

Homework#2-Problem Workout

Week 1 and 2

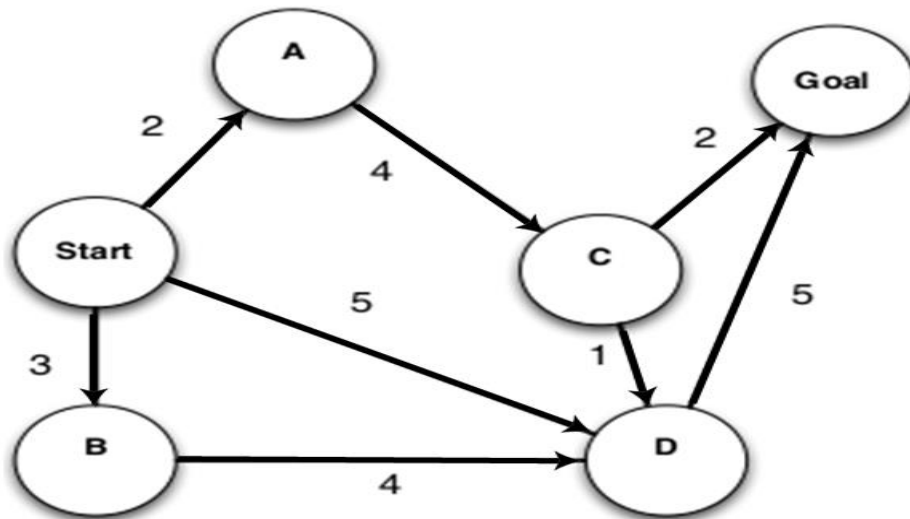
1) Here are some questions for you

What is AI?

What can AI do?

What do you want to learn from this course?

2) Search Algorithms in Action (Uninformed Search Review)



For each of the following graph search strategies, work out the order in which states are expanded, as well as the path returned by graph search. In all cases, assume ties resolve in such a way that states with earlier alphabetical order are expanded first. Remember that in graph search, a state is expanded only once.

- a) Depth-first search.
- b) Breadth-first search.
- c) Uniform cost search.

3) Problem 1

Sabina has just moved to a new town, which is represented as a grid of locations (see below). She needs to visit various shops S_1, \dots, S_k . From a location on the grid, Sabina can move to the location that is immediately north, south, east, or west, but certain locations have been blocked off and she cannot enter them. It takes one unit of time to move between adjacent locations. Here is an example layout of the town:

	(2,5)	(3,5)	(4,5)	
(1,4)	S1 (2,4)	(3,4)	S2 (4,4)	(5,4)
(1,3)	(2,3)		(4,3)	(5,3)
	(2,2)	(3,2)	(4,2)	S3 (5,2)
House (1,1)	(2,1)	S4 (3,1)	(4,1)	(5,1)

Sabina lives at (1, 1), and no location contains more than one building (Sabina's house or a shop).

- (a) Sabina wants to start at her house, visit the shops S_1, \dots, S_k **in any order**, and then return to her house as quickly as possible. We will construct a search problem to find the fastest route for Sabina. Each state is modeled as a tuple $s = (x, y, A)$, where (x, y) is Sabina's current position, and A is some auxiliary information that you need to choose. If an action is invalid from a given state, set its cost to infinity. Let V be the set of valid (non-blocked) locations; use this to define your search problem. You may assume that the locations of the k shops are known. You must choose a minimal representation of A and solve this problem for general k . Be precise!

- Describe A : _____

- $S_{\text{start}} =$ _____

- $\text{Actions}((x, y, A)) = \{N, S, E, W\}$

- $\text{Succ}((x, y, A), a) =$ _____

- $\text{Cost}((x, y, A), a) =$ _____

- $\text{IsGoal}((x, y, A)) =$ _____

(b) Recall that Sabina is allowed to visit the shops **in any order**. But she is impatient and doesn't want to wait around for your search algorithm to finish running. In response, you will use the A* algorithm, but you need a heuristic. For each pair of shops (S_i, S_j) where $i \neq j$ and $1 \leq i, j \leq k$, define a **consistent** heuristic $h_{i,j}$ that approximates the time it takes to ensure that shops S_i and S_j are visited and then return home. Computing $h_{i,j}(s)$ should take $O(1)$ time.

4) [Breakouts] Problem 2

In 16th century England, there were a set of $N + 1$ cities $C = \{0, 1, 2, \dots, N\}$. Connecting these cities were a set of bidirectional roads R : $(i, j) \in R$ means that there is a road between city i and city j . Assume there is at most one road between any pair of cities, and that all the cities are connected. If a road exists between i and j , then it takes $T(i, j)$ hours to go from i to j .

Romeo lives in city 0 and wants to travel along the roads to meet Juliet, who lives in city N . They want to meet.

(a) Fast-forward 400 years and now our star-crossed lovers now have iPhones to coordinate their actions. To reduce the commute time, they will both travel at the same time, Romeo from city 0 and Juliet from city N .

To reduce confusion, they will reconnect after each traveling a road. For example,

if Romeo travels from city 3 to city 5 in 10 hours at the same time that Juliet travels from city 9 to city 7 in 8 hours, then Juliet will wait 2 hours. Once they reconnect, they will both traverse the next road (neither is allowed to remain in the same city). Furthermore, they must meet in the end in a city, not in the middle of a road. Assume it is always possible for them to meet in a city.

Help them find the best plan for meeting in the least amount of time by formulating the task as a (single-agent) search problem. Fill out the rest of the specification:

- Each state is a pair $s = (r, j)$ where $r \in C$ and $j \in C$ are the cities Romeo and Juliet are currently in, respectively.
- $\text{Actions}((r, j)) =$ _____
- $\text{Cost}((r, j), a) =$ _____
- $\text{Succ}((r, j), a) =$ _____
- $s_{\text{start}} = (0, N)$
- $\text{IsGoal}((r, j)) = \mathbb{I}[r = j]$ (whether the two are in the same city).

- (b) Assume that Romeo and Juliet have done their CS221 homework and used Uniform Cost Search to compute $M(i, k)$, the minimum time it takes one person to travel from city i to city k for all pairs of cities $i, k \in C$.

Recall that an A* heuristic $h(s)$ is consistent if

$$h(s) \leq \text{Cost}(s, a) + h(\text{Succ}(s, a)). \quad (1)$$

Give a consistent A* heuristic for the search problem in (a). Your heuristic should take $O(N)$ time to compute, assuming that looking up $M(i, k)$ takes $O(1)$ time. In one sentence, explain why it is consistent. Hint: think of constructing a heuristic based on solving a relaxed search problem.

$$h((r, j)) = \text{_____} \quad (2)$$

Best!