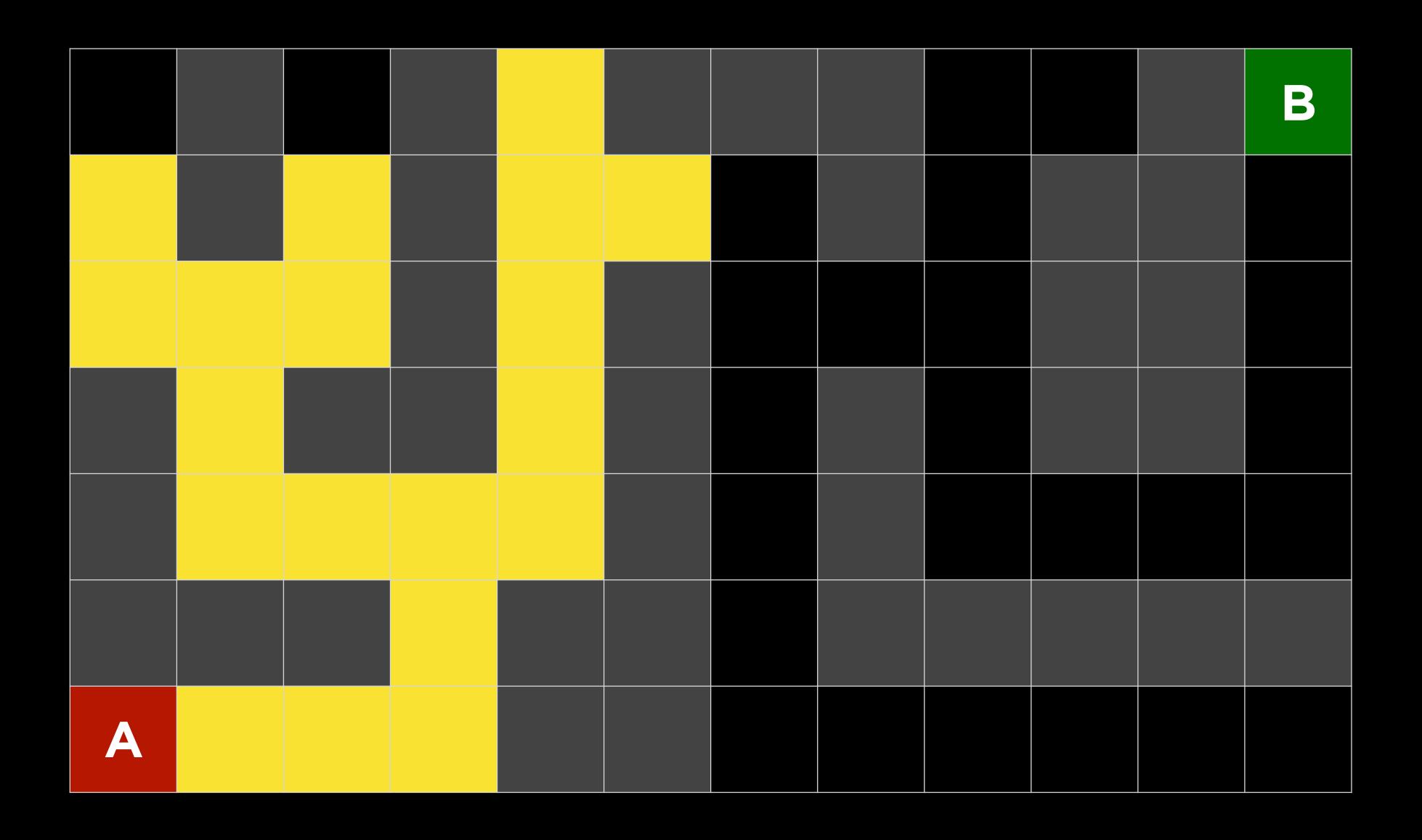


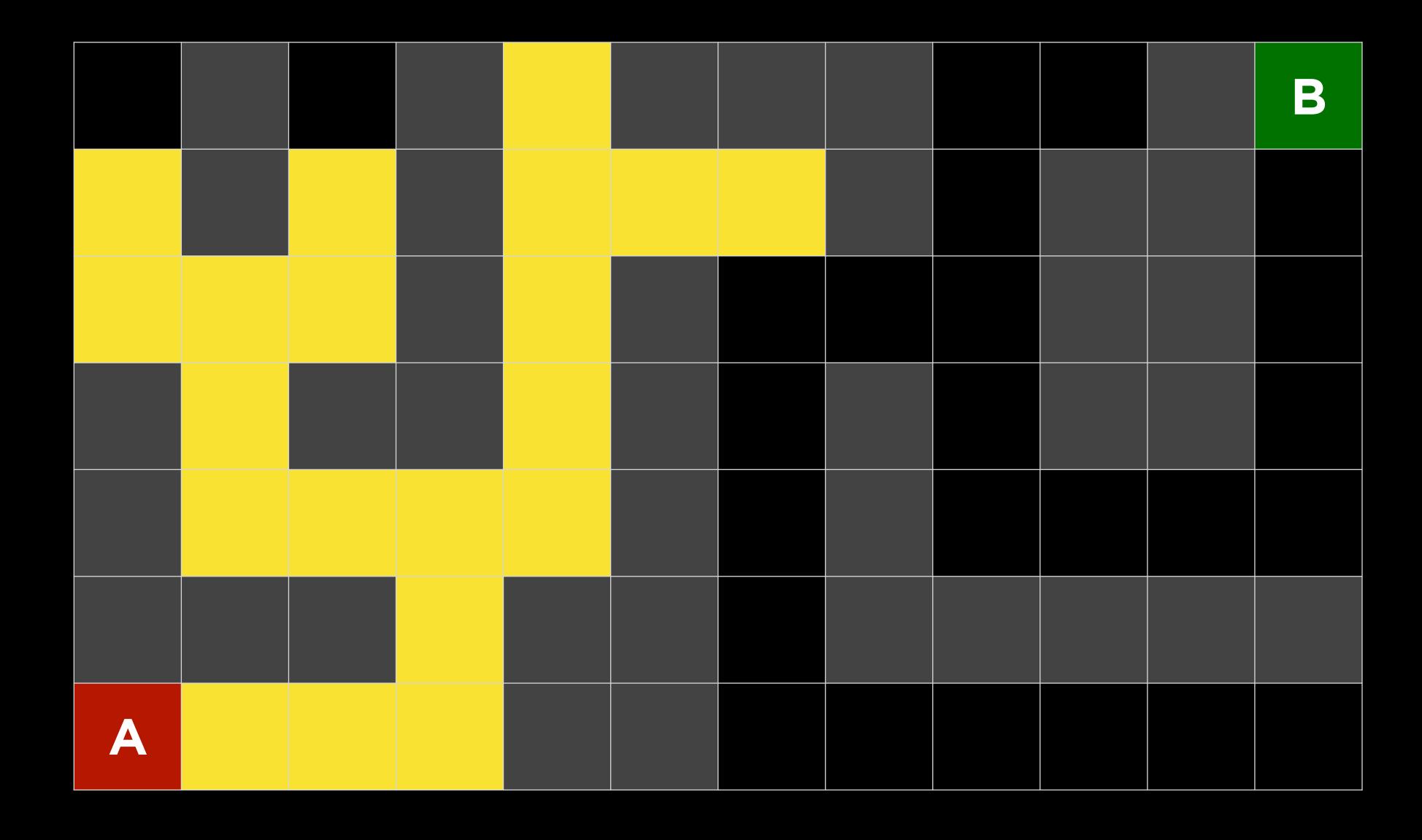


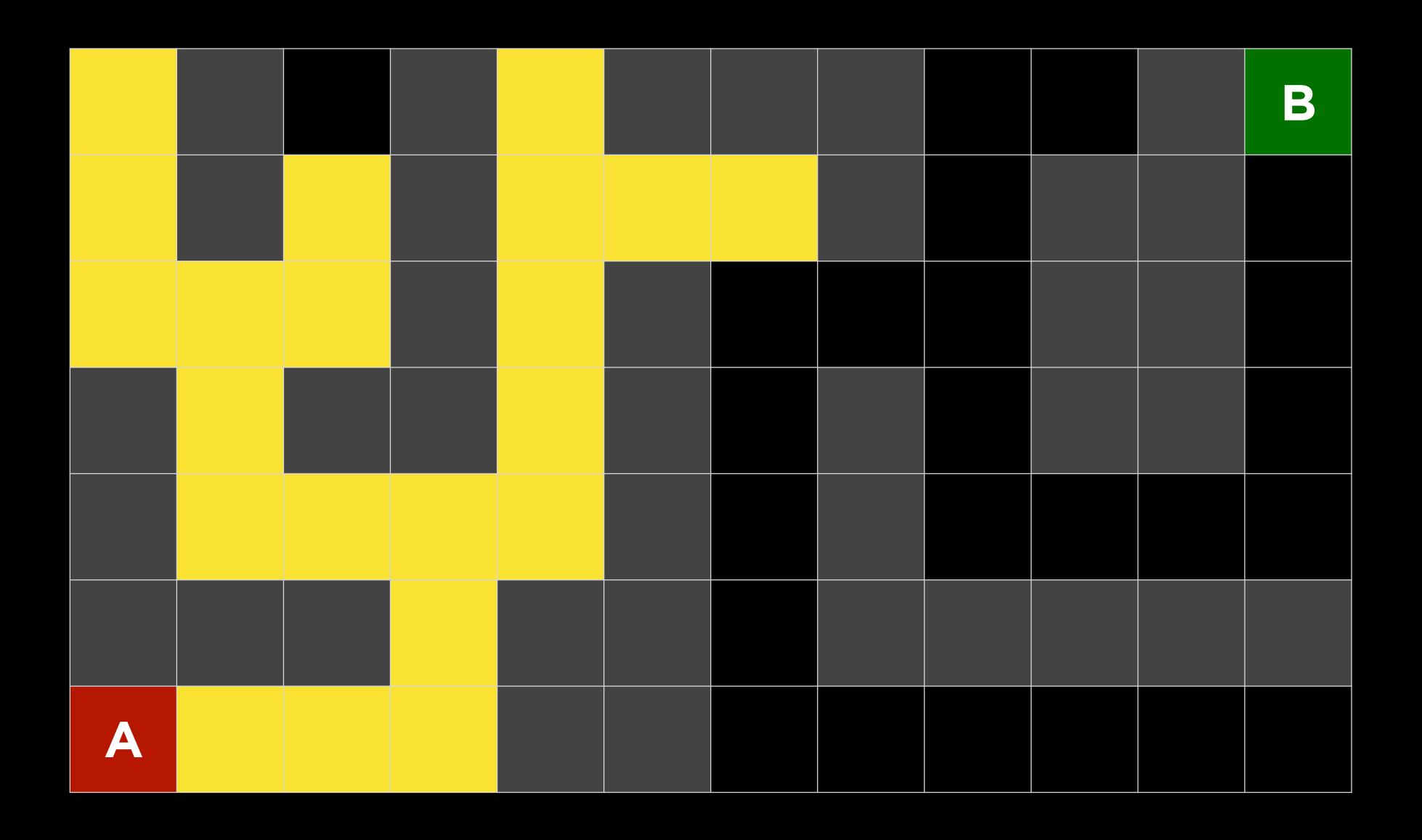


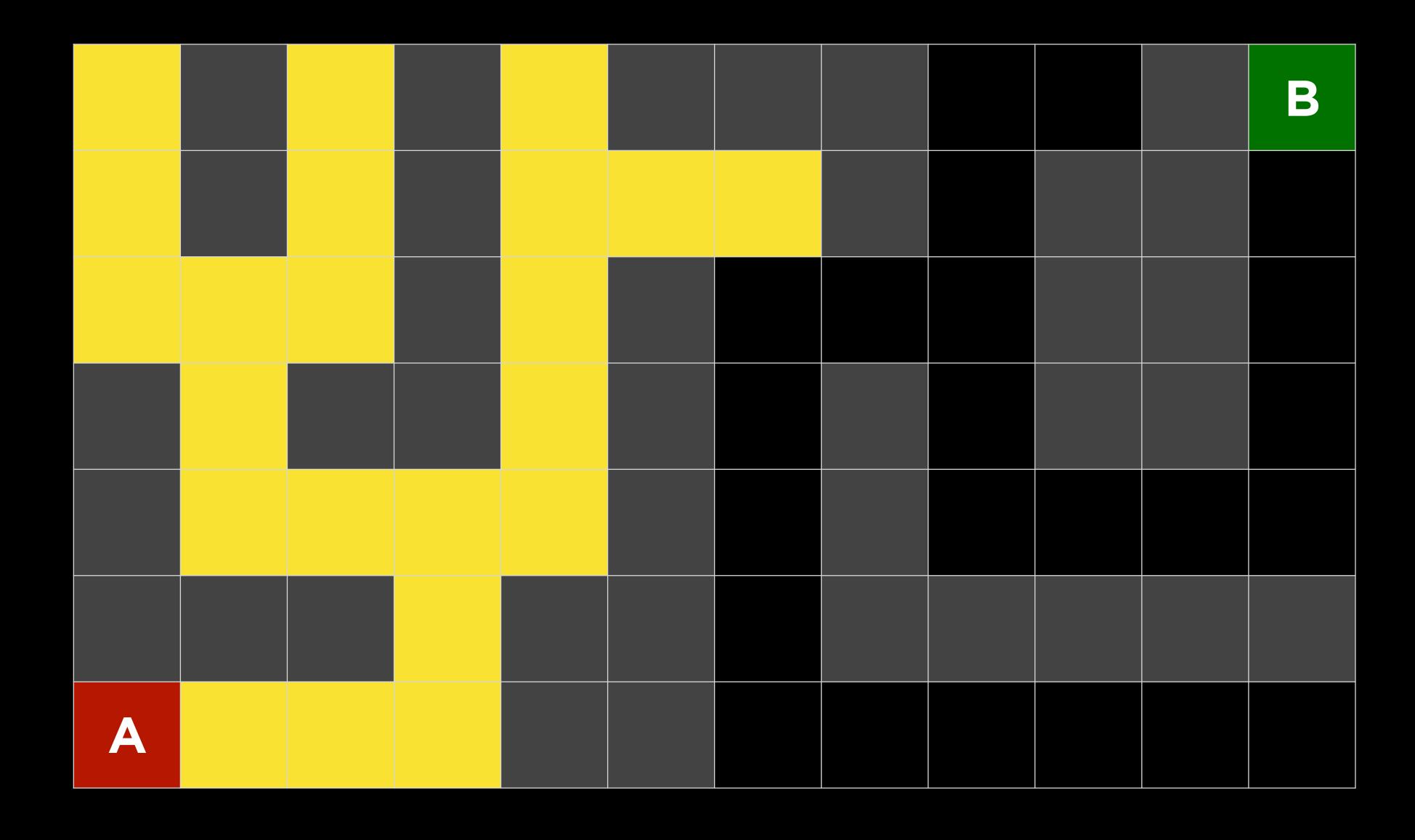


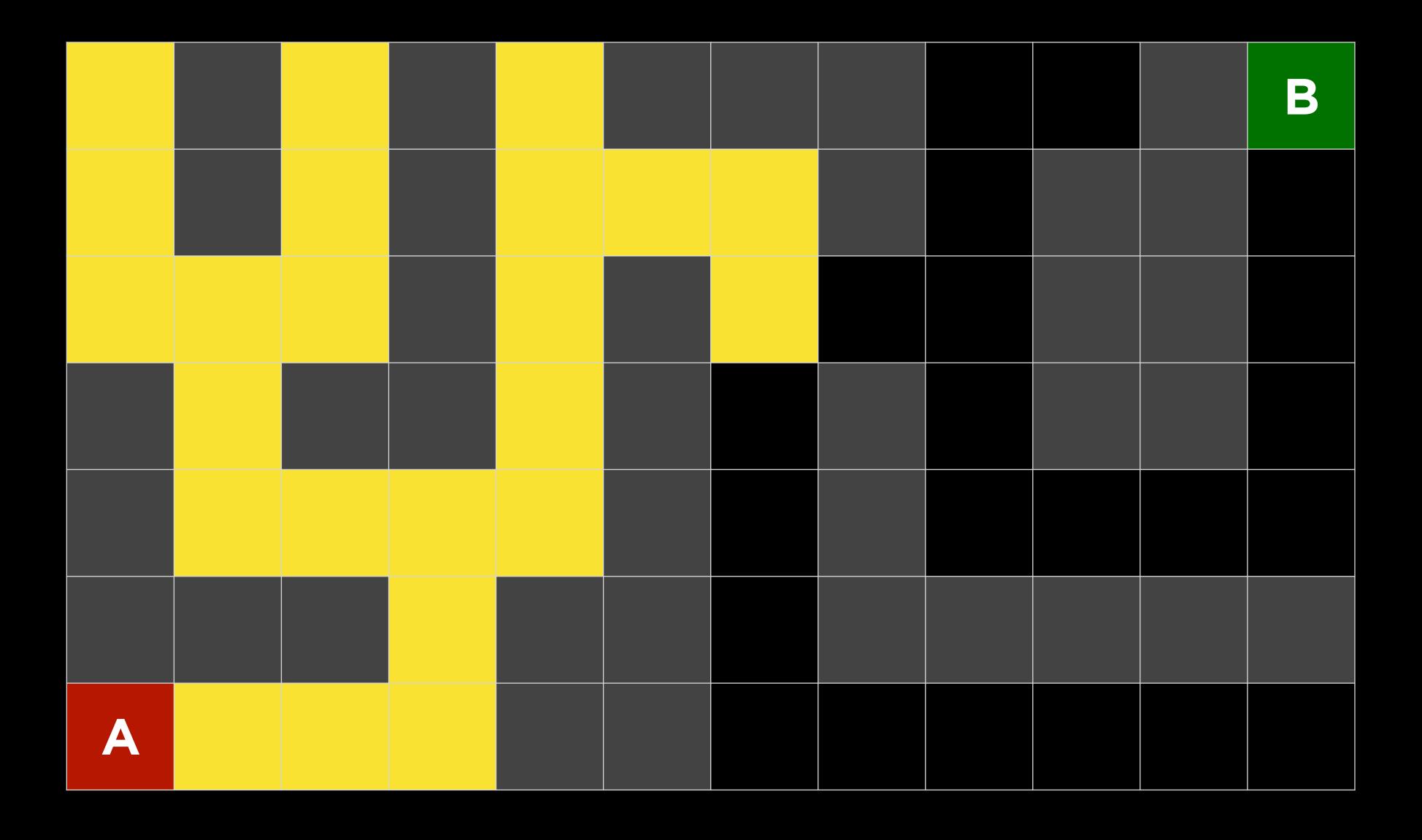


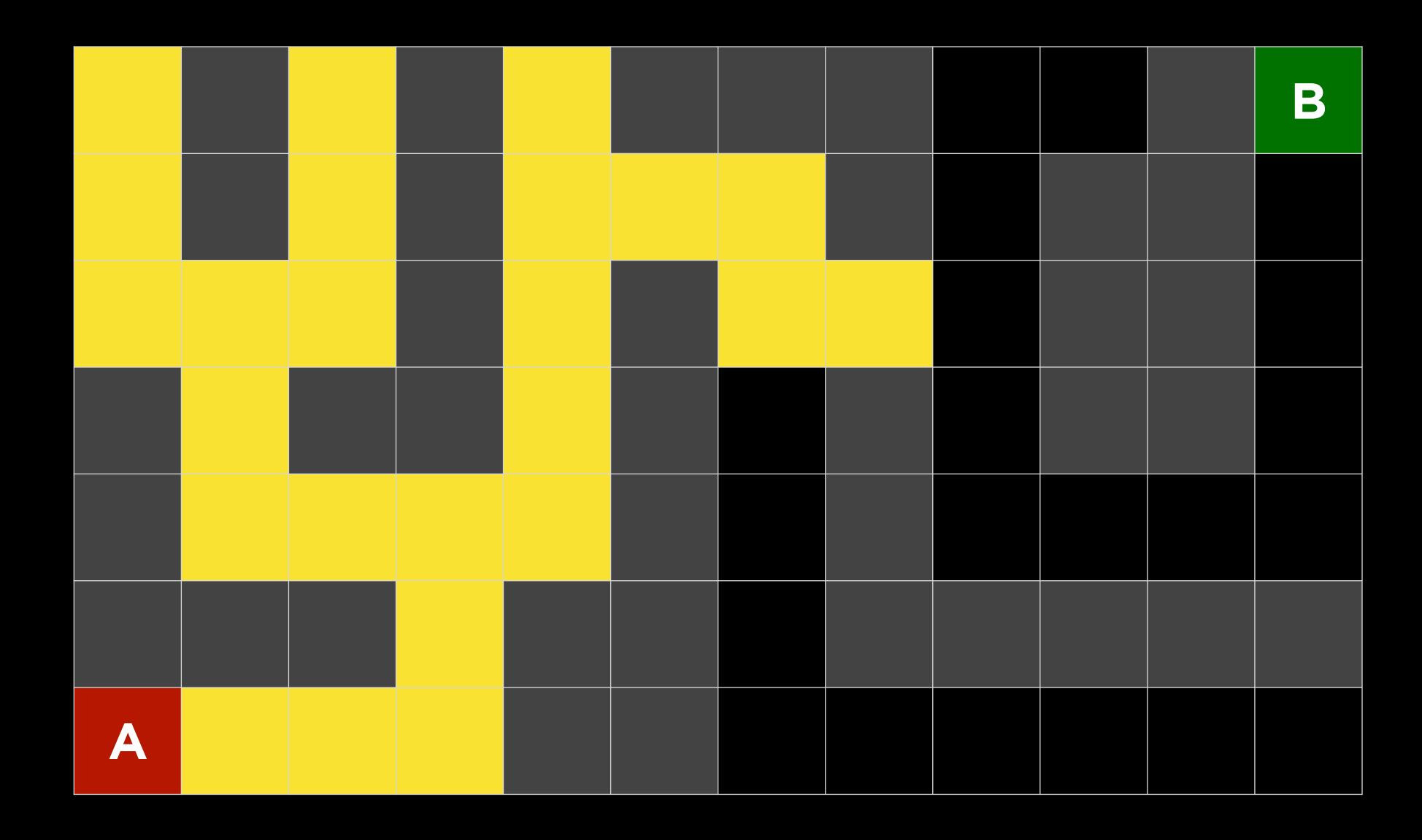


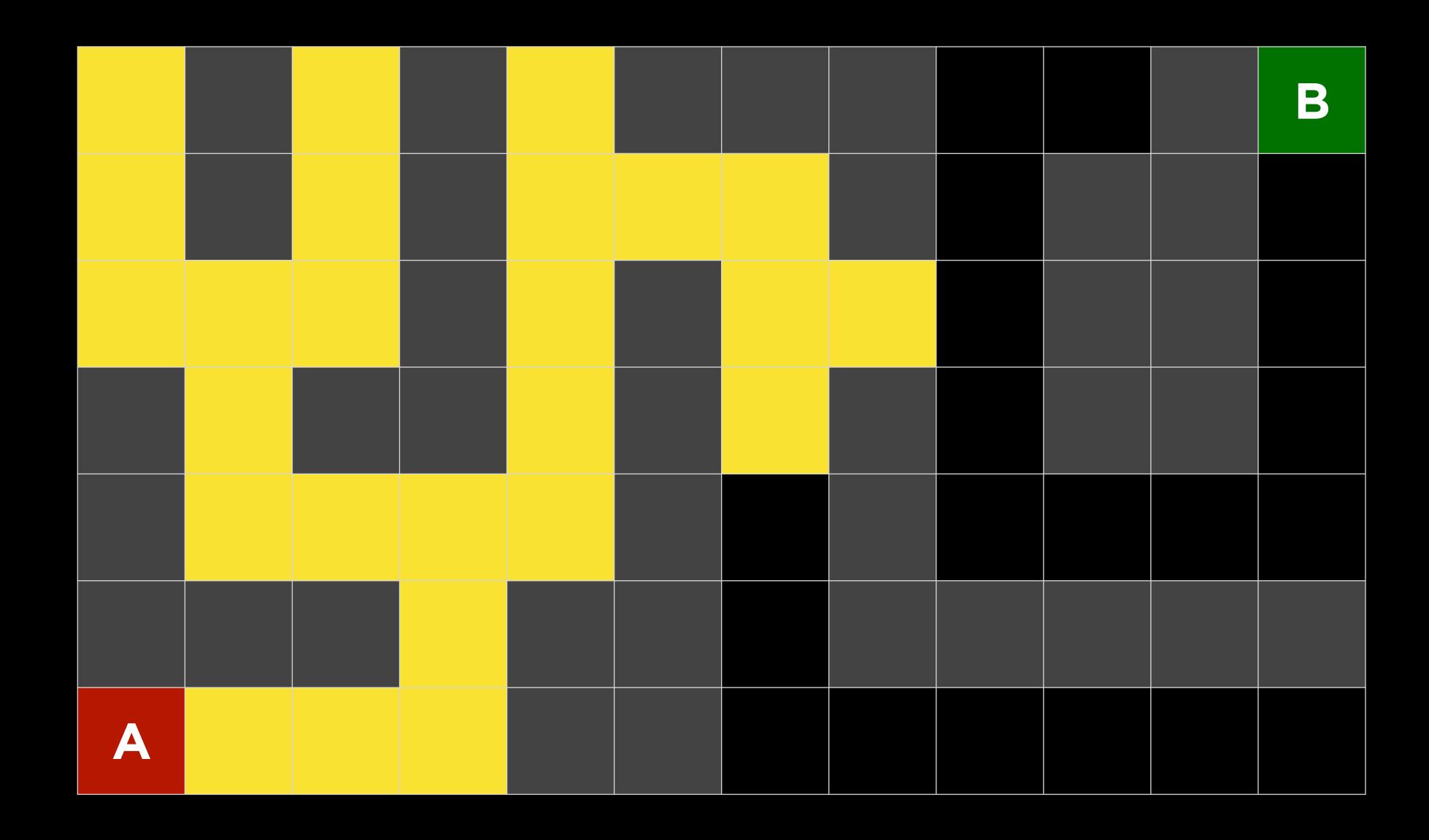


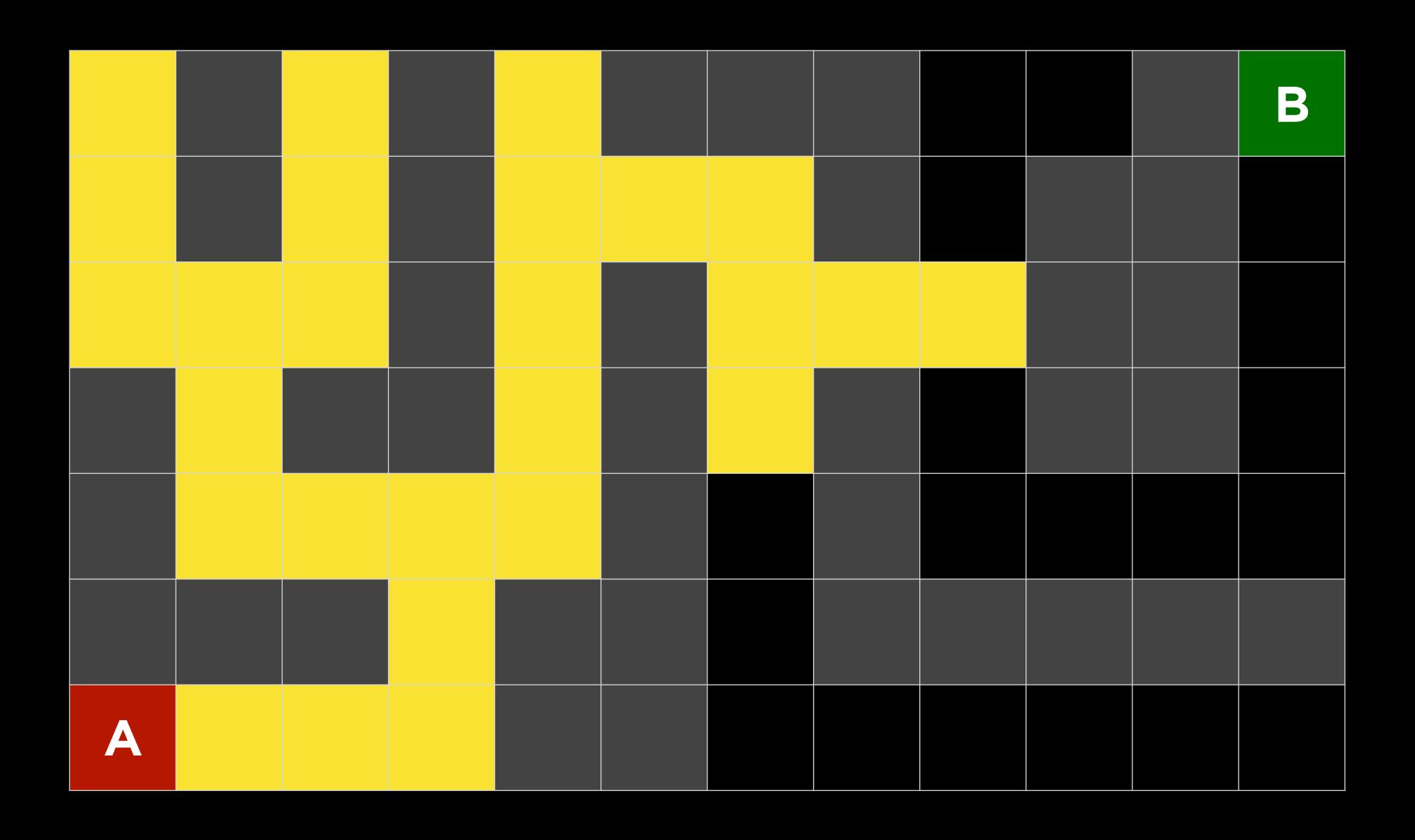


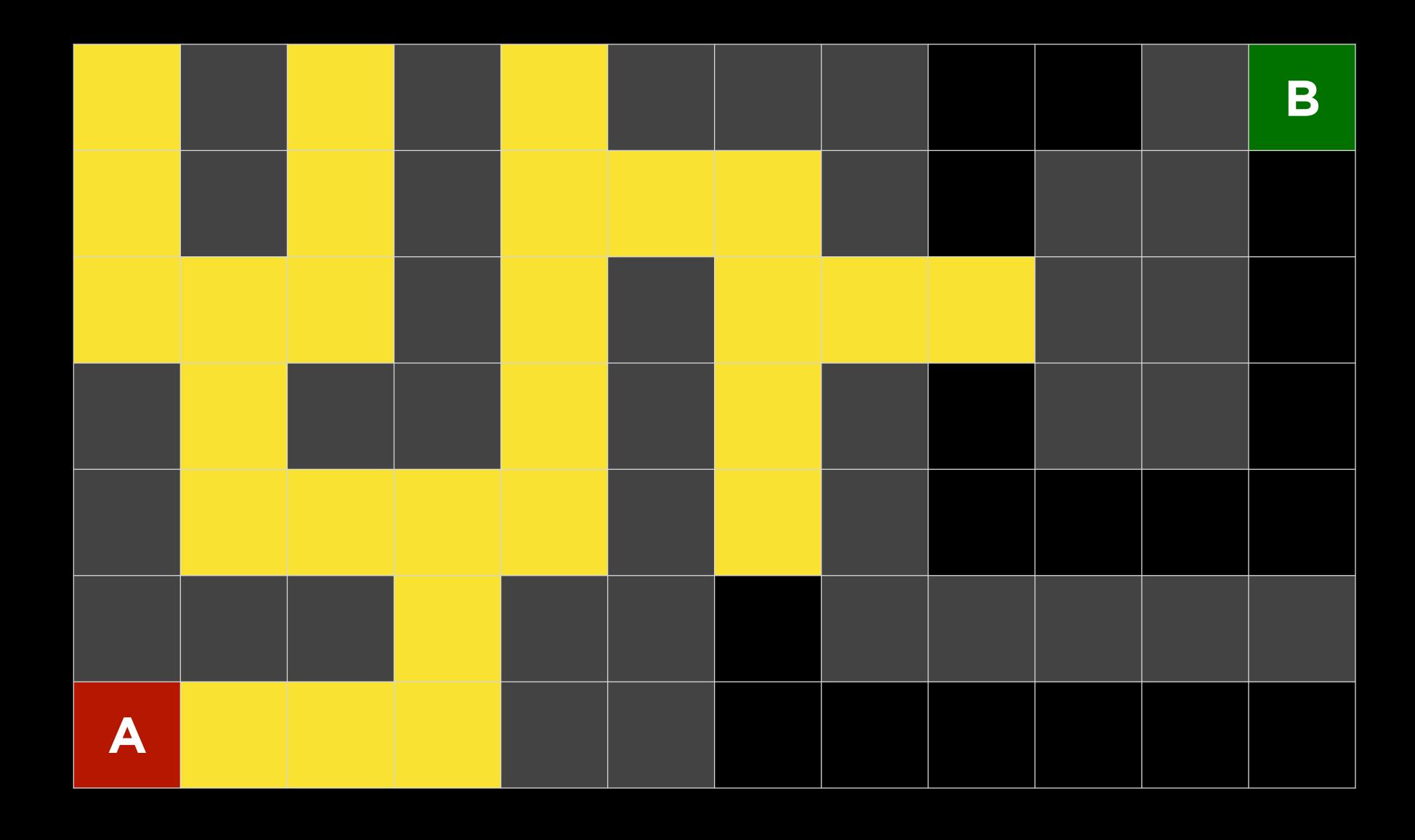


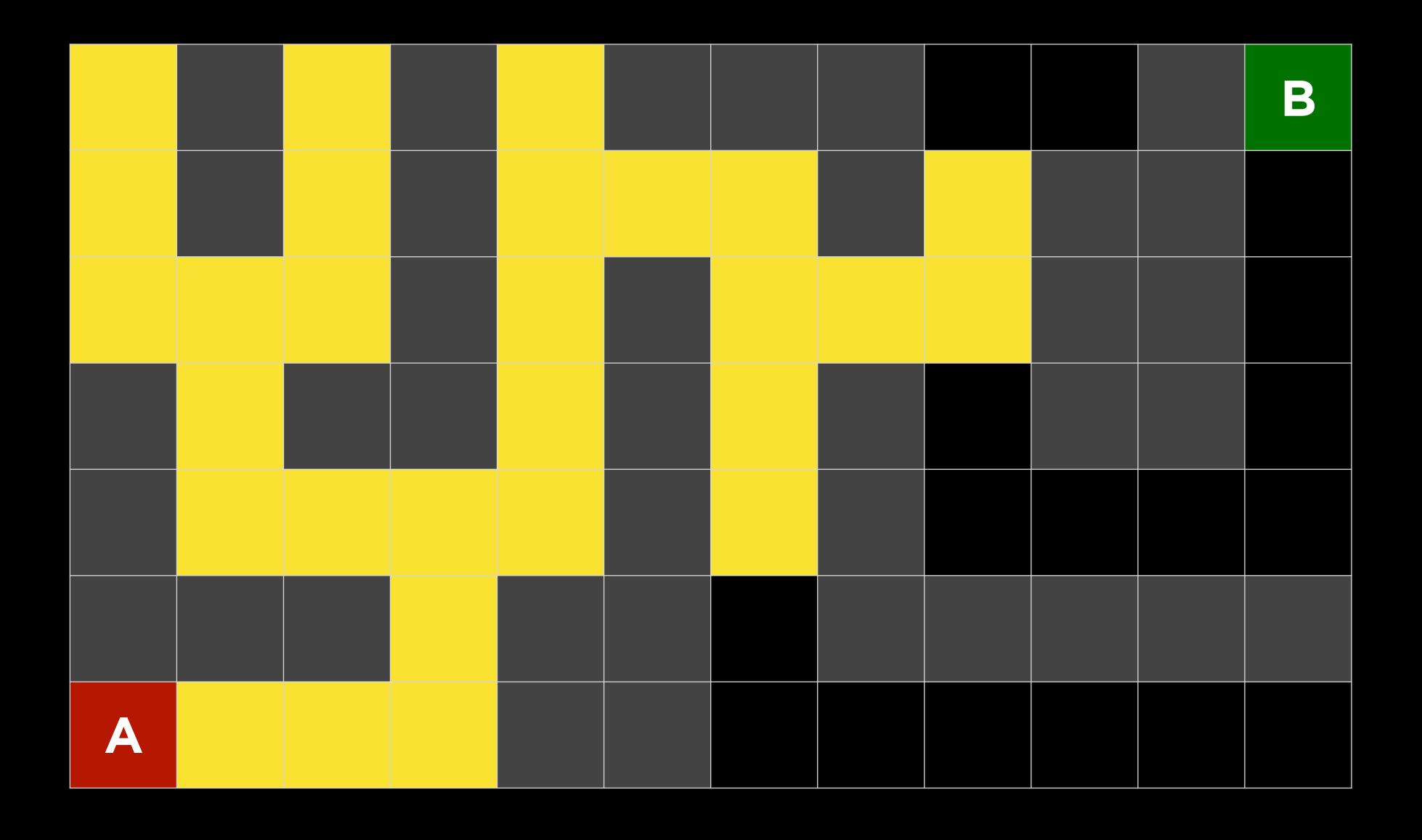


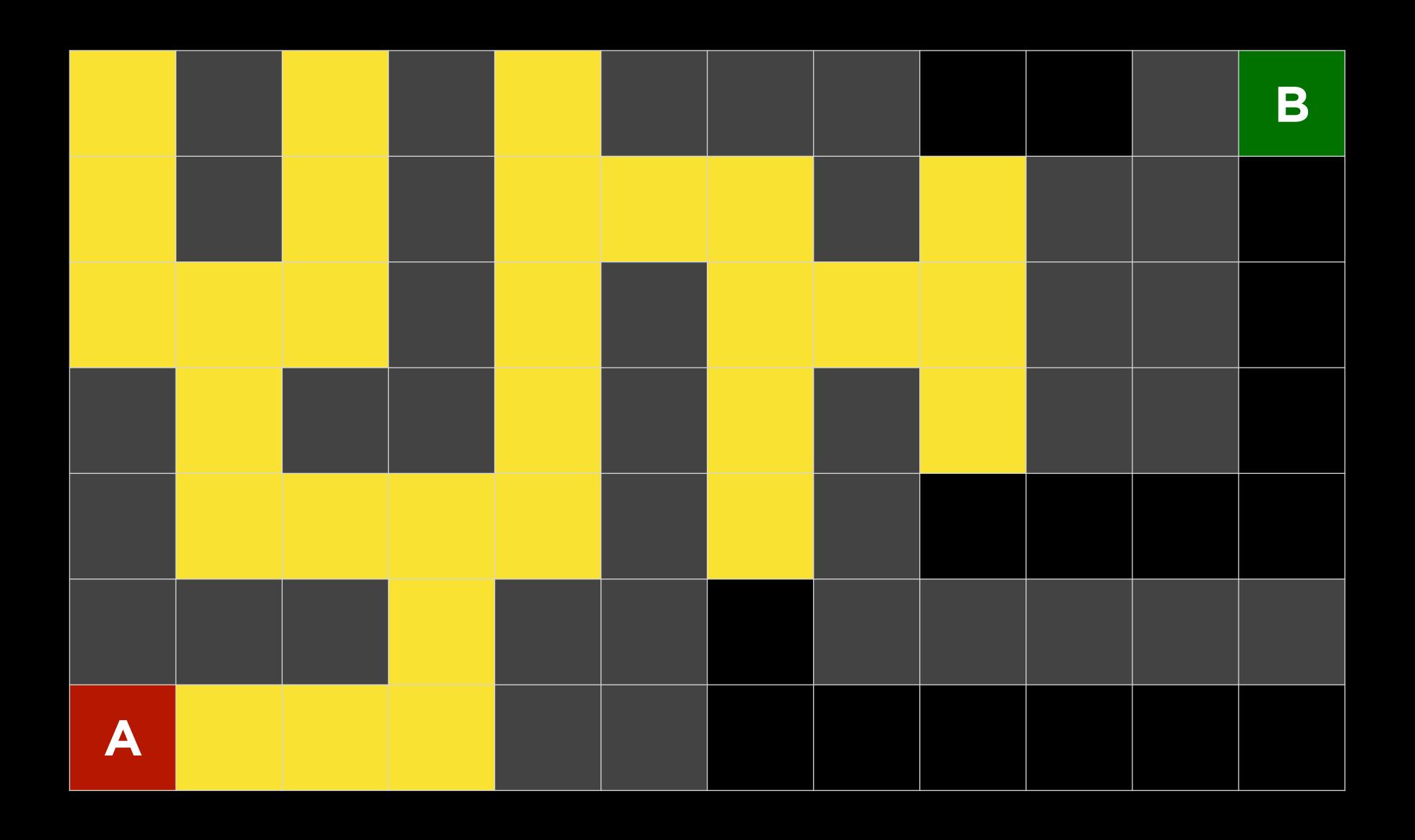


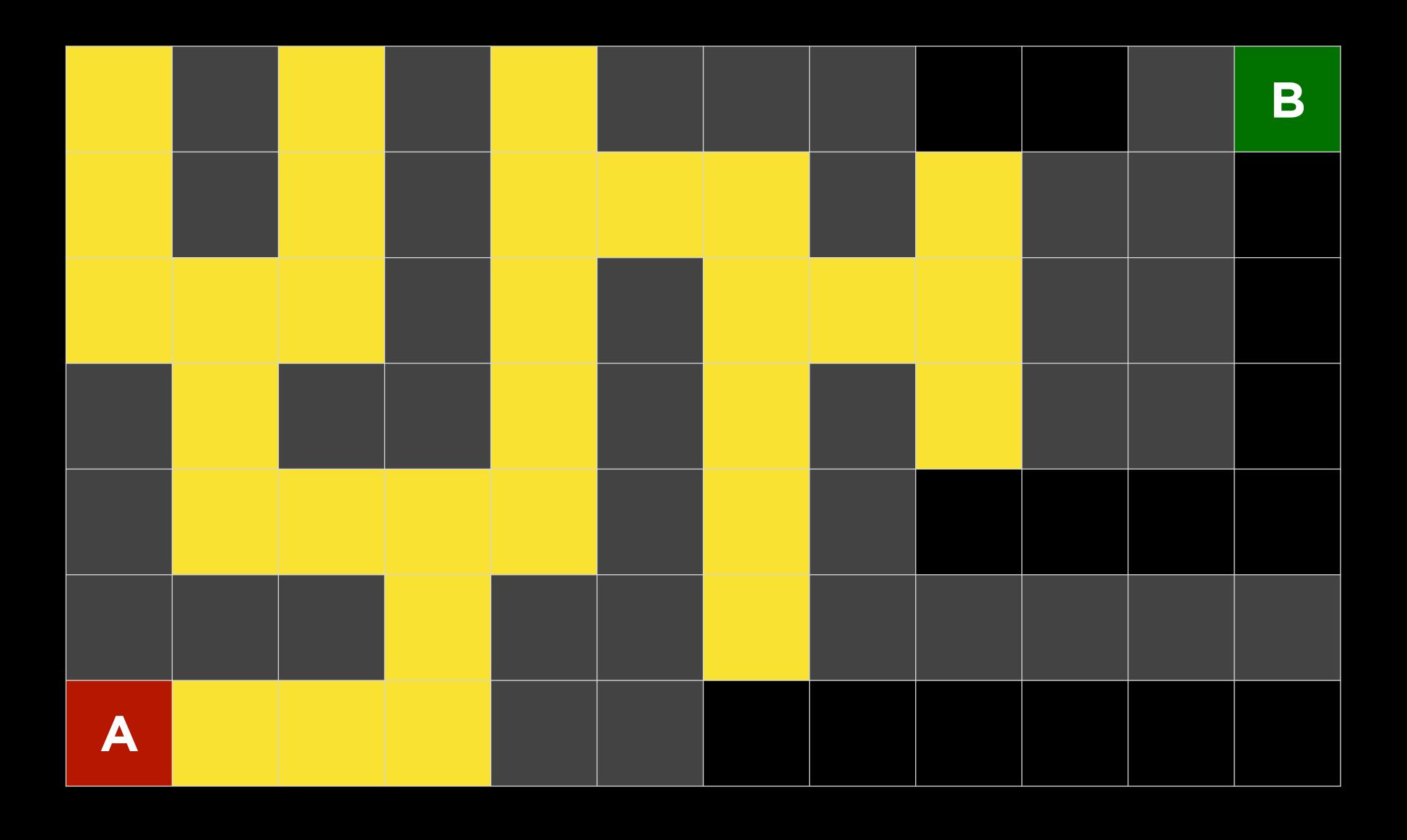


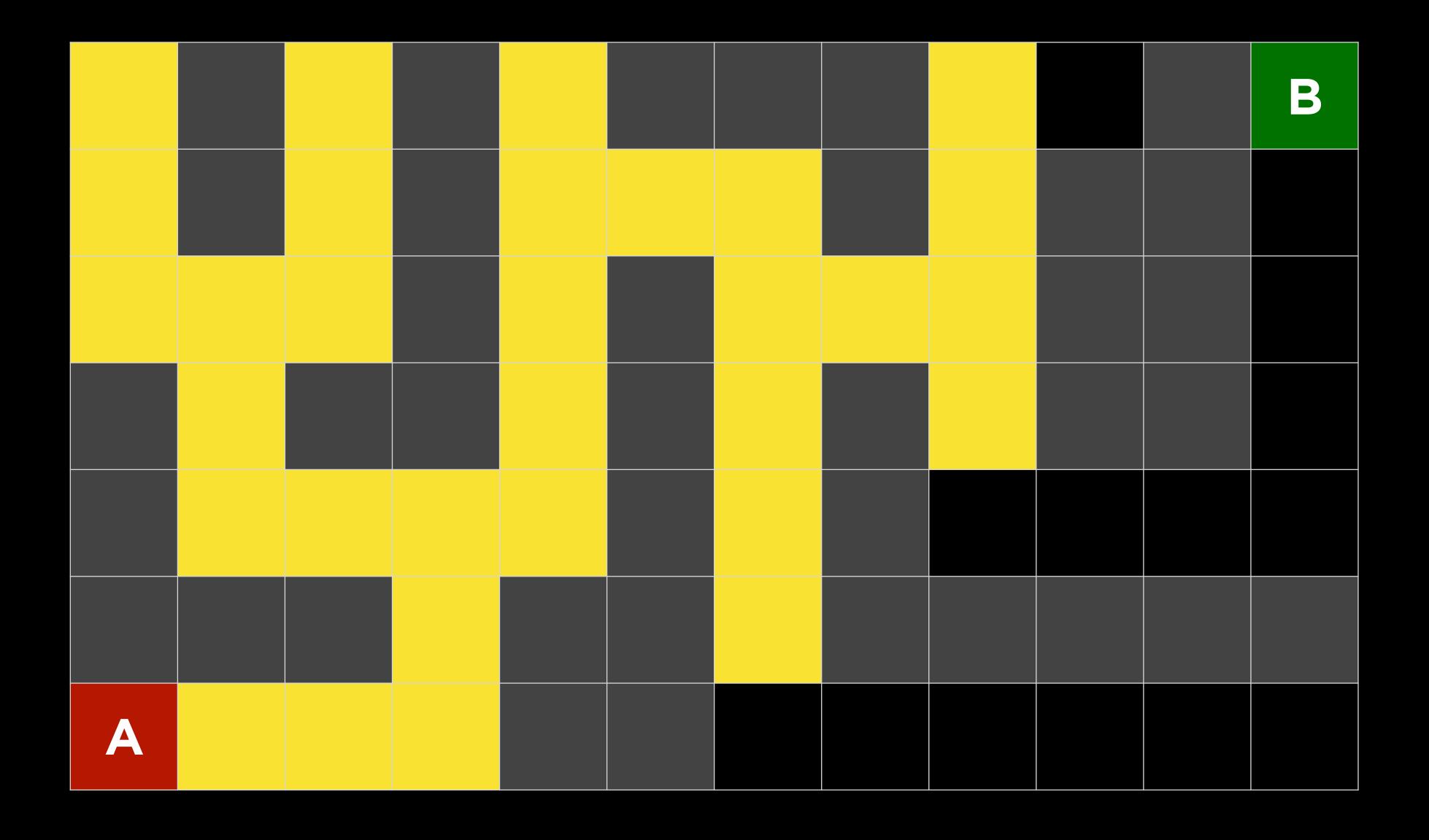


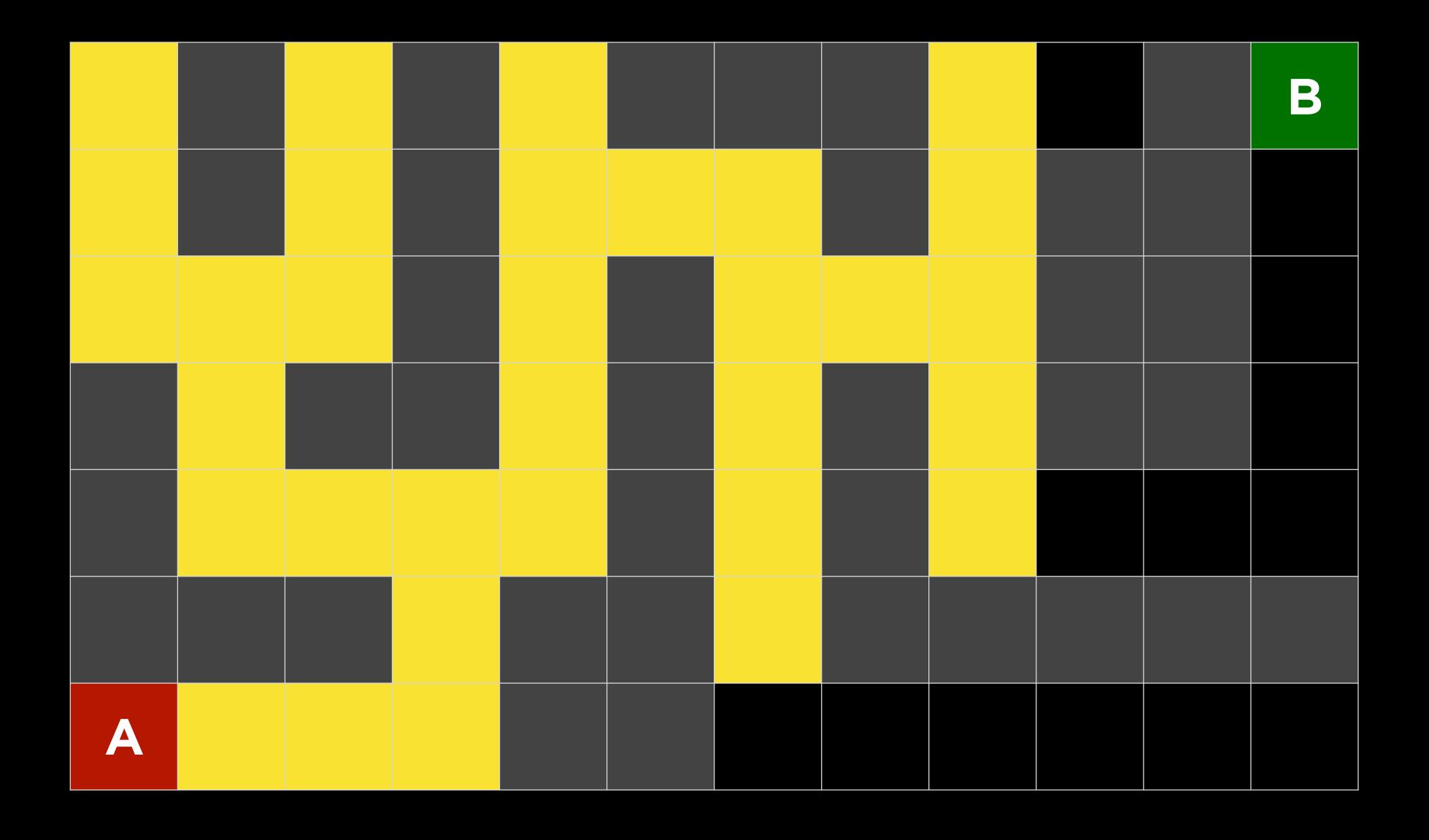


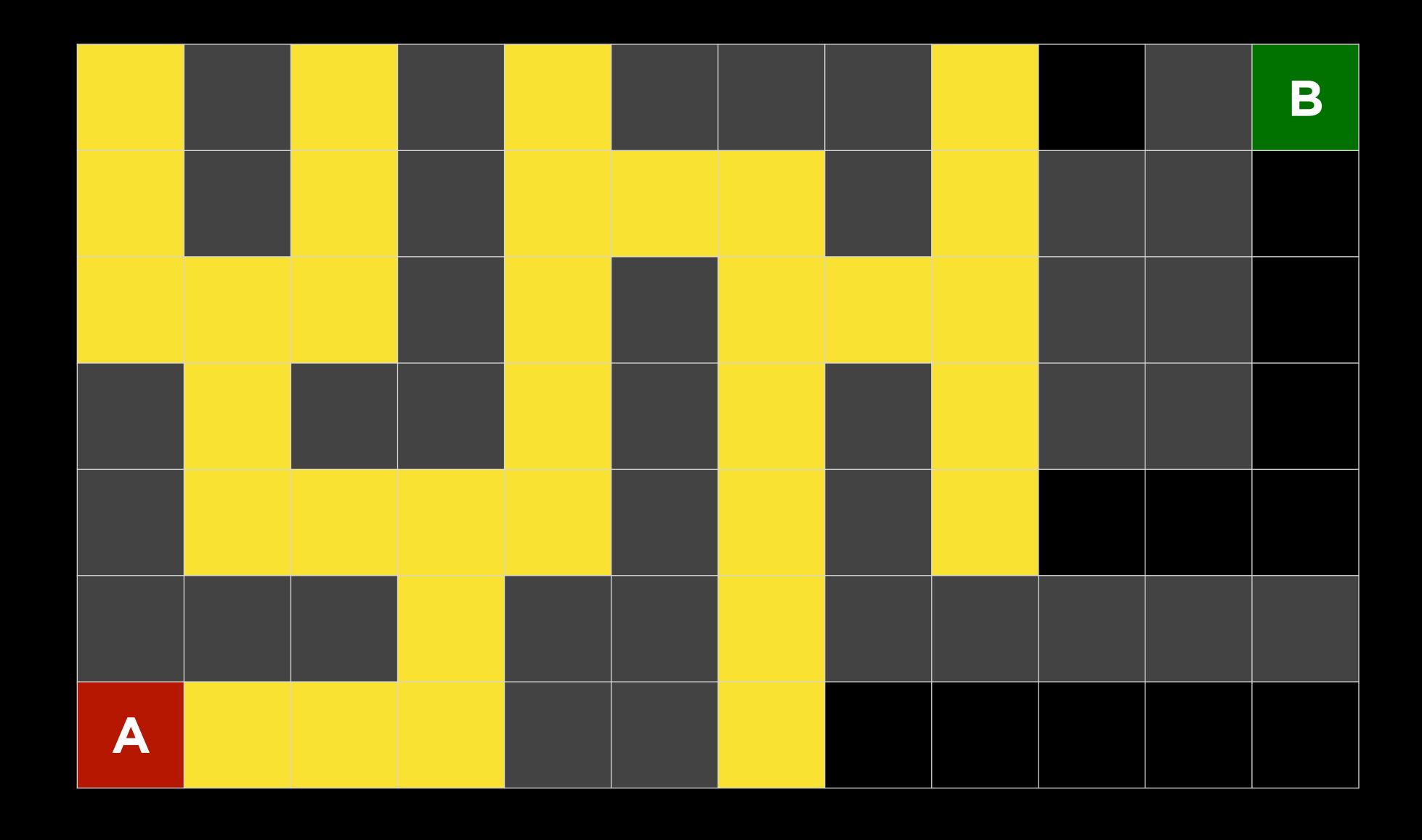


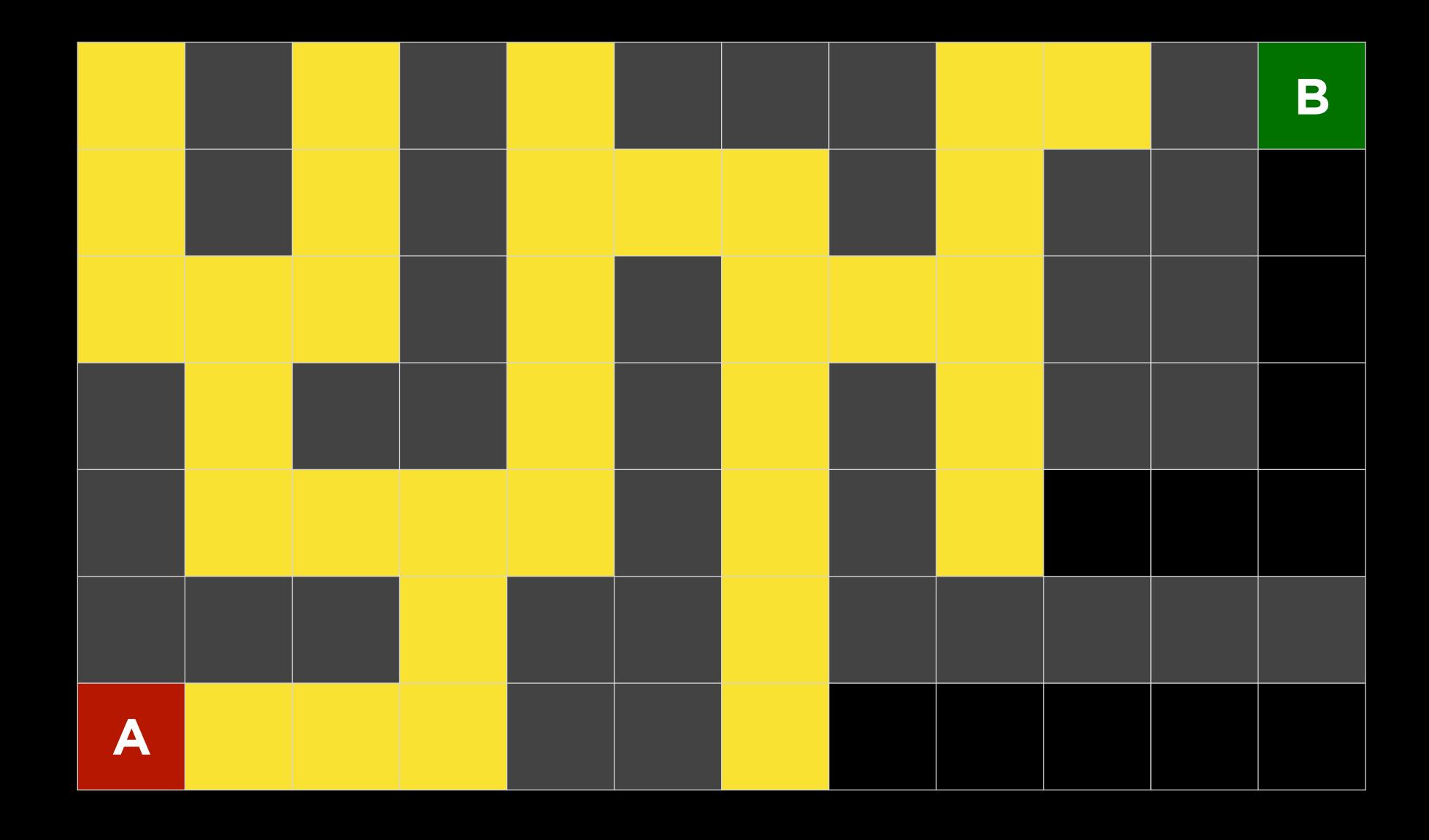


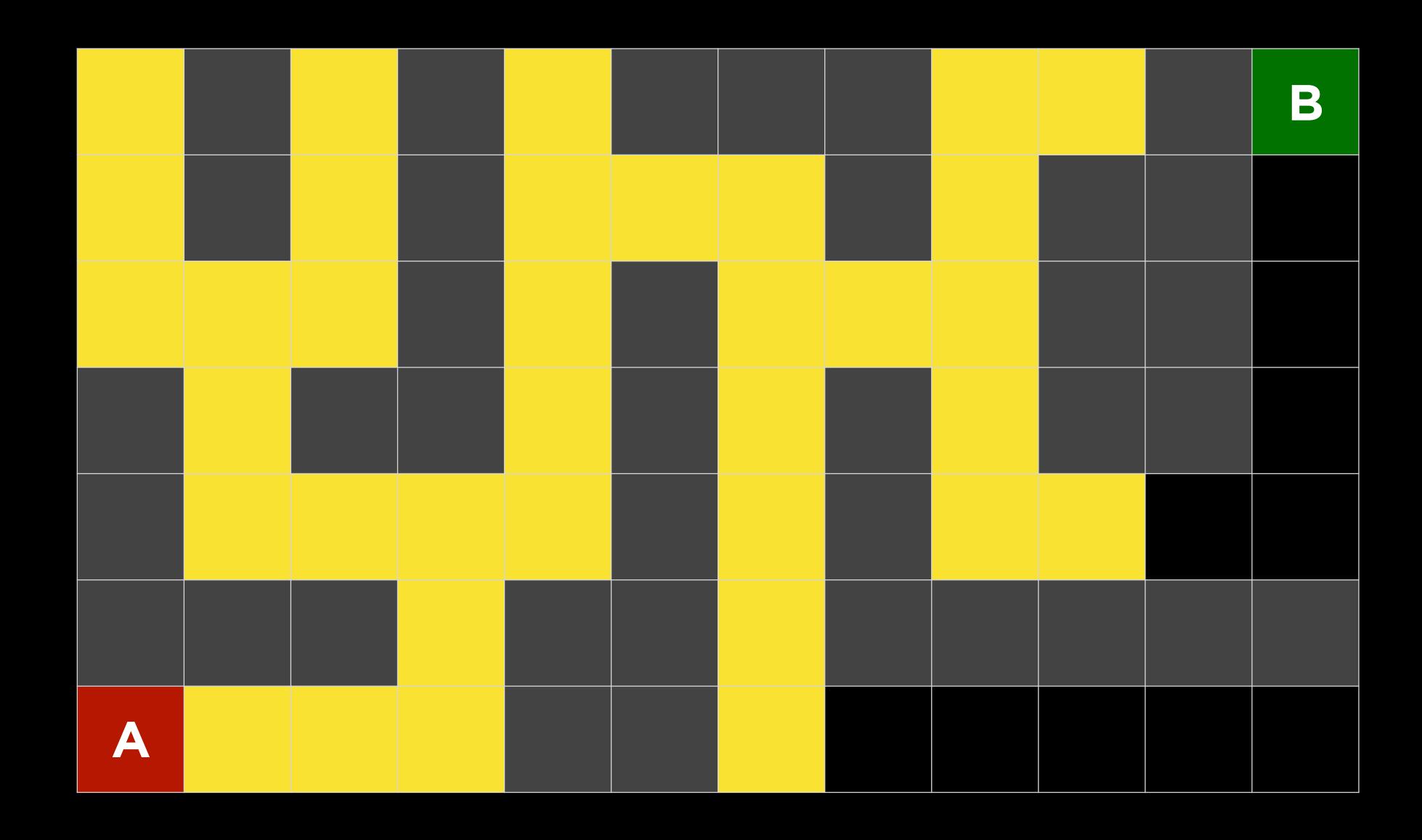


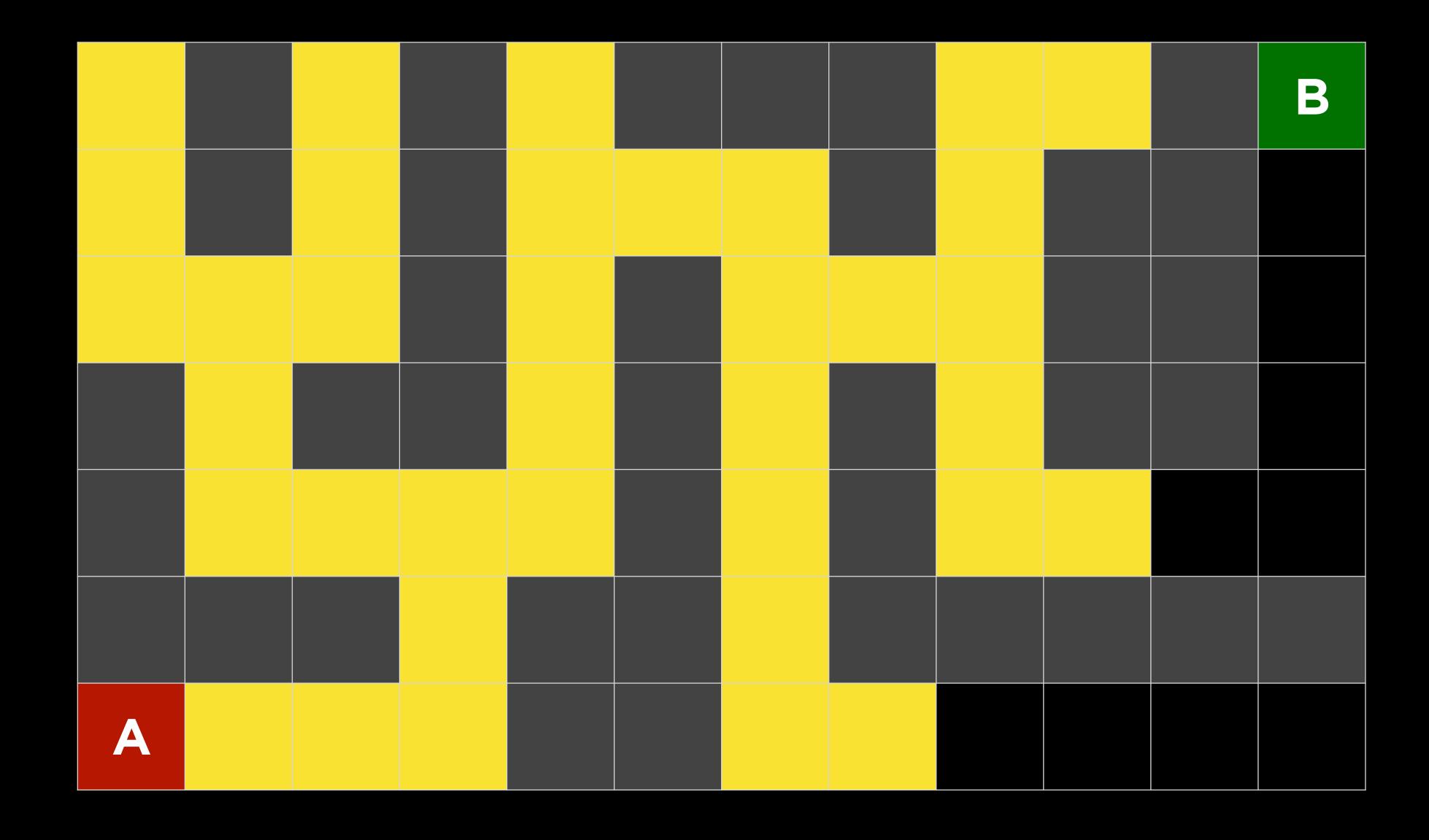


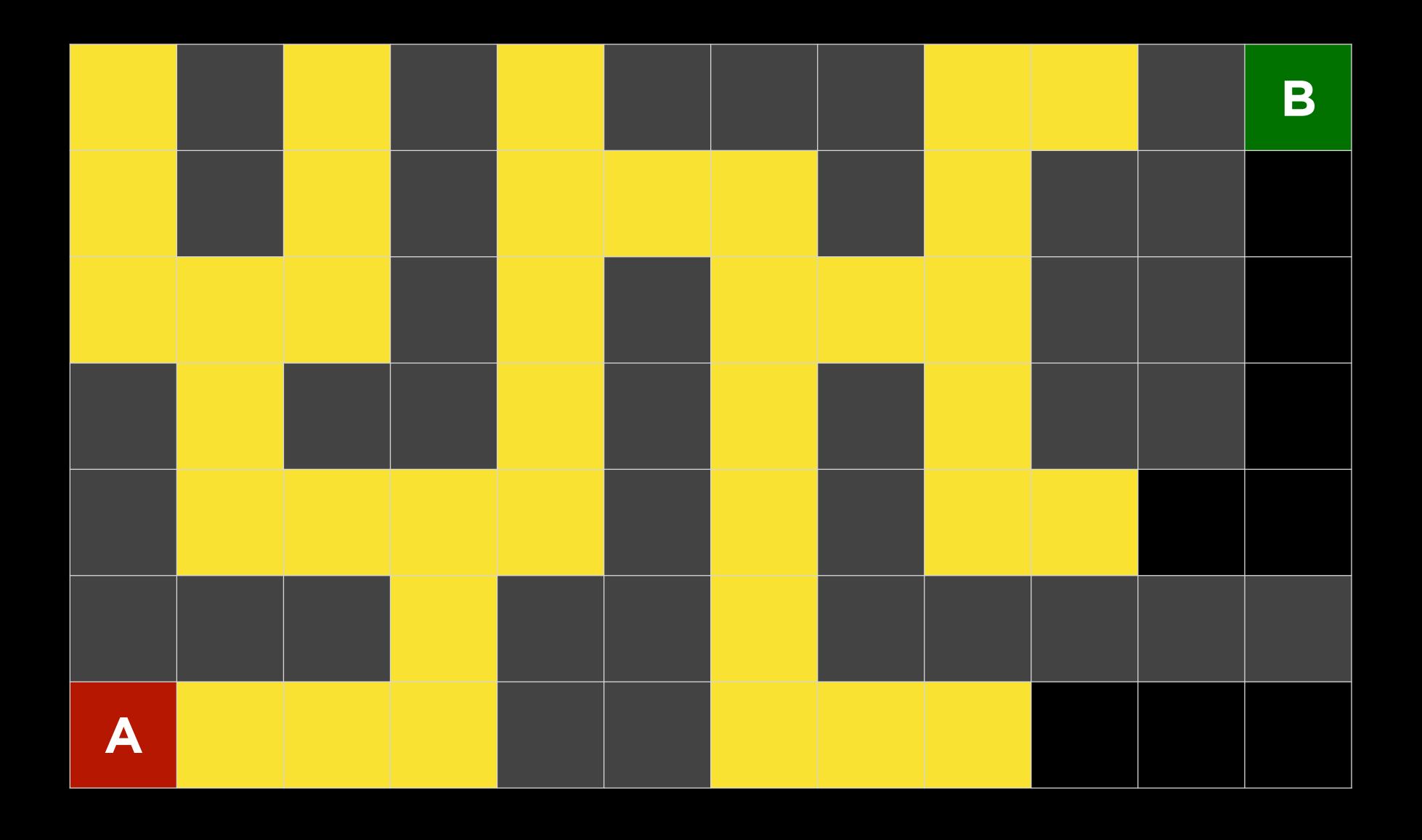


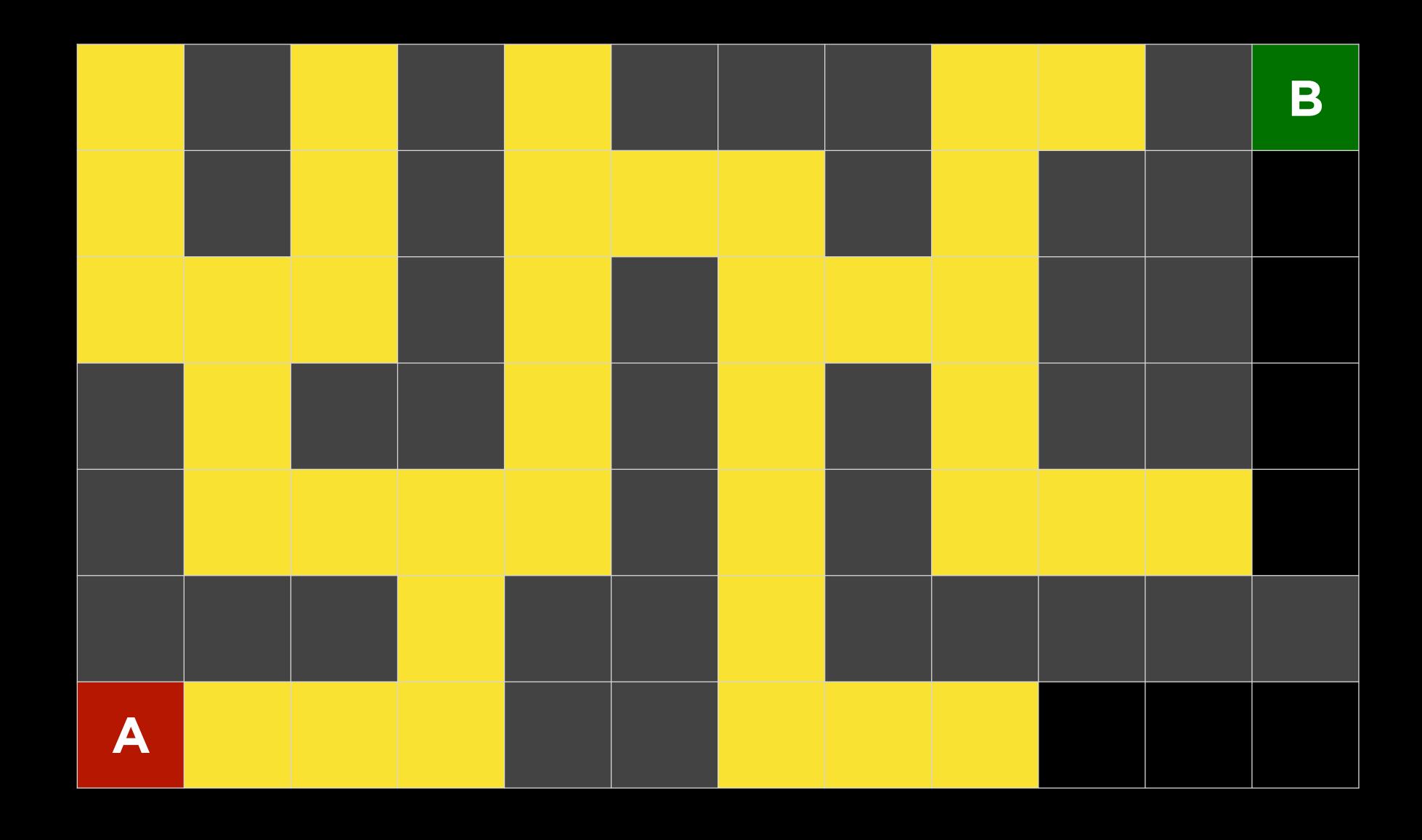


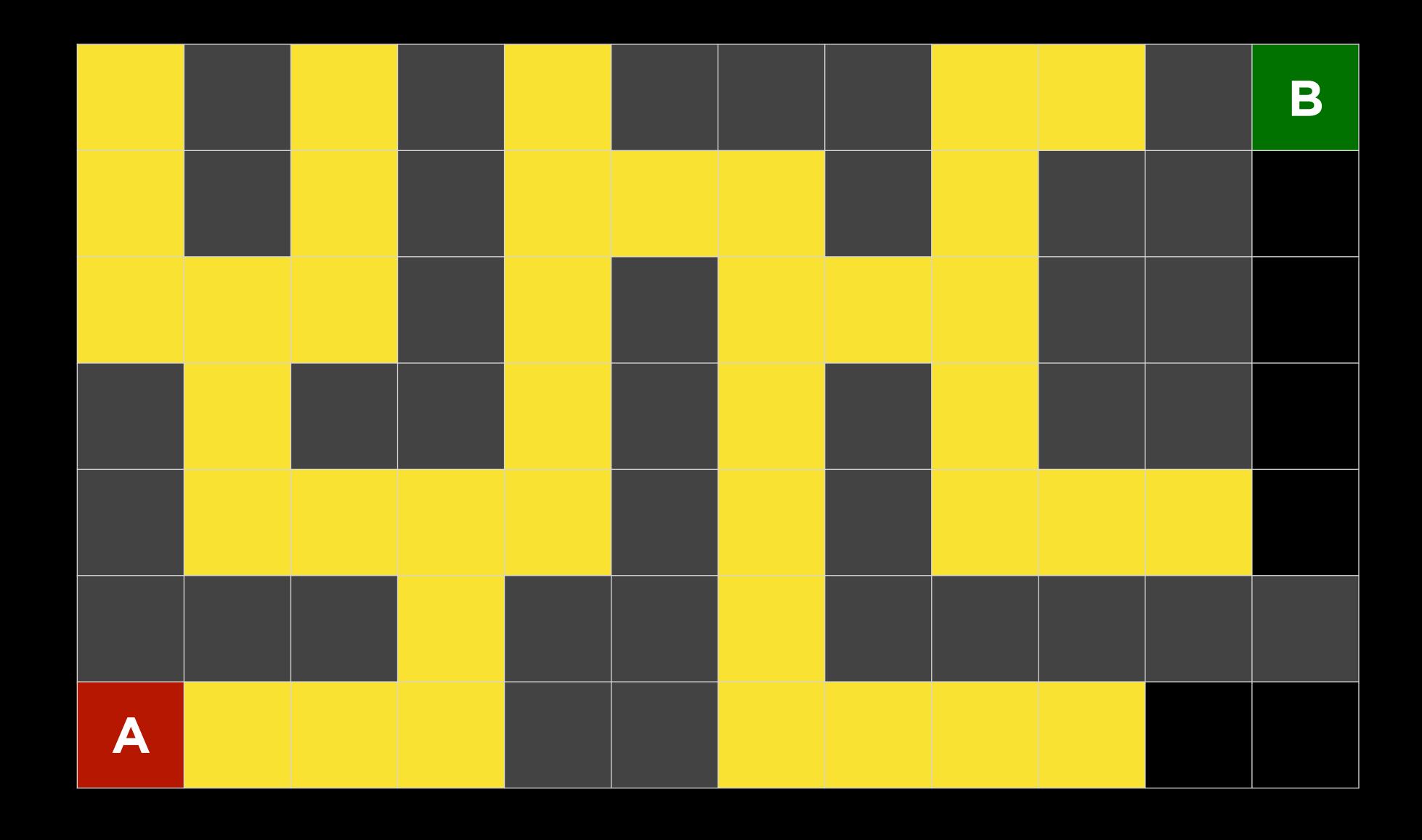


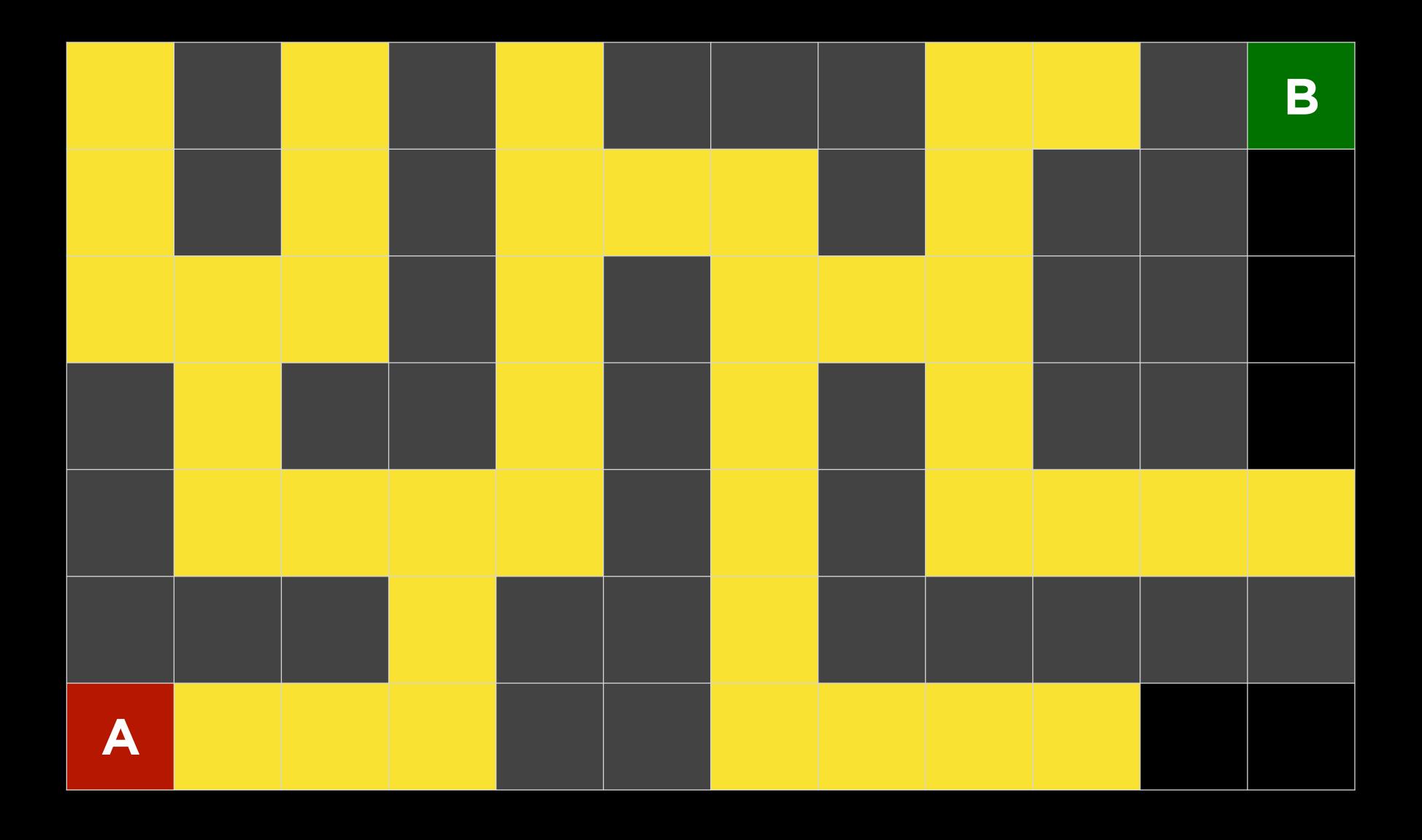


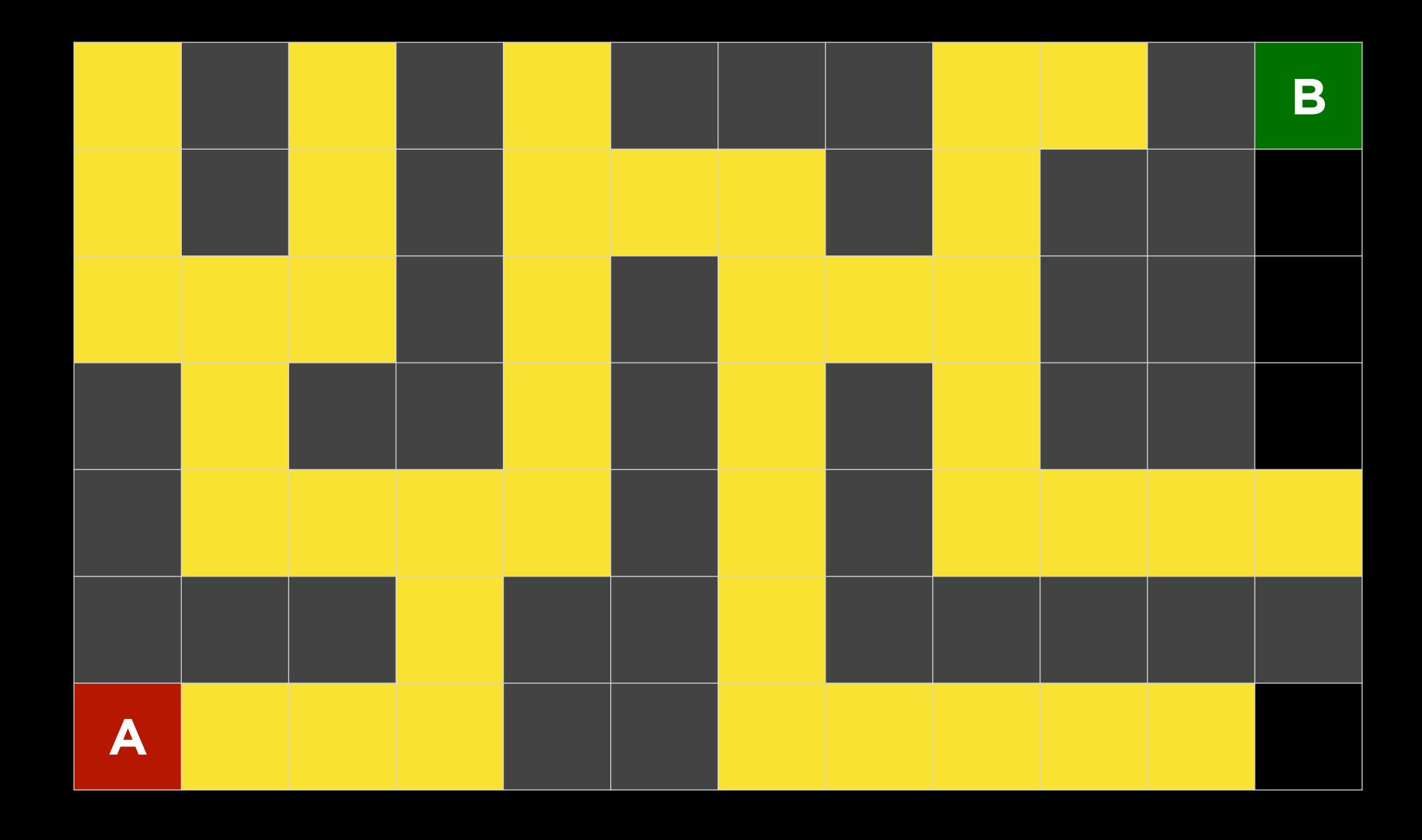


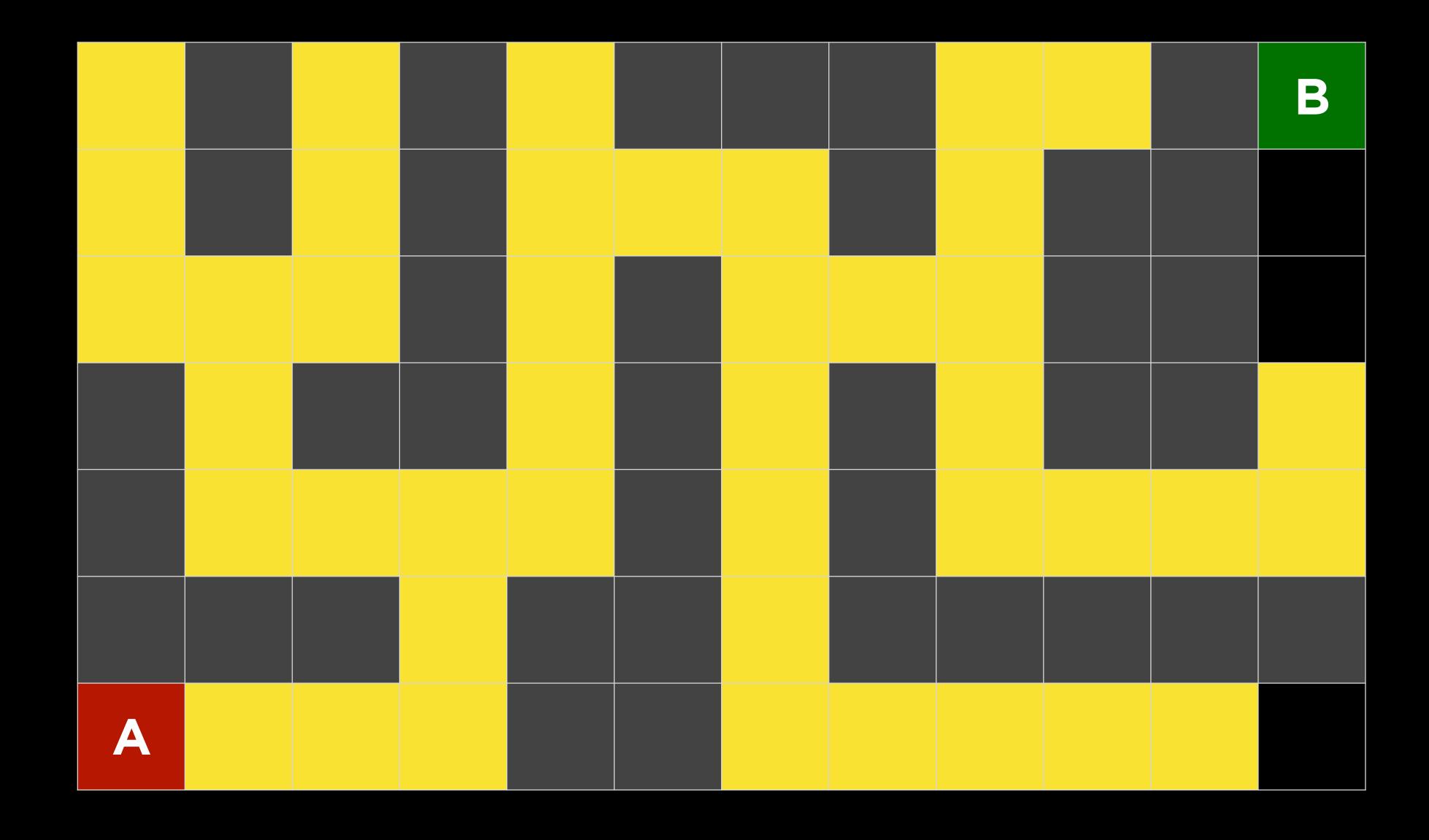


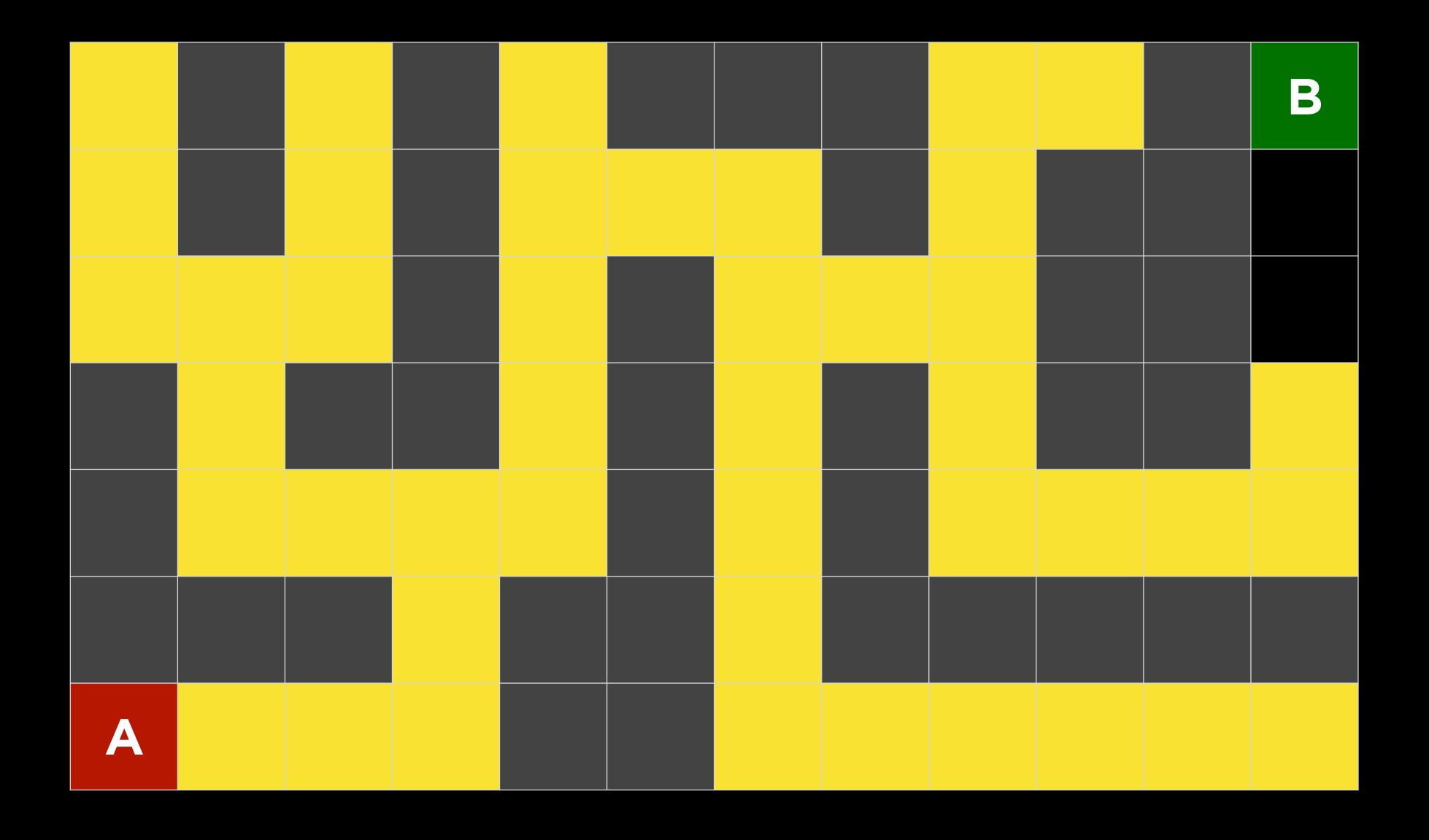


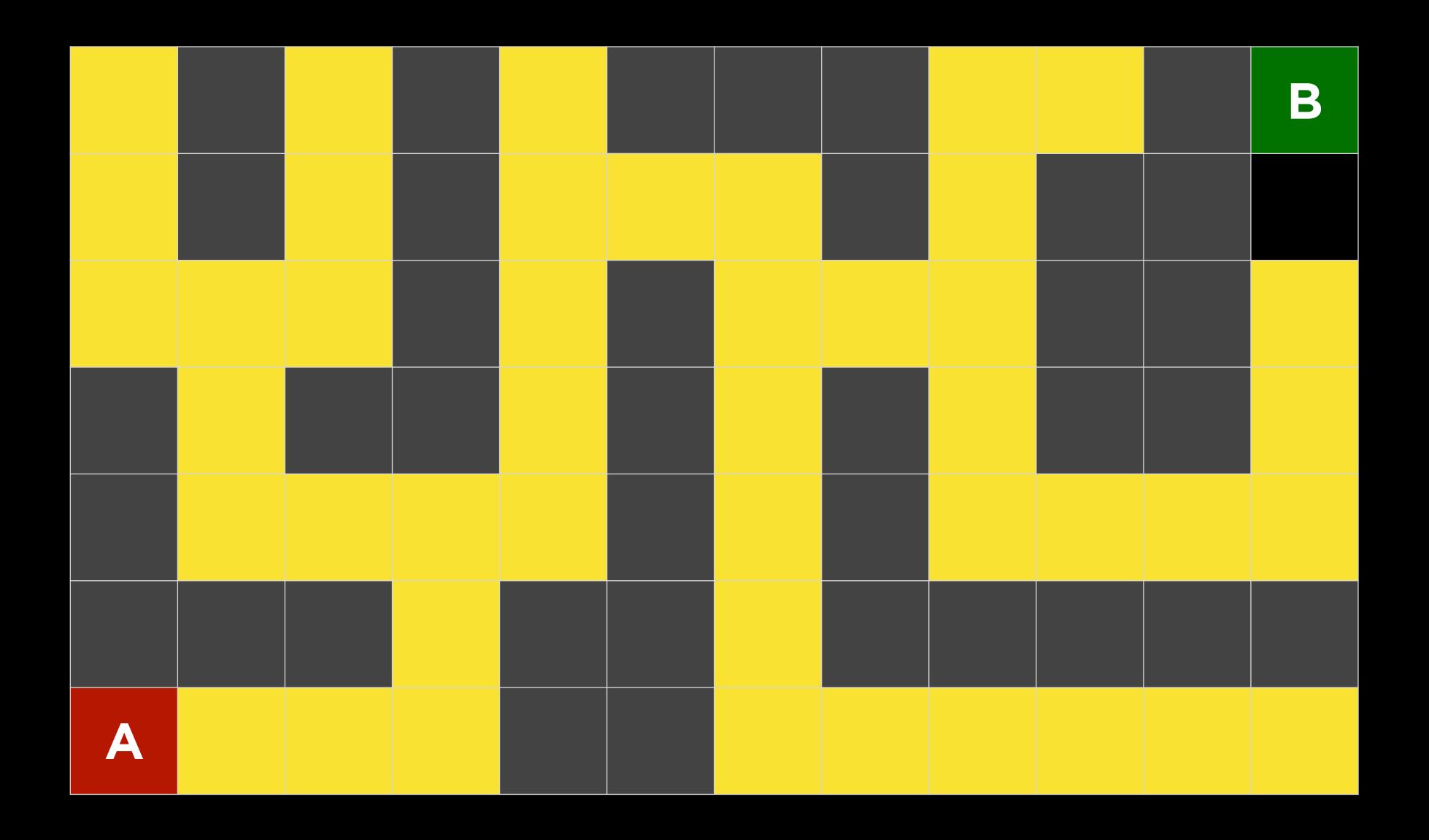


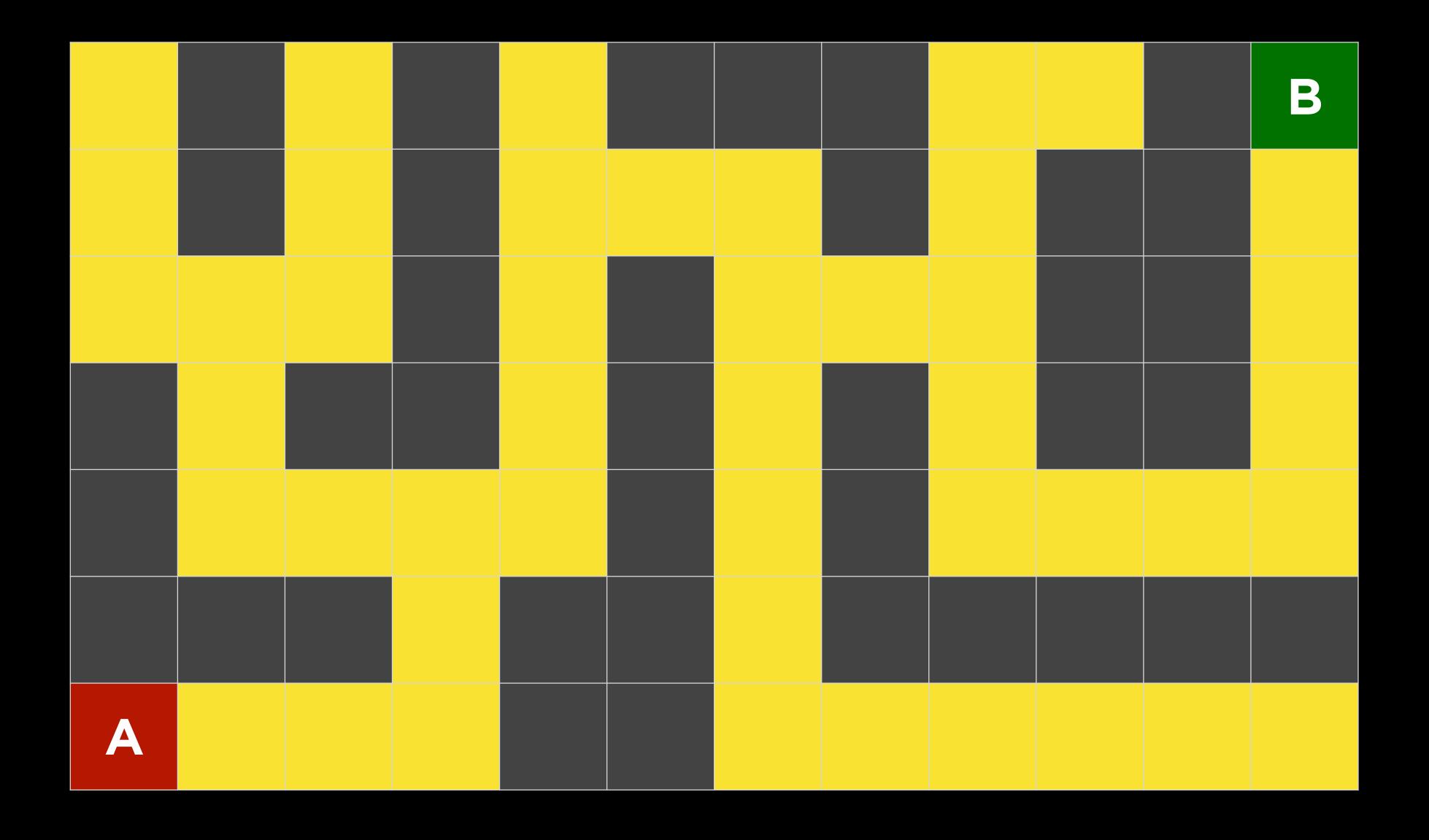


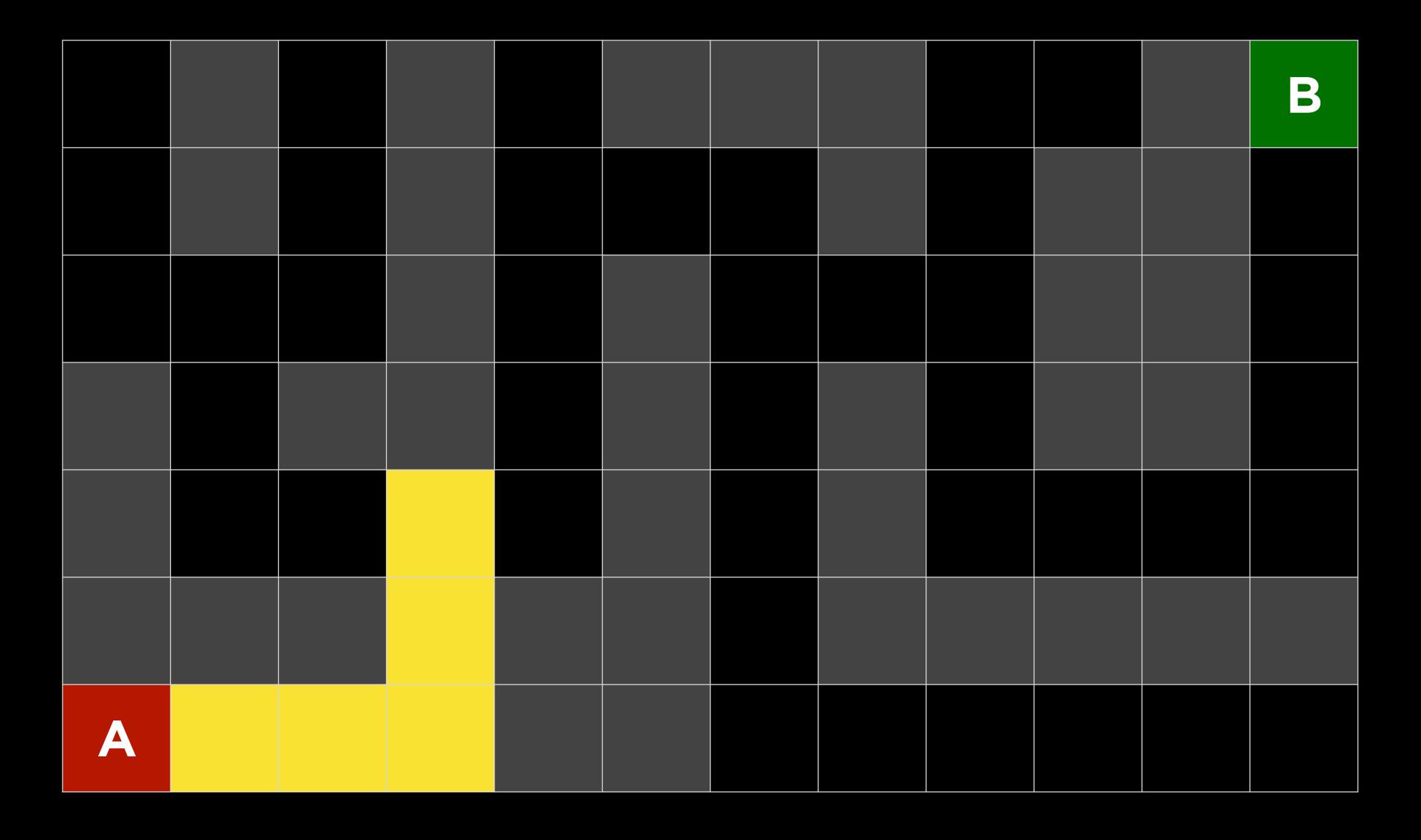












## uninformed search

search strategy that uses no problemspecific knowledge

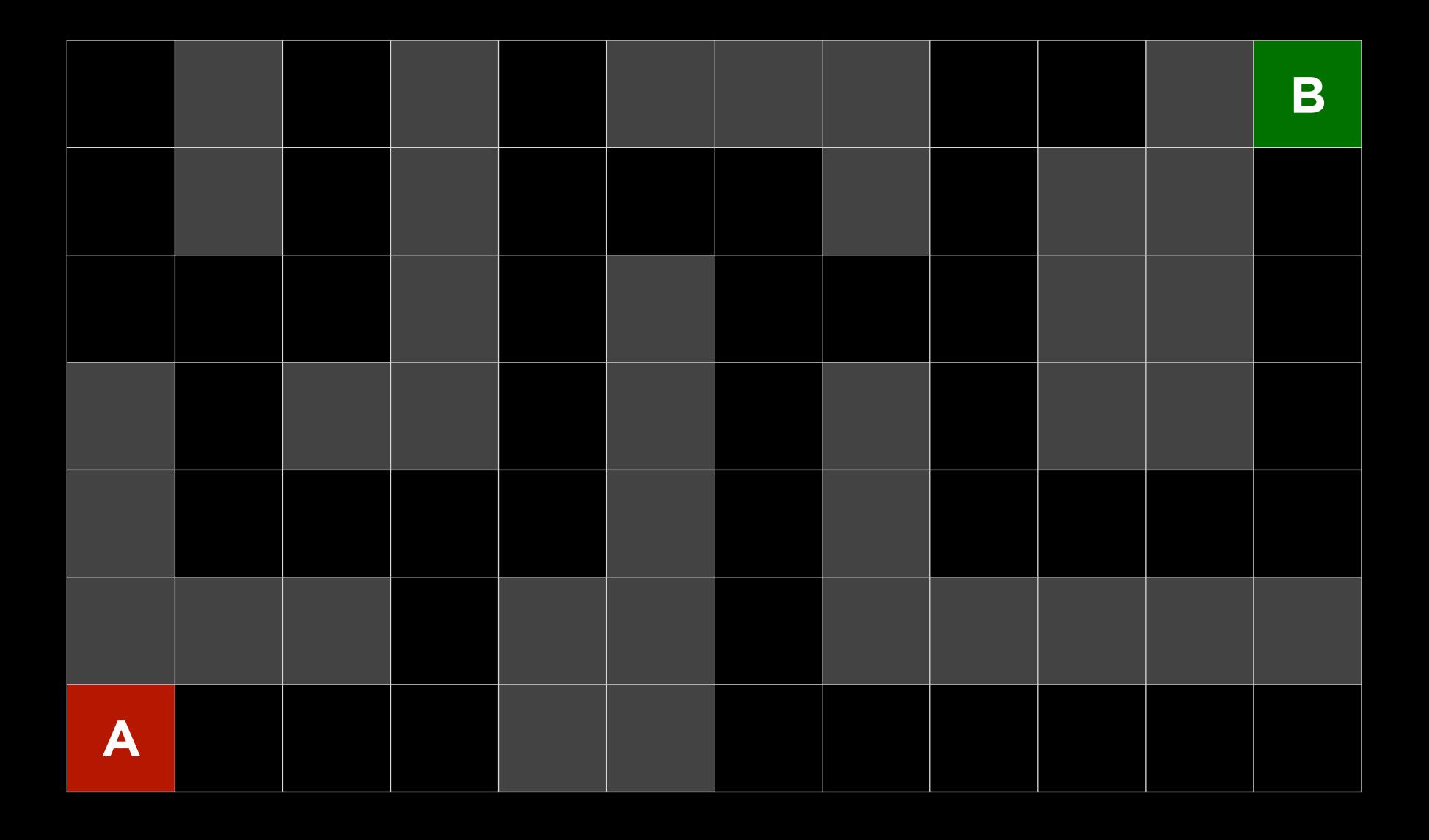
## informed search

search strategy that uses problem-specific knowledge to find solutions more efficiently

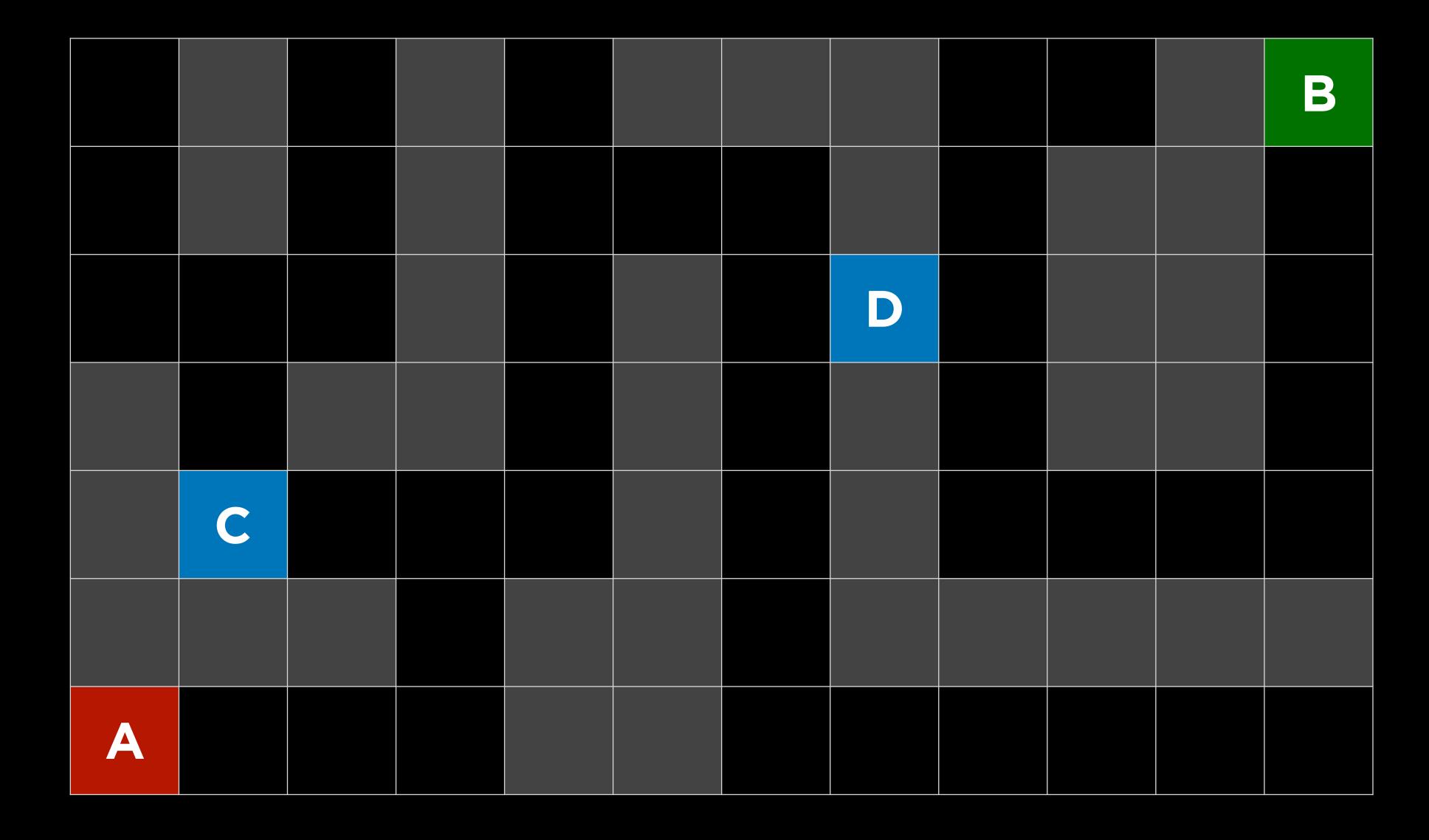
# greedy best-first search

search algorithm that expands the node that is closest to the goal, as estimated by a heuristic function h(n)

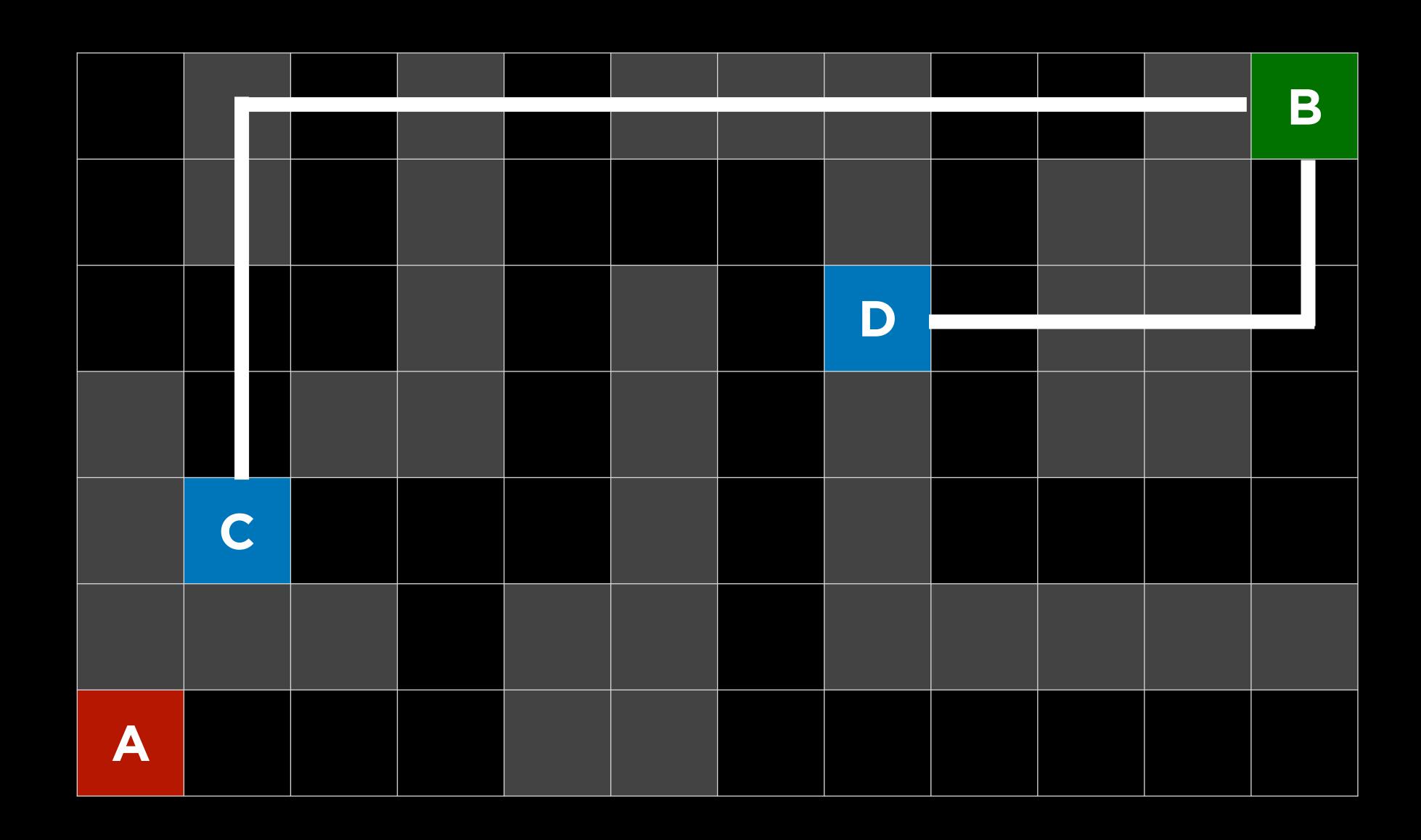
#### Heuristic function?



#### Heuristic function?



Heuristic function? Manhattan distance.



11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

11		9		7				3	2		В
12		10		8	7	6		4			1
13	12	11		9		7	6	5			2
	13			10		8		6			3
	14	13	12	11		9		7	6	5	4
			13			10					
A	16	15	14			11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	16	15	14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	16	15	14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	16	15	14		12	11	10	9	8	7	6

# A\* search

search algorithm that expands node with lowest value of g(n) + h(n)

g(n) = cost to reach node

h(n) = estimated cost to goal

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	16	15	14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	1+16	15	14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	1+16	2+15	14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		10	9	8	7	6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	9	8	7	6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	8	7	6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	7	6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	13		6+11						5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	13		6+11						14+5		3
	14	13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	13		6+11						14+5		3
	14	6+13	5+12		10	9	8	7	6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	13		6+11						14+5		3
	14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	10	9	8	7	6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	9	8	7	6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	<b>1</b> 5+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	8	7	6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	7	6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	<b>1</b> 5+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	<b>1</b> 5+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	16+5	4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	16+5	17+4	3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	16+5	17+4	18+3	2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	15+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	16+5	17+4	18+3	19+2	1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	<b>1</b> 5+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

	11+10	12+9	13+8	14+7	15+6	16+5	17+4	18+3	19+2	20+1	В
	10+11										1
	9+12		7+10	8+9	9+8	10+7	11+6	12+5	13+4		2
	8+13		6+11						14+5		3
	7+14	6+13	5+12		10	9	8	7	<b>1</b> 5+6		4
			4+13		11						5
A	1+16	2+15	3+14		12	11	10	9	8	7	6

### A\* search

### optimalif

- h(n) is admissible (never overestimates the true cost), and
- h(n) is consistent (for every node n and successor n' with step cost c,  $h(n) \le h(n') + c$ )

# Adversarial Search

X	X
0	
X	X

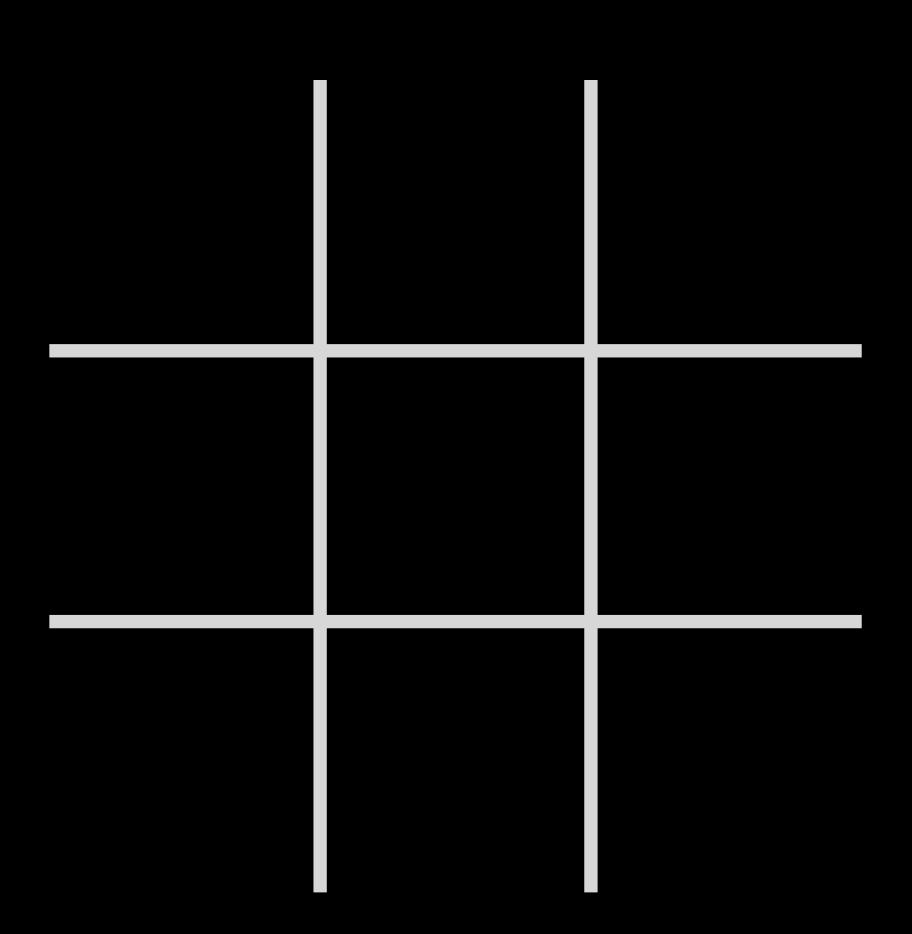


- MAX (X) aims to maximize score.
- MIN (O) aims to minimize score.

### Game

- $S_0$ : initial state
- PLAYER(s): returns which player to move in state s
- ACTIONS(s): returns legal moves in state s
- Result(s, a): returns state after action a taken in state s
- Terminal state s if state s is a terminal state
- $\overline{\text{UTILITY}(s)}$ : final numerical value for terminal state s

# Initial State



# PLAYER(S)

PLAYER( 
$$\frac{1}{x}$$
) =  $x$ 

PLAYER(  $\frac{1}{x}$ ) =  $x$ 

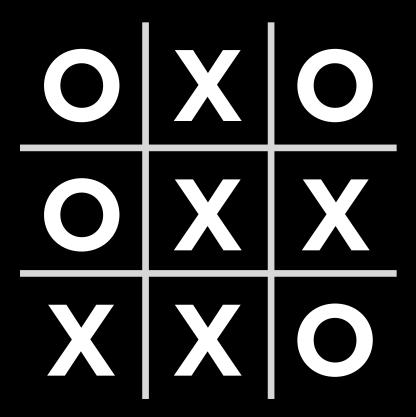
# ACTIONS(S)

# RESULT(S, a)

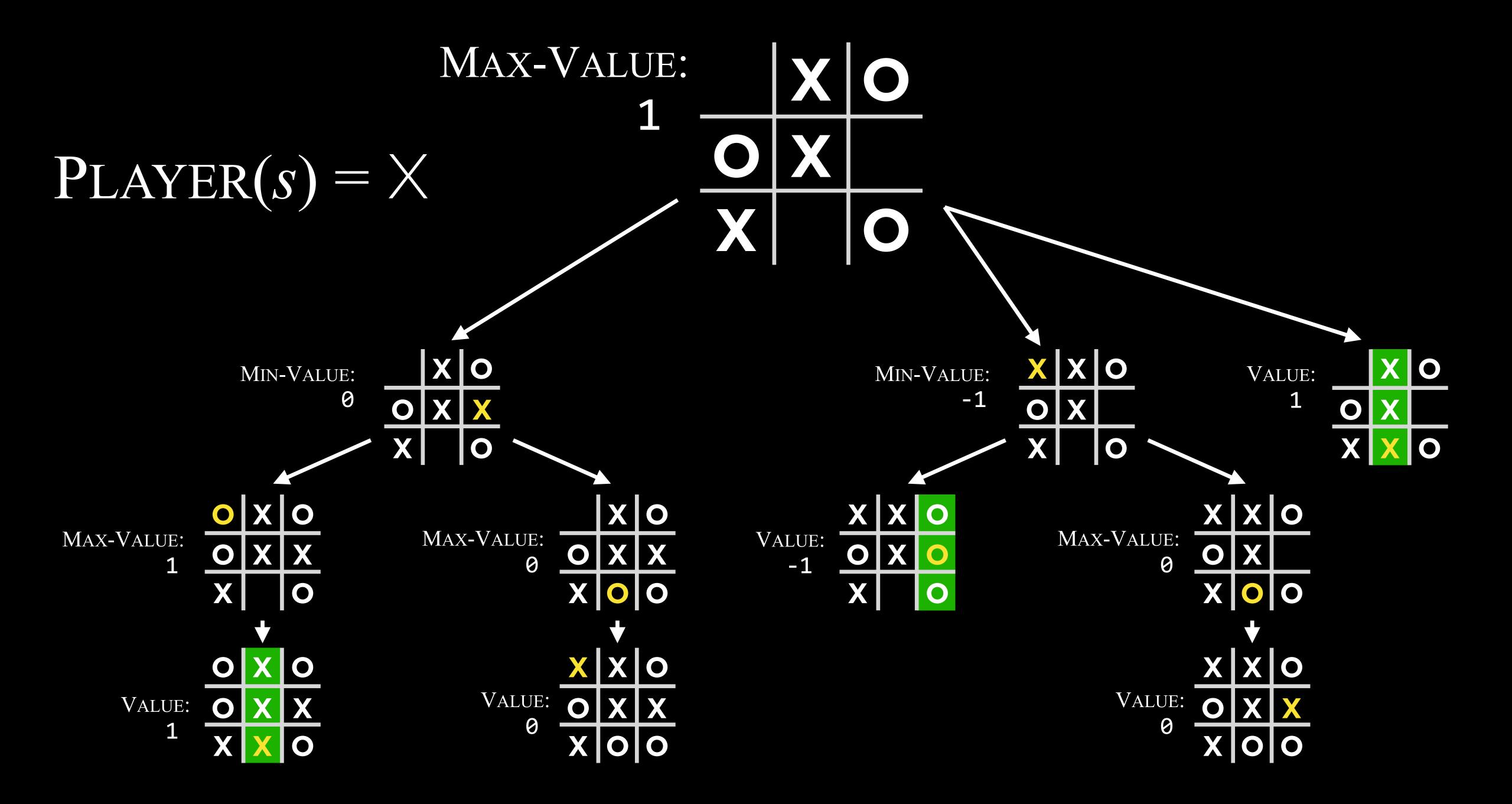
## TERMINAL(S)

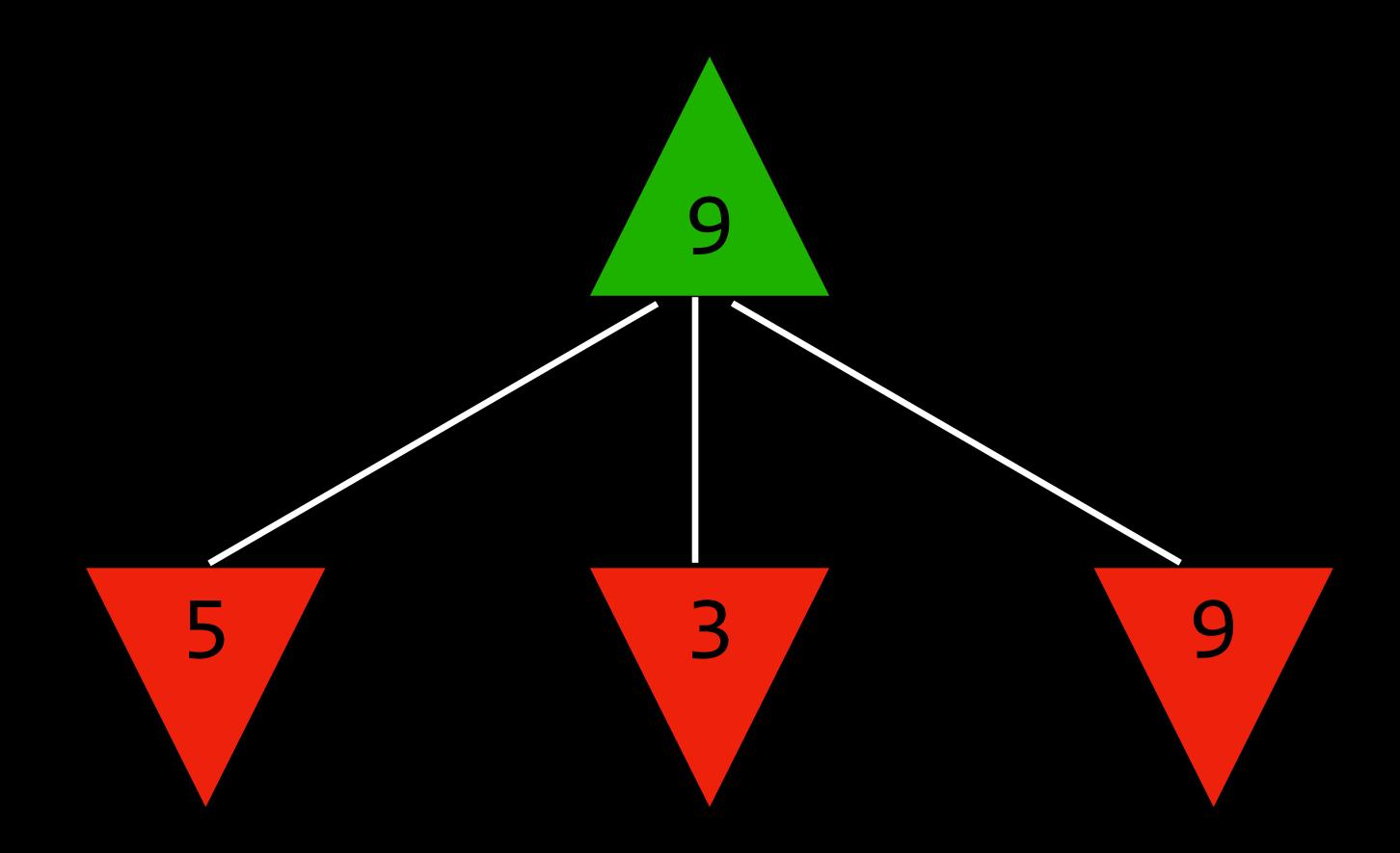
TERMINAL(
$$\begin{array}{c|c} o & x \\ \hline o & x \\ \hline x & o & x \\ \end{array}$$
) = false TERMINAL( $\begin{array}{c|c} o & x \\ \hline o & x \\ \hline x & o & x \\ \end{array}$ ) = true

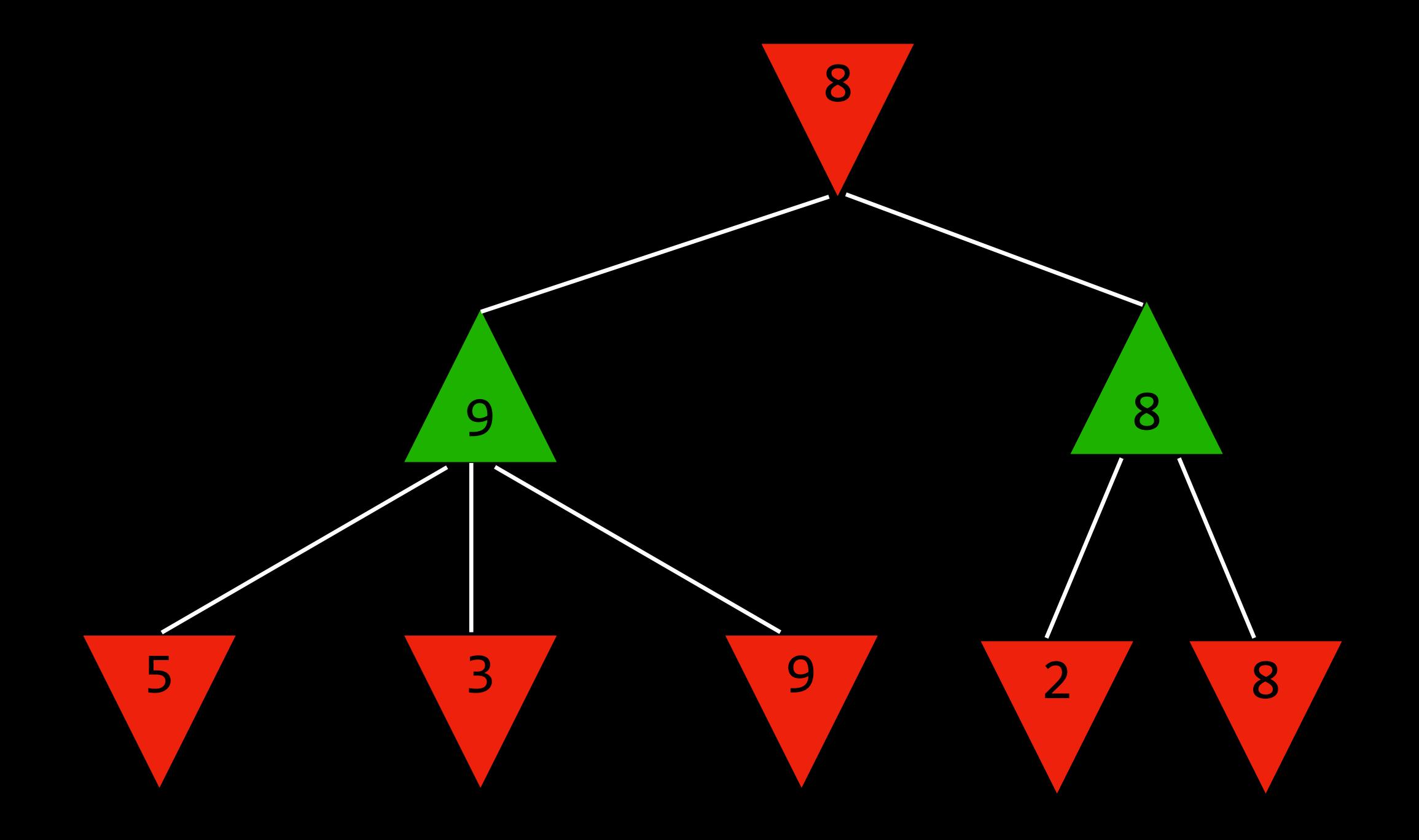
## UTILITY(S)



Value: 1





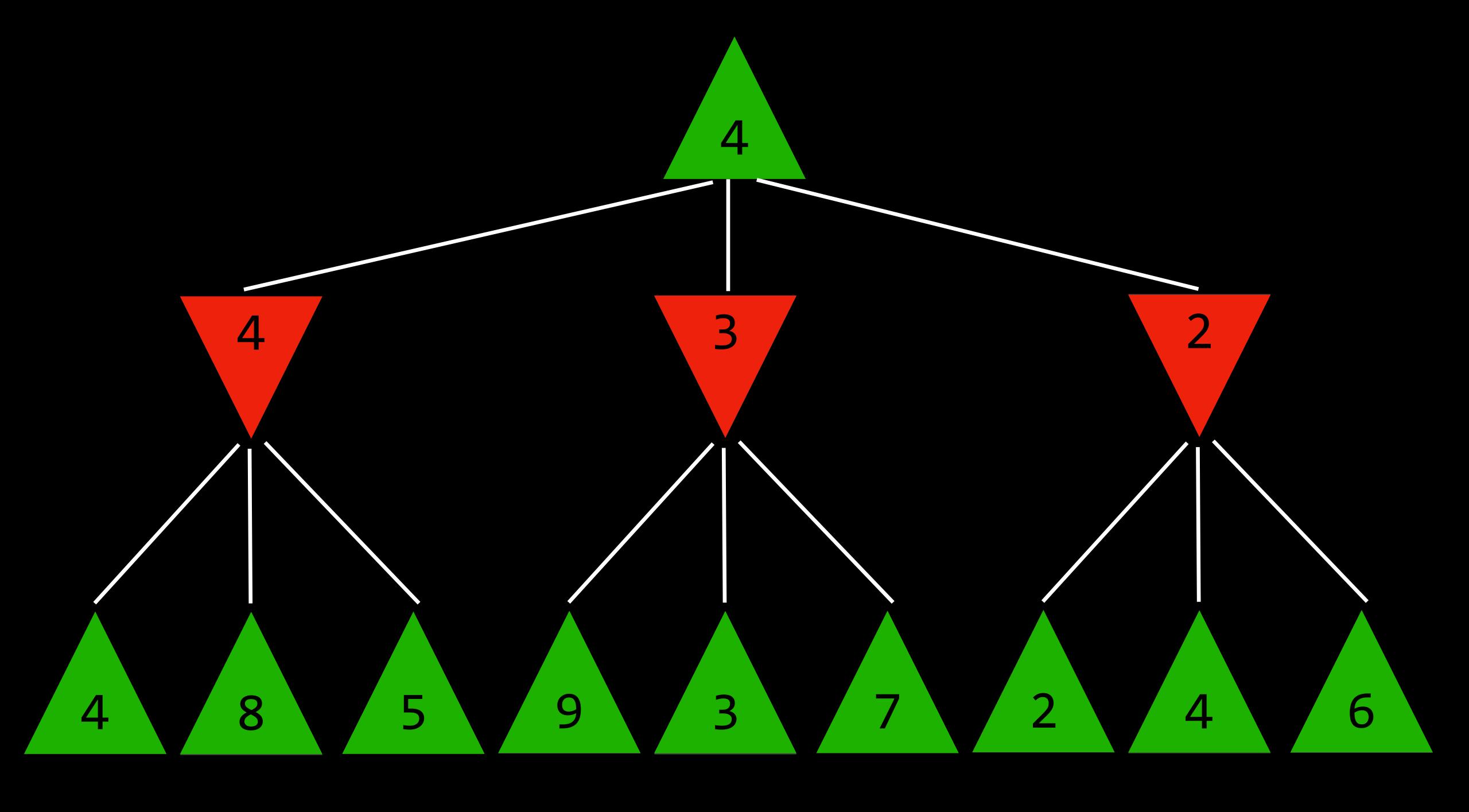


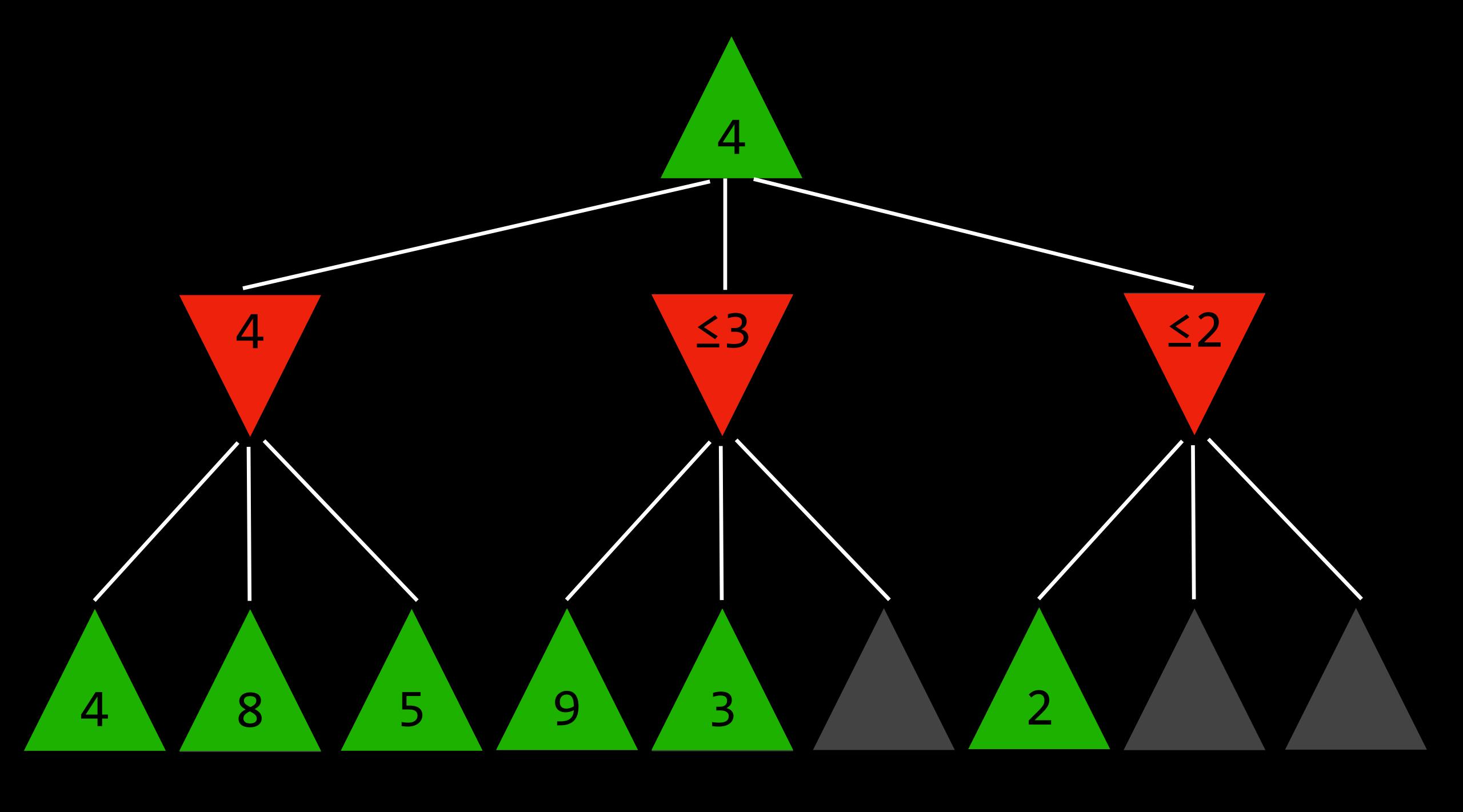
- Given a state s:
  - MAX picks action a in Actions(s) that produces highest value of Min-Value(Result(s, a))
  - MIN picks action a in Actions(s) that produces smallest value of Max-Value(Result(s, a))

```
function MAX-VALUE(state):
  if TERMINAL(state):
    return UTILITY(state)
  \nu = -\infty
  for action in ACTIONS(state):
    v = Max(v, Min-Value(Result(state, action)))
  return v
```

```
function MIN-VALUE(state):
  if TERMINAL(state):
    return UTILITY(state)
  v = \infty
  for action in ACTIONS(state):
    v = Min(v, Max-Value(Result(state, action)))
  return v
```

# Optimizations





## Alpha-Beta Pruning

## 255,168

total possible Tic-Tac-Toe games

## 288,000,000,000

total possible chess games after four moves each

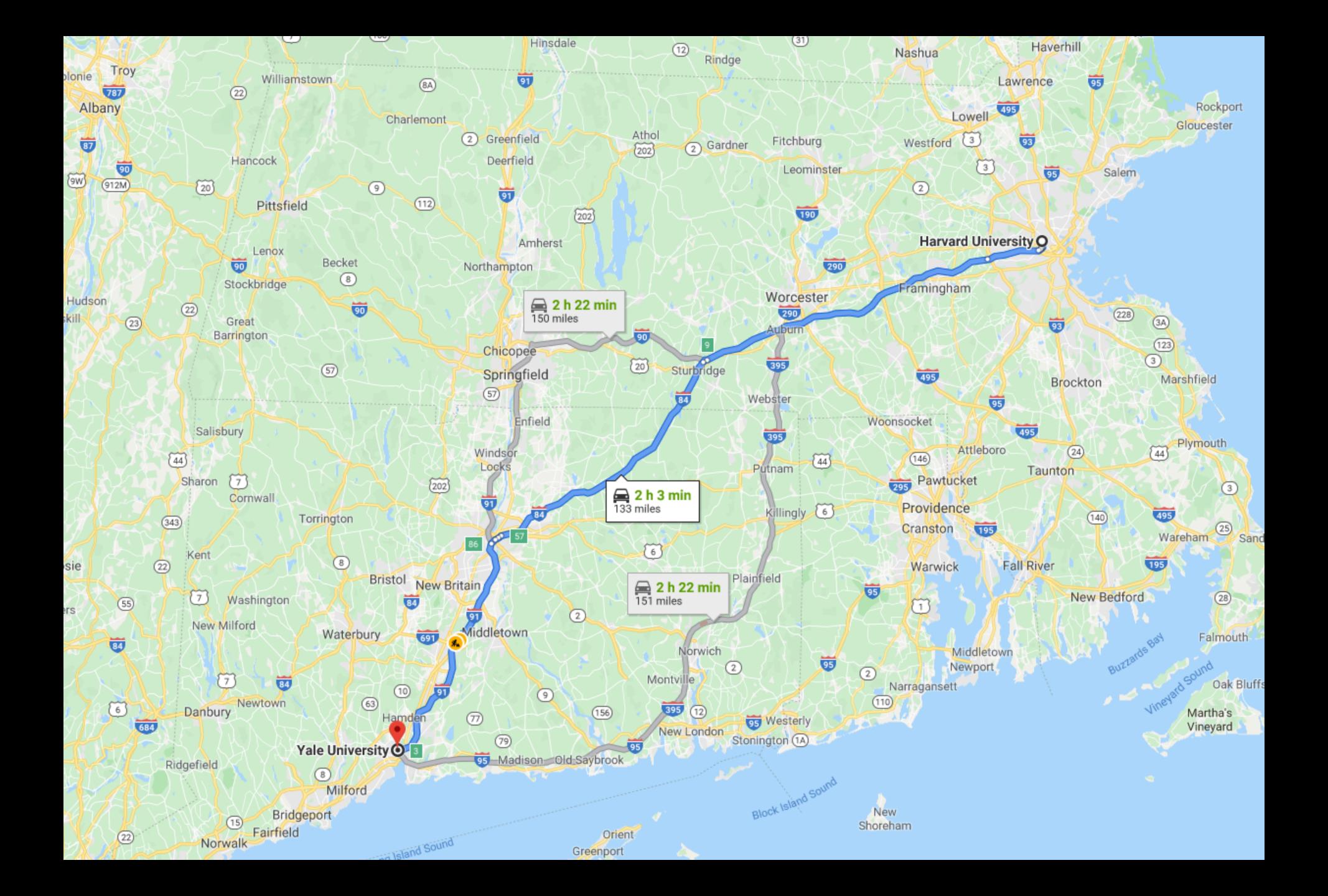
# 16

total possible chess games (lower bound)

### Depth-Limited Minimax

### evaluation function

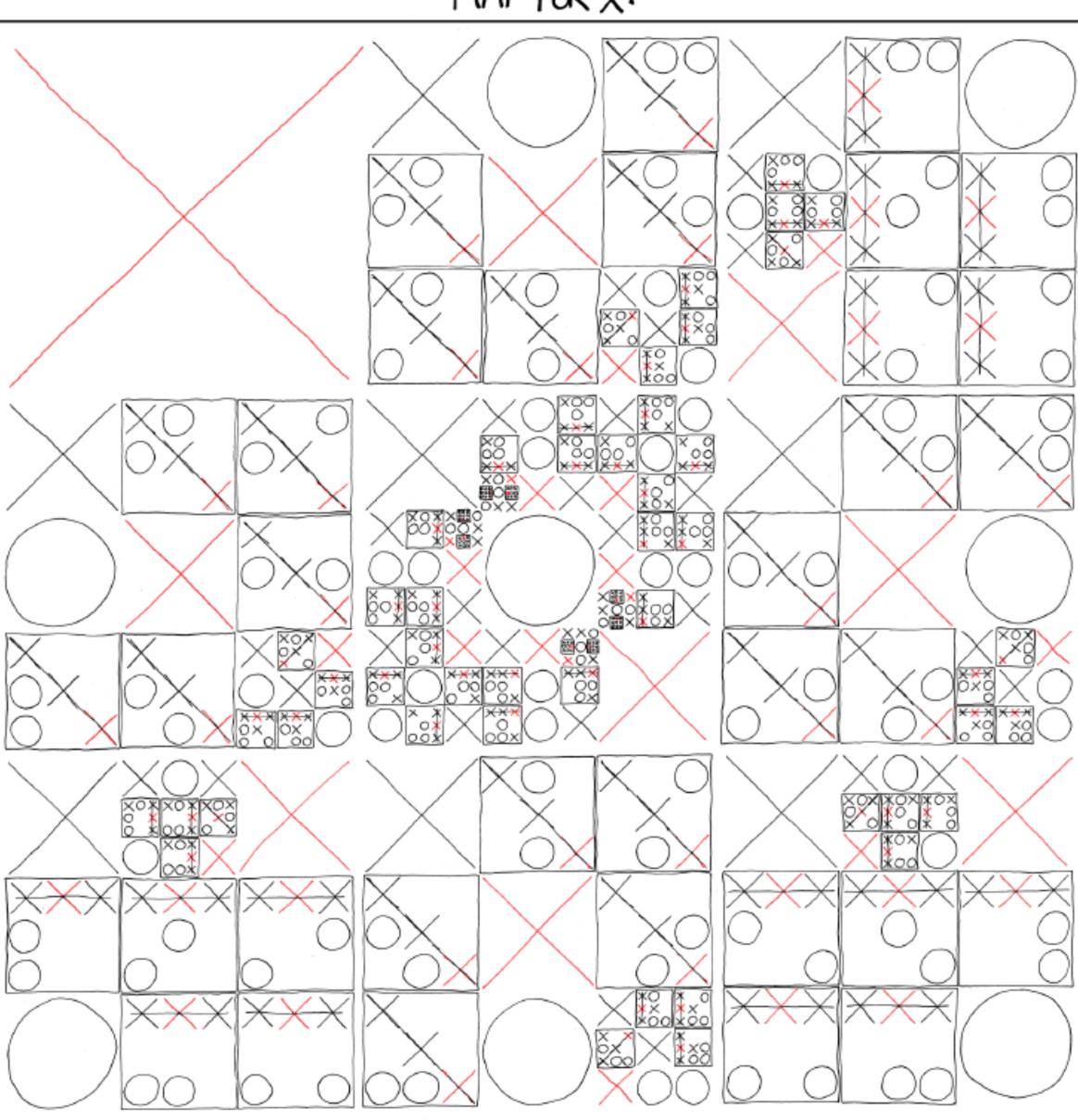
function that estimates the expected utility of the game from a given state



#### COMPLETE MAP OF OPTIMALTIC-TAC-TOE MOVES

YOUR MOVE IS GIVEN BY THE POSITION OF THE LARGEST RED SYMBOL ON THE GRID. WHEN YOUR OPPONENT PICKS A MOVE, ZOOM IN ON THE REGION OF THE GRID WHERE THEY WENT. REPEAT.

#### MAP FOR X:



## Search

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