CS221 Section 3: Search

*DP, UCS, A**

10/13/2016

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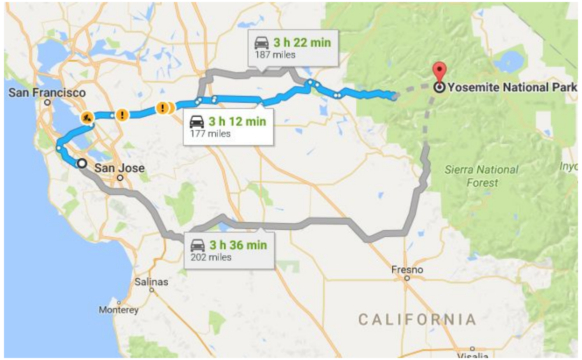
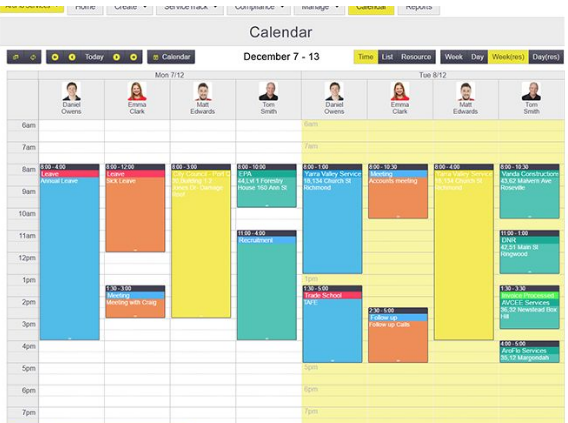
Search in AI: Applications



Route Planning

Game Playing



Scheduling Problems

Search in AI:

→ A tool for goal-based sequential problem solving

→ Many real-world applications!

What are the “ingredients” for a well-defined search problem?

Definition: search problem

- s_{start}: starting state
- $\text{Actions}(s)$: possible actions
- $\text{Cost}(s, a)$: action cost
- $\text{Succ}(s, a)$: successor
- $\text{Is}\ \mathbf{End}(s)$: found solution?

Search Algorithms

- Breadth-First Search (BFS)
- Depth-First Search (DFS)
- DFS with Iterative Deepening (DFS-ID)
- Backtracking
- Dynamic Programming (DP)
- Uniform Cost Search (UCS)
- UCS with A* heuristic

Search Algorithms

- Breadth-First Search (BFS)
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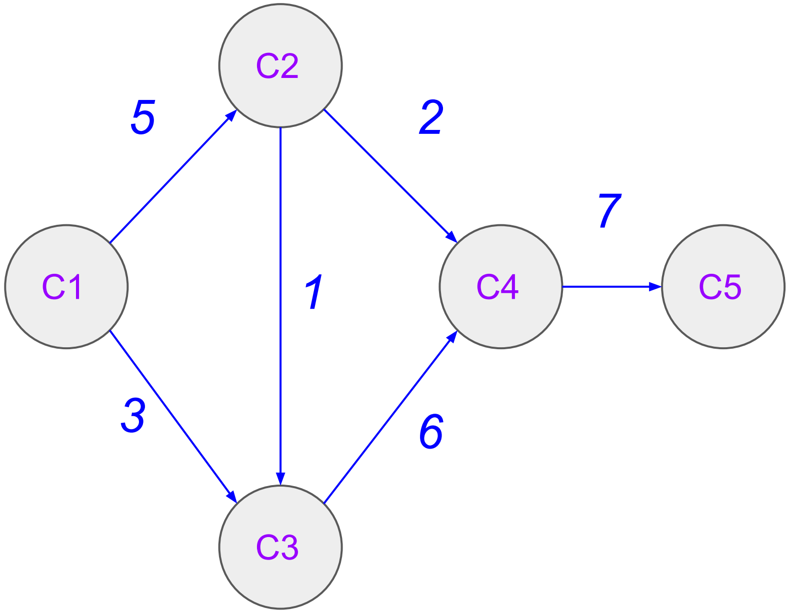
Section Problem

There exists ***N* cities**, labeled from C*1* to C*N*.

There are one-way roads connecting some pairs of cities. The road connecting city *i* and city *j* takes ***c(i,j)*** time to traverse. However, one can **only travel from a city with smaller label to a city with larger label** (each road is one-directional).

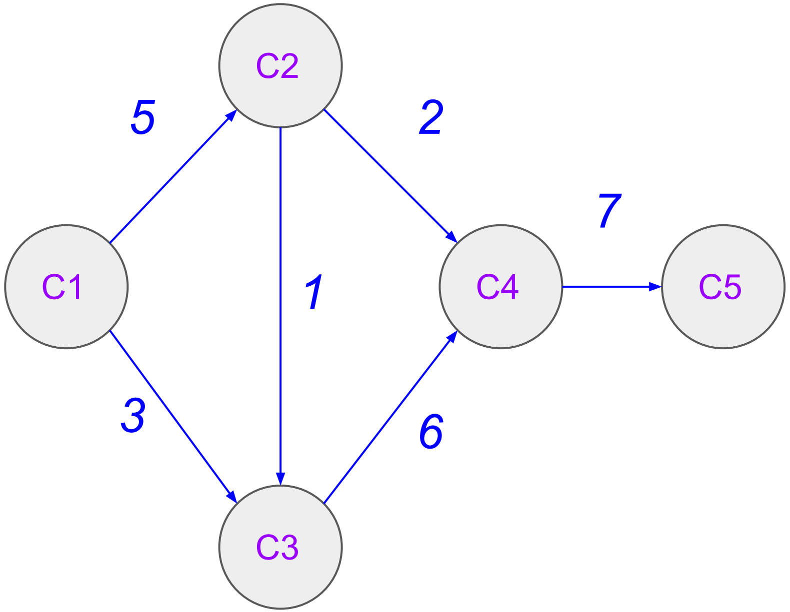
From city C*1*, we want to travel to city C*N*. What is the **shortest time** required to make this trip, given the **constraint** that we should visit **more odd-labeled cities than even labeled cities**?

Example



1. What is the **shortest path** (without constraint)?
2. What is the **shortest path under the given constraint** (visit more odd than even cities)?

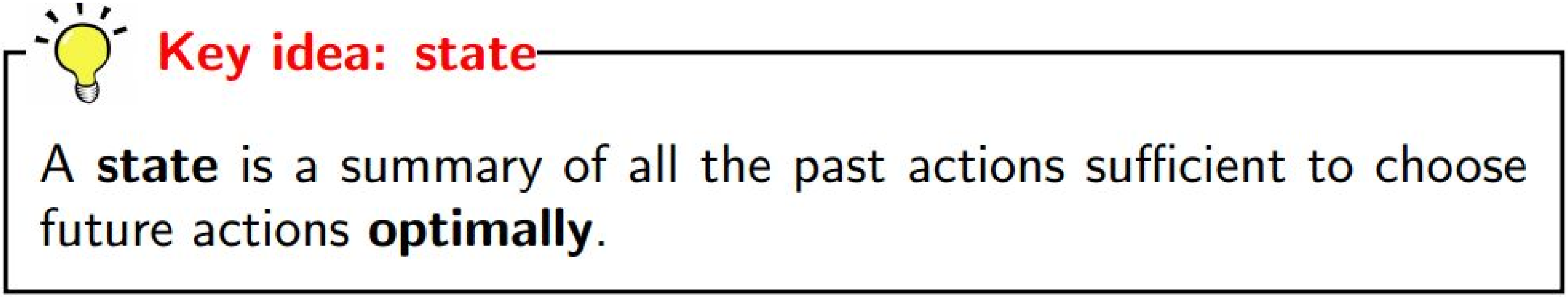
Example



[C1, C2, C4, C5] has cost 14 but visits equal number of odd and even cities.

Best path is [C1, C3, C4, C5] with cost 16.

State Representation



Key idea: state

A **state** is a summary of all the past actions sufficient to choose future actions **optimally**.

How would you represent a state for this problem?

State Representation

We need to know where we are currently at: **current_city**

We need to know how many odd and even cities we have visited thus far: **#odd, #even**

State Representation: (**current_city, #odd, #even**)

Total number of states: **$O(N^3)$**

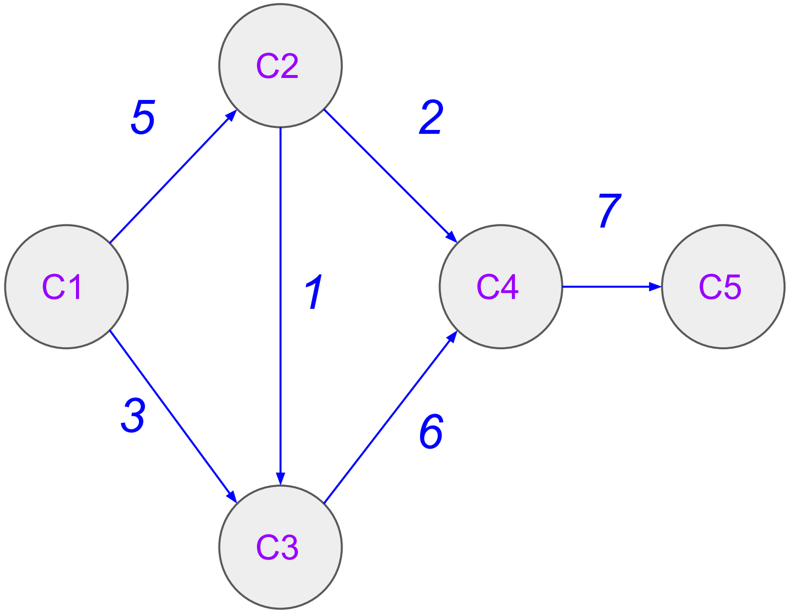
Can We Do Better?

Check if all the information is really required

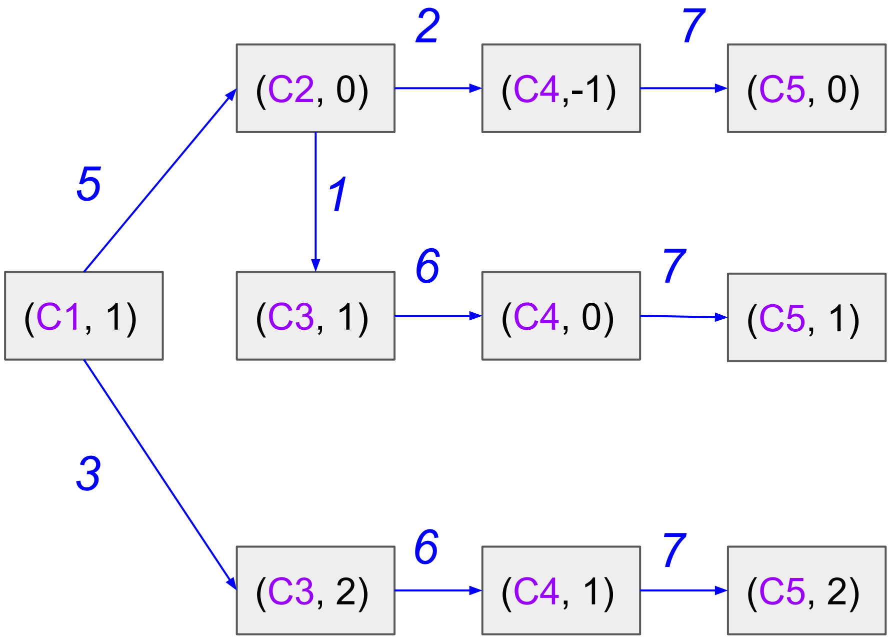
Instead of storing **#odd** and **#even**, we can store **#odd - #even** directly; this still allows us to check whether **#odd - #even** > 0 at (N, **#odd**, **#even**)

(**current_city, #odd - #even**) → **$O(N^2)$** states

Original Graph



State Graph



State $s = (i, d)$ (current city, #odd-#even)

Precise Formulation of Problem

$$\text{State } s := (i, d) \text{ (current city, \#odd-\#even)}$$

$$E := \{(i, j) \mid \exists \text{ road from i to j}\}$$

$$\text{Actions}(s) := \{move(j) \mid (i, j) \in E\}$$

$$\text{Cost}(s, move(j)) := c(i, j)$$

$$\text{Succ}(s, a) := \begin{cases} (j, d+1) & j \text{ odd} \\ (j, d-1) & j \text{ even} \end{cases}$$

$$\text{Start} := (1, 1)$$

$$\text{isEnd}(s) := i = N \text{ and } d > 0$$

Which algorithms can you use to solve this problem?
Any pros and cons?

Solving the Problem

Since we are computing shortest path, which is some form of optimization, we consider **DP** and **UCS**.

Recall:

- **DP** can handle negative edges but works only on DAGs
- **UCS** works on general graphs, but cannot handle negative edges

➢ *Which one works for our problem?*

Solving the Problem

Since we are computing shortest path, which is some form of optimization, we consider **DP** and **UCS**.

Recall:

- **DP** can handle negative edges but works only on DAGs
- **UCS** works on general graphs, but cannot handle negative edges

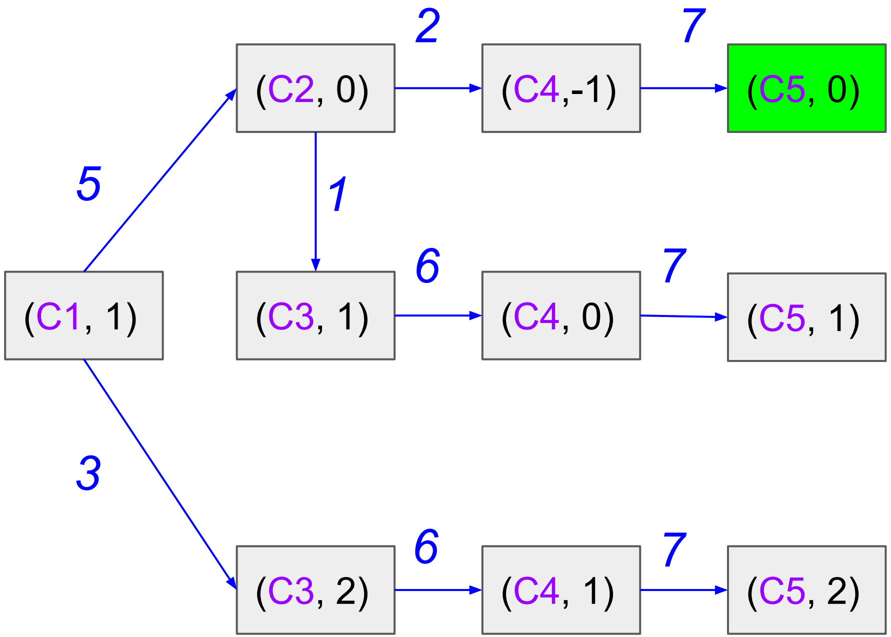
Since we have a **DAG** and all edges are positive, both work!

Solving the Problem: Dynamic Programming

$$\mathsf{FutureCost}(s) = \begin{cases} 0 & \text{if isEnd}(s) \\ \min_{a \in \mathsf{Actions}(s)} [\mathsf{Cost}(s,a) + \mathsf{FutureCost}(\mathsf{Succ}(s,a))] & \text{otherwise} \end{cases}$$

If *s* has no successors, we set it as *undefined*

Simulation of DP

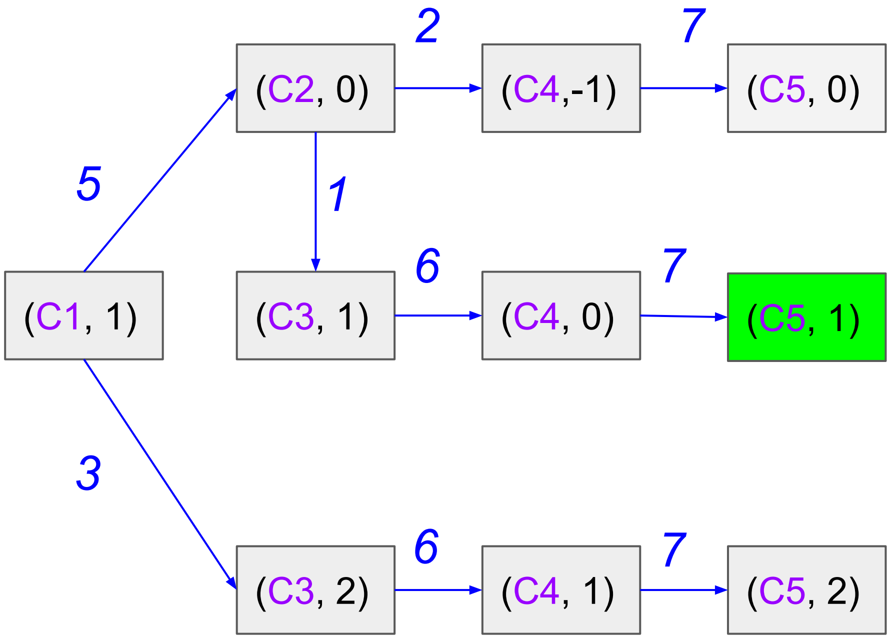


State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	-	-	-	-	-
C5	-	?	-	-	-

Simulation of DP



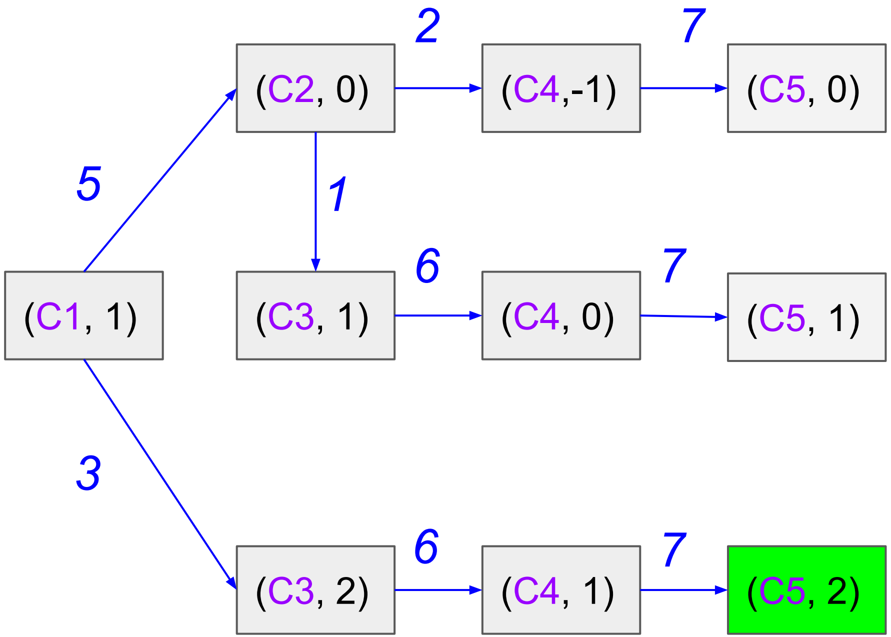
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	-	-	-	-	-
C5	-	?	0	-	-

Simulation of DP



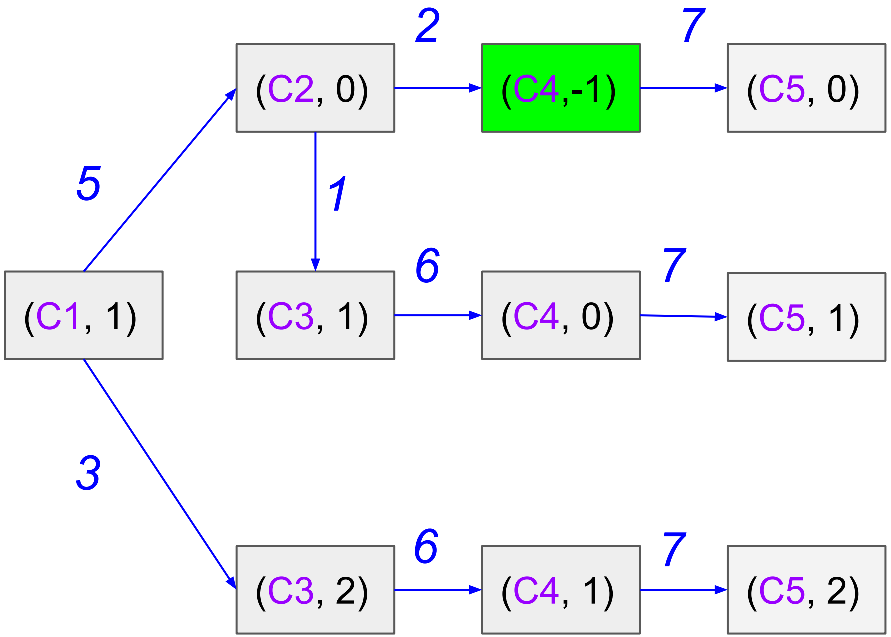
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	-	-	-	-	-
C5	-	?	0	0	-

Simulation of DP



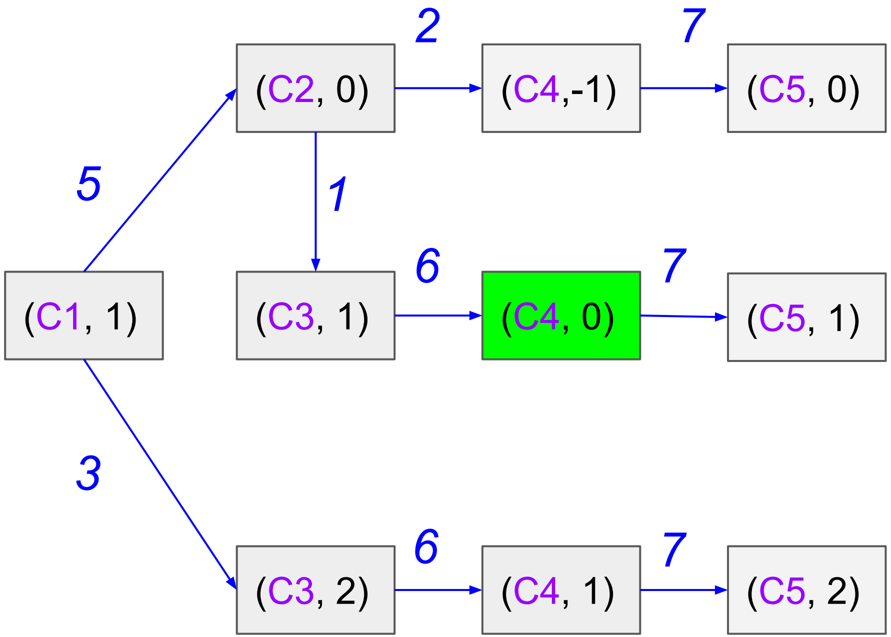
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	?	-	-	-	-
C5	-	?	0	0	-

Simulation of DP



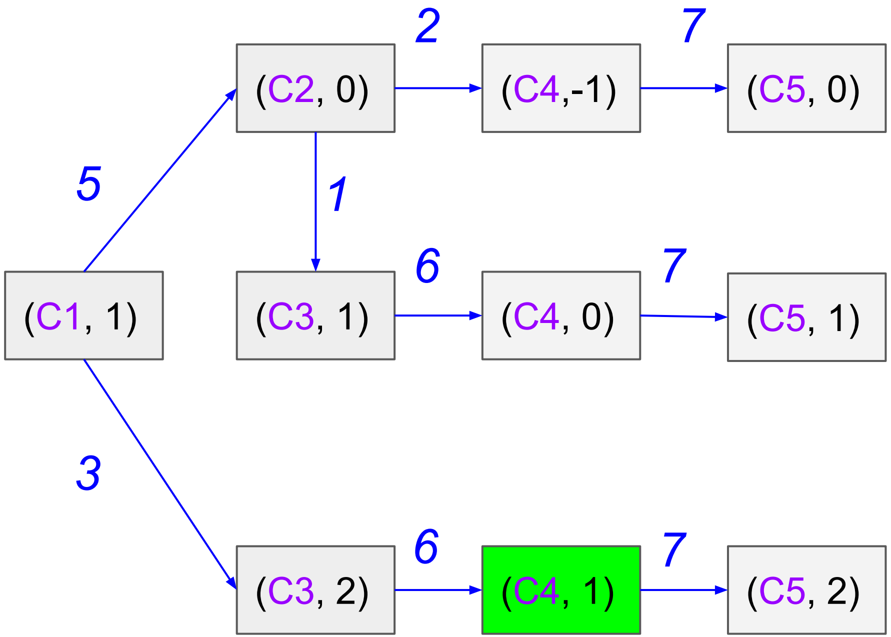
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	?	7	-	-	-
C5	-	?	0	0	-

Simulation of DP



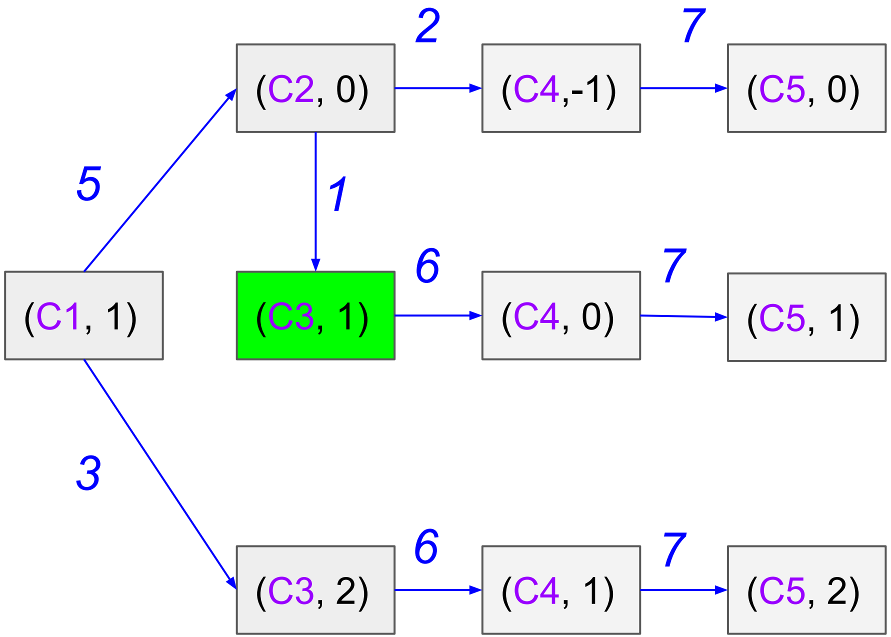
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	-	-	-
C4	?	7	7	-	-
C5	-	?	0	0	-

Simulation of DP



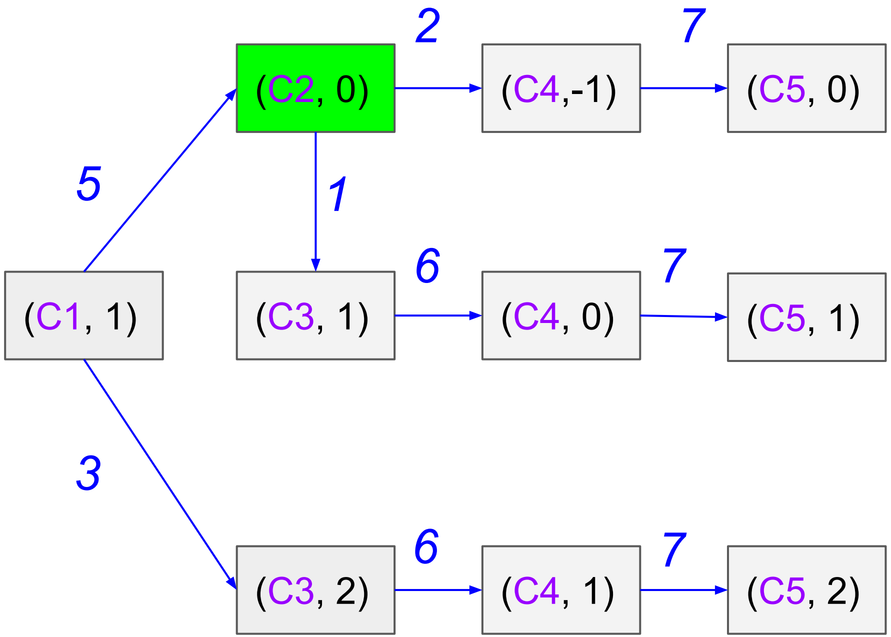
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	-	-	-	-
C3	-	-	13	-	-
C4	?	7	7	-	-
C5	-	?	0	0	-

Simulation of DP



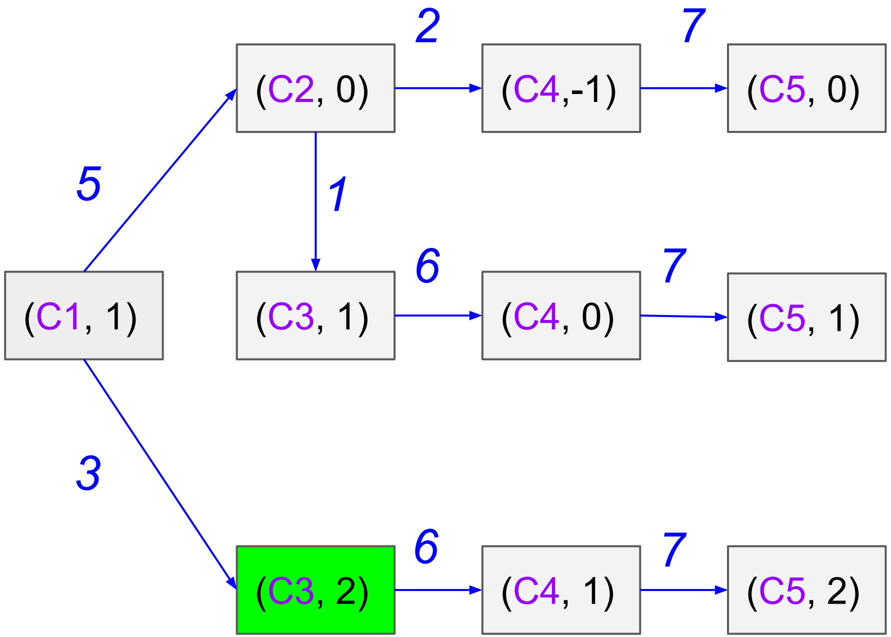
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	14	-	-	-
C3	-	-	13	-	-
C4	?	7	7	-	-
C5	-	?	0	0	-

Simulation of DP



State $s = (i, d)$ (current city, #odd-#even)

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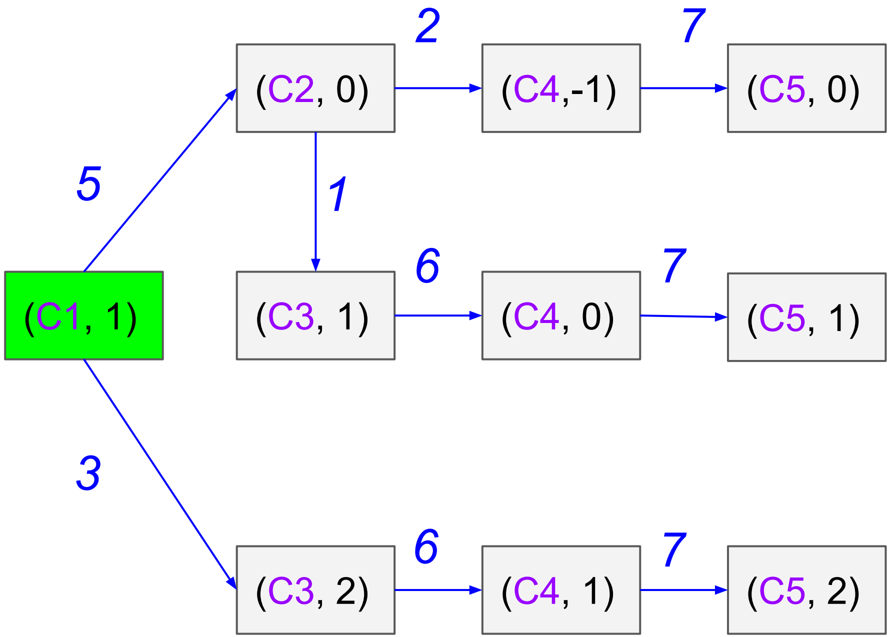
city	-1	0	1	2	3
C1	-	-	-	-	-
C2	-	14	-	-	-
C3	-	-	13	13	-
C4	?	7	7	-	-
C5	-	?	0	0	-

Simulation of DP



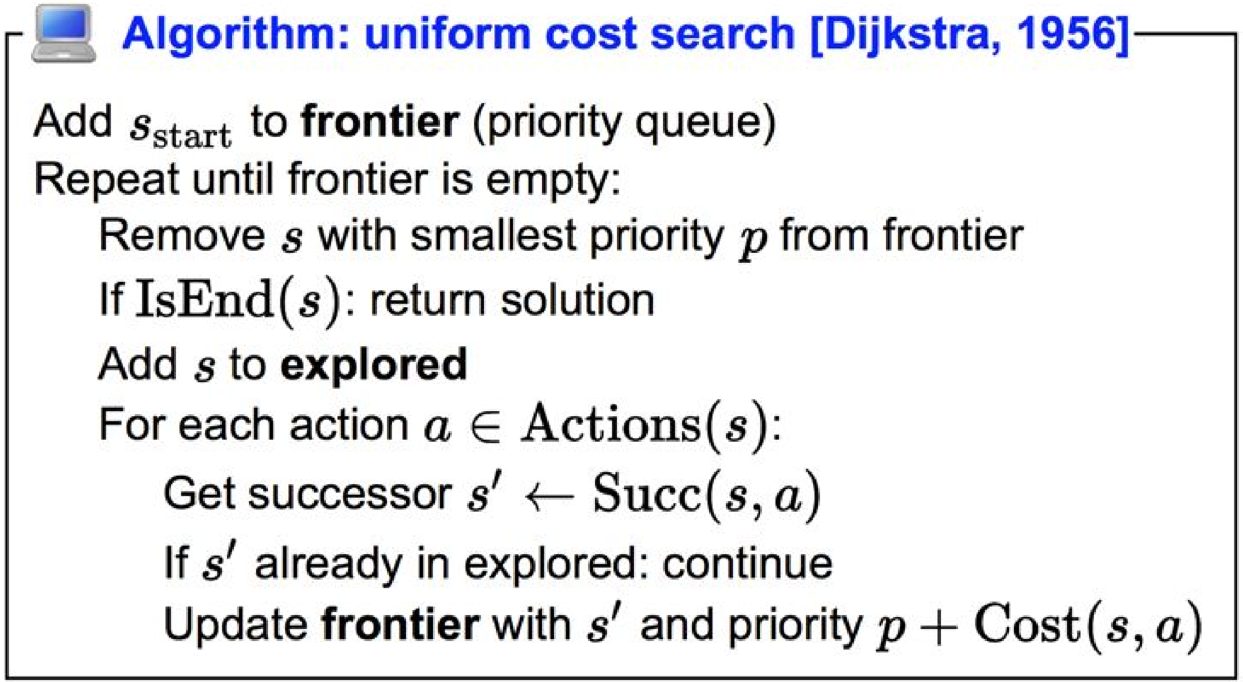
State $s = (i, d)$ (current city, #odd-#even)

#odd - #even

city

	-1	0	1	2	3
C1	-	-	16	-	-
C2	-	14	-	-	-
C3	-	-	13	13	-
C4	?	7	7	-	-
C5	-	?	0	0	-

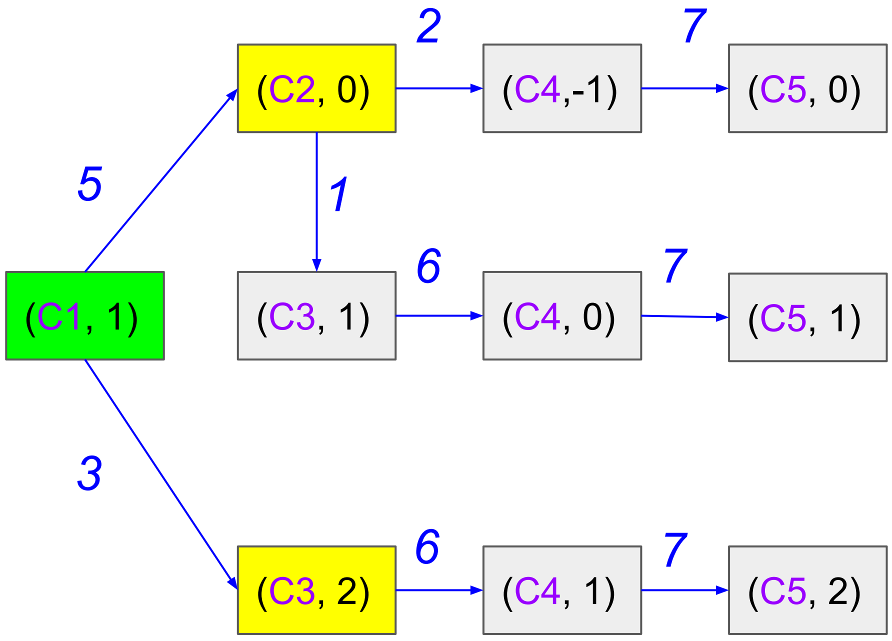
Solving the Problem: Uniform Cost Search



Algorithm: uniform cost search [Dijkstra, 1956]

```
Add $s_{\text{start}}$ to **frontier** (priority queue)
Repeat until frontier is empty:
    Remove $s$ with smallest priority $p$ from frontier
    If $\text{IsEnd}(s)$: return solution
    Add $s$ to **explored**
    For each action $a \in \text{Actions}(s)$:
        Get successor $s' \leftarrow \text{Succ}(s, a)$
        If $s'$ already in explored: continue
        Update **frontier** with $s'$ and priority $p + \text{Cost}(s, a)$
```

Simulation of UCS



State $s = (i, d)$ (current city, #odd-#even)

Explored:

(C1, 1) : 0

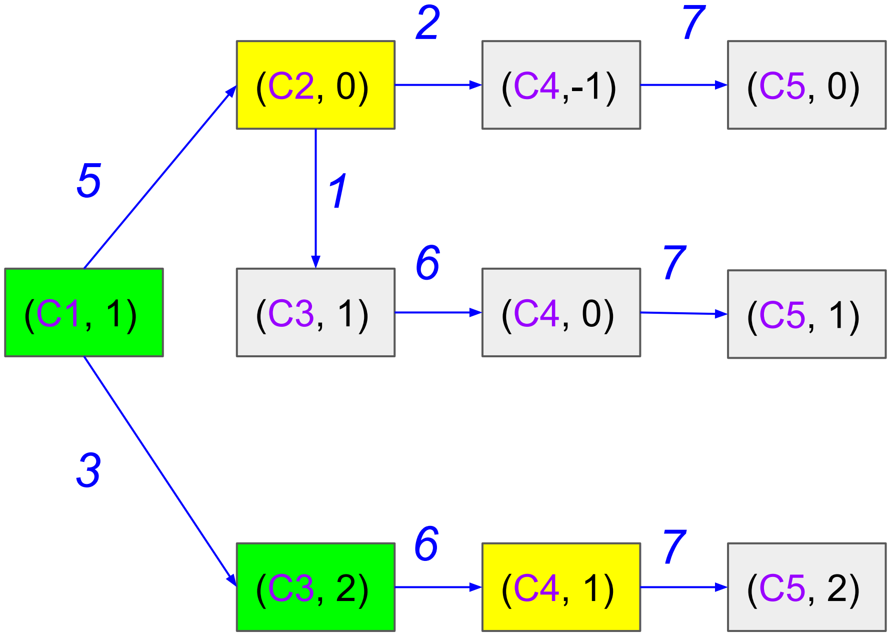
Frontier:

(C3, 2) : 3

(C2, 0) : 5

→ Frontier is a priority queue.

Simulation of UCS

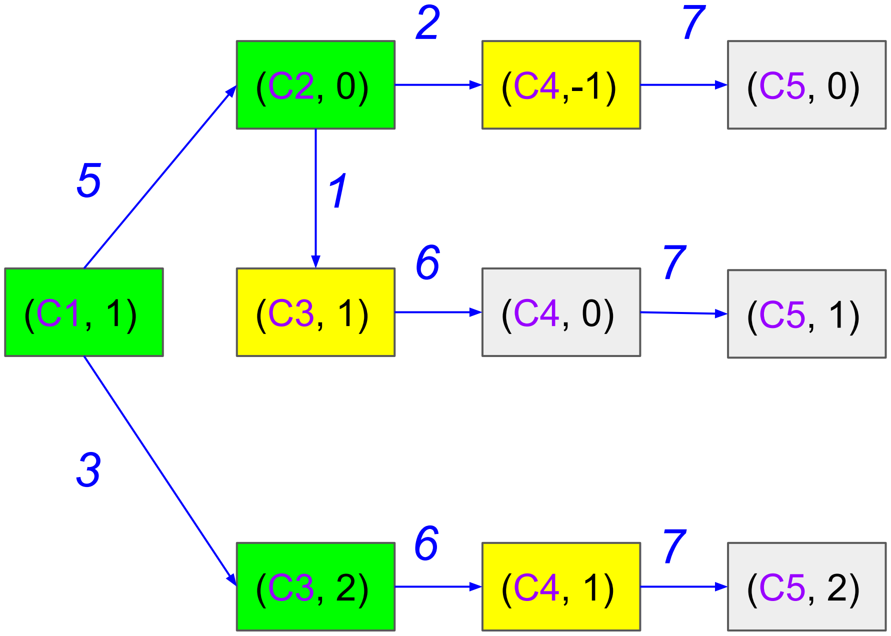


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3

Frontier:
(C2, 0) : 5
(C4, 1) : 9

Simulation of UCS

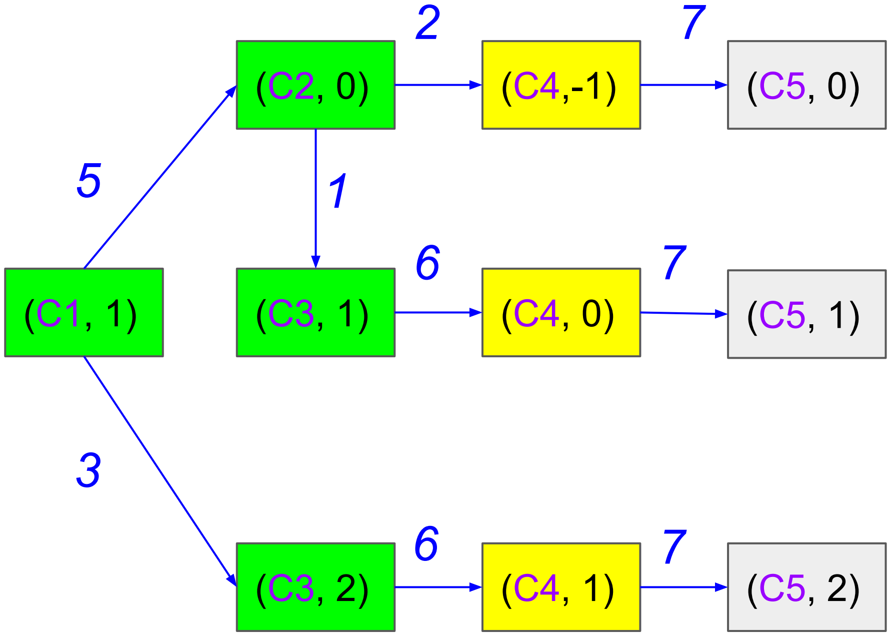


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5

Frontier:
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9

Simulation of UCS

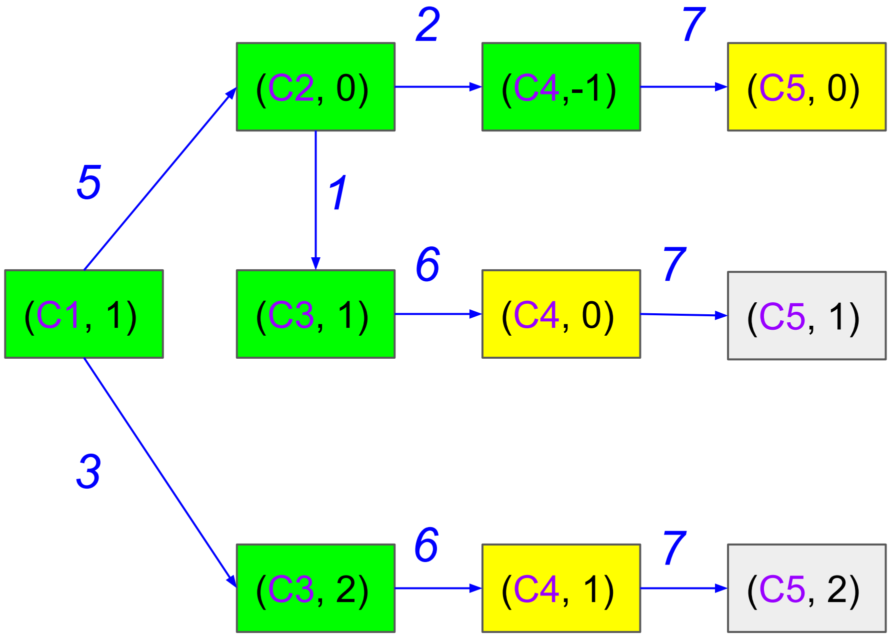


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1): 6

Frontier:
(C4, -1) : 7
(C4, 1) : 9
(C4, 0): 12

Simulation of UCS

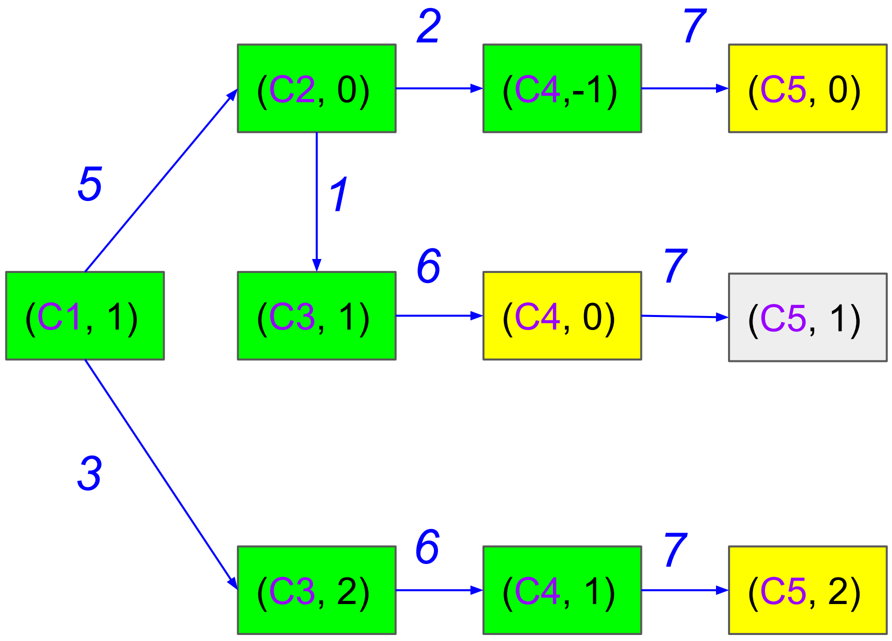


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7

Frontier:
(C4, 1) : 9
(C4, 0) : 12
(C5, 0) : 14

Simulation of UCS

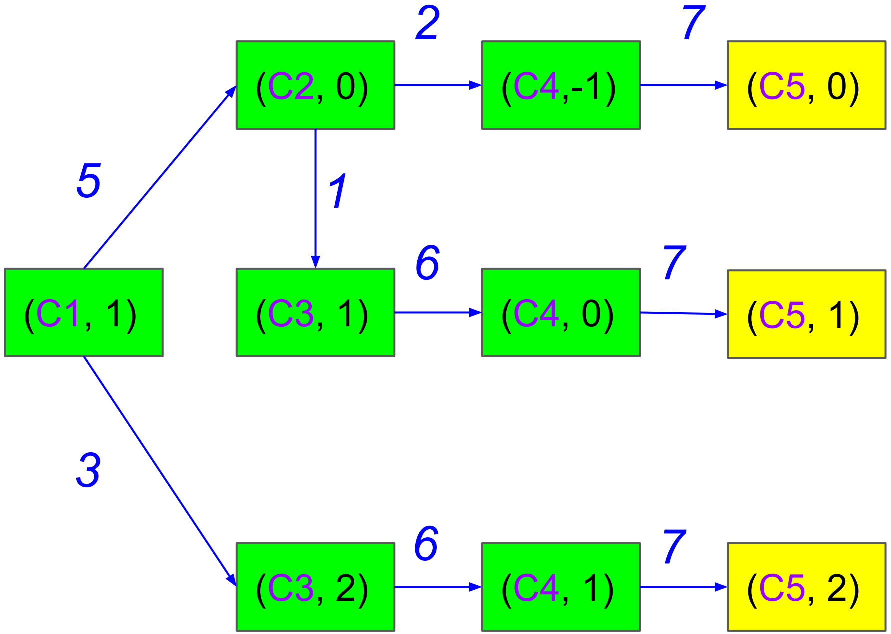


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9

Frontier:
(C4, 0) : 12
(C5, 0) : 14
(C5, 2) : 16

Simulation of UCS



State $s = (i, d)$ (current city, #odd-#even)

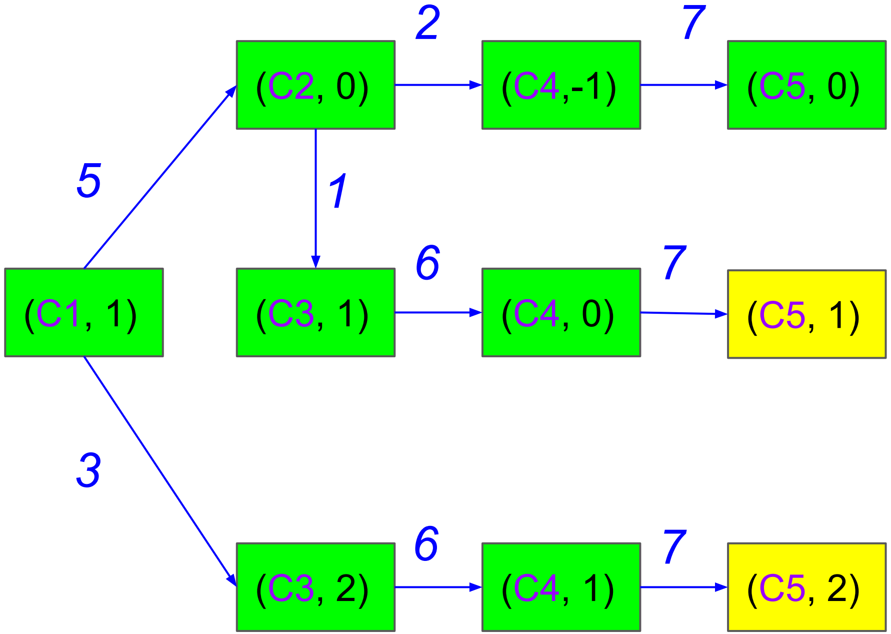
Explored:

(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9
(C4, 0) : 12

Frontier:

(C5, 0) : 14
(C5, 2) : 16
(C5, 1) : 19

Simulation of UCS



State $s = (i, d)$ (current city, #odd-#even)

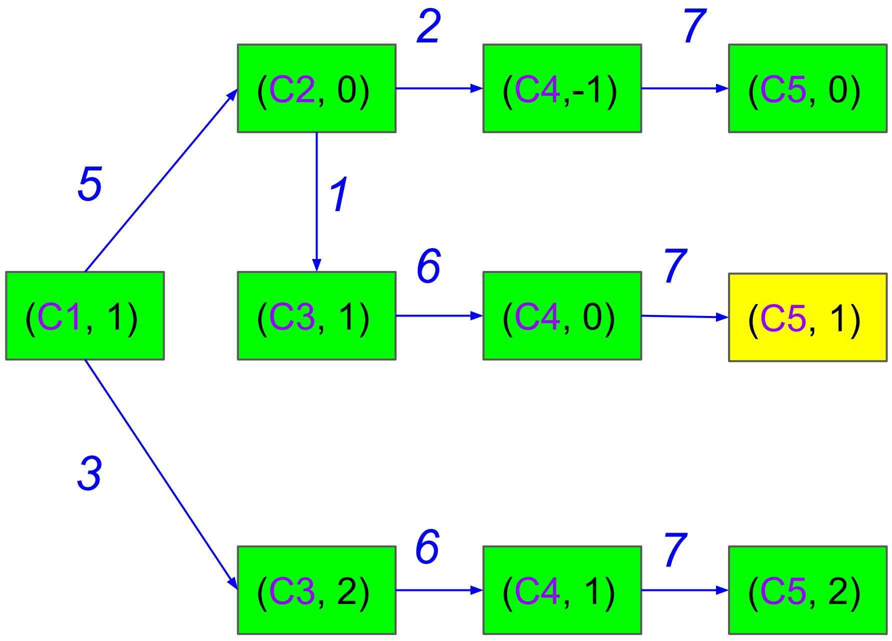
Explored:

(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9
(C4, 0) : 12
(C5, 0) : 14

Frontier:

(C5, 2) : 16
(C5, 1) : 19

Simulation of UCS



State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9
(C4, 0) : 12
(C5, 0) : 14
(C5, 2) : 16

Frontier:
(C5, 1) : 19

STOP!

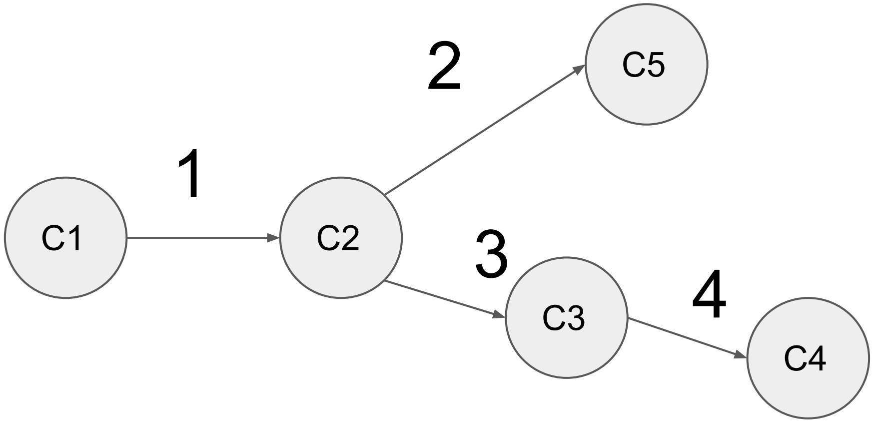
(Since we found C5 with #odd-#even > 0)

Comparison between DP and UCS

N total states, n of which are closer than goal state

Runtime of DP is O(N)

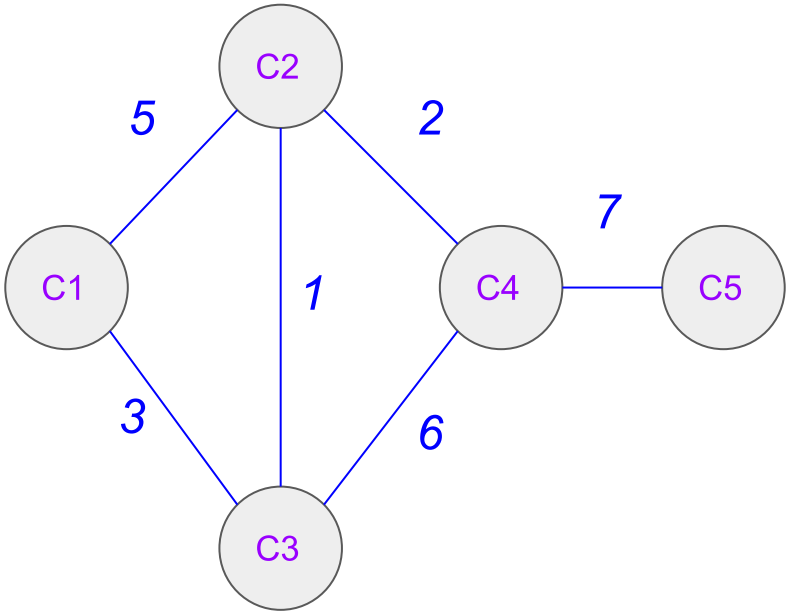
Runtime of UCS is O(n log n)



Example:
Start state C1, end state C5

-DP explores O(N) states.
-UCS will explore {C1, C2, C5} only. C3 will be in the frontier and C4 will be unexplored.

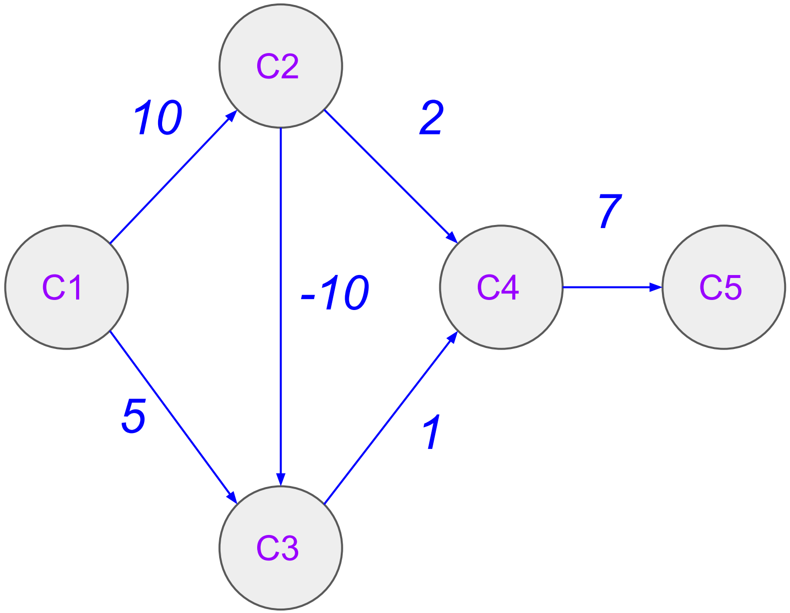
DP cannot handle cycles



Shortest path is [C1, C3, C2, C5] with cost 13.

Hard to define subproblems in undirected or cyclic graphs.

UCS cannot handle negative edge weights



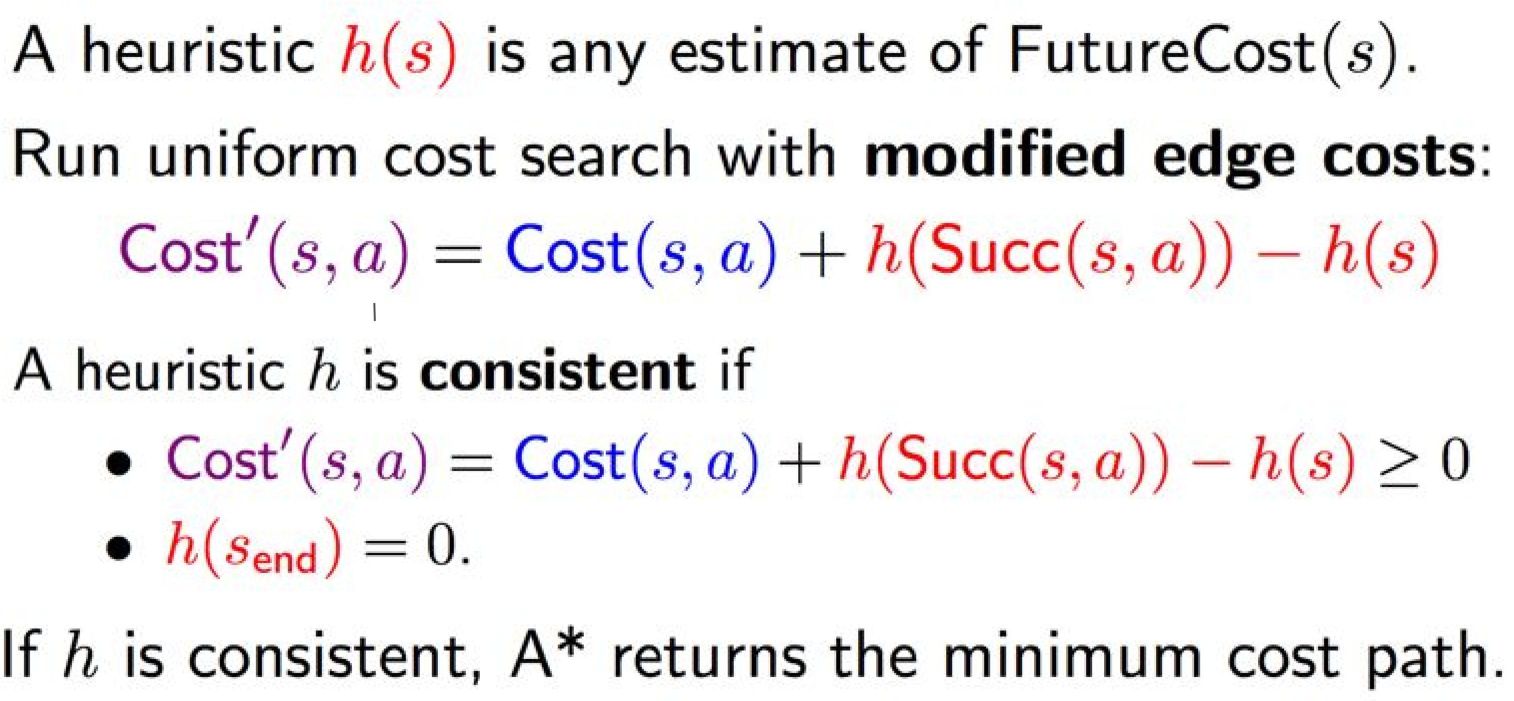
Best path is [C1,C2,C3,C4,C5] with cost of 8, but UCS will output [C1,C3,C4,C5] with cost of 13 because C3 is marked as ‘explored’ before C2.

Back to our section problem,
can we do the search faster than UCS?

Use A!*

https://qiao.github.io/PathFinding.js/visual/

Recap of A* Search from Lecture



A heuristic $h(s)$ is any estimate of $\text{FutureCost}(s)$.

Run uniform cost search with **modified edge costs**:

$$\text{Cost}'(s, a) = \text{Cost}(s, a) + h(\text{Succ}(s, a)) - h(s)$$

A heuristic h is **consistent** if

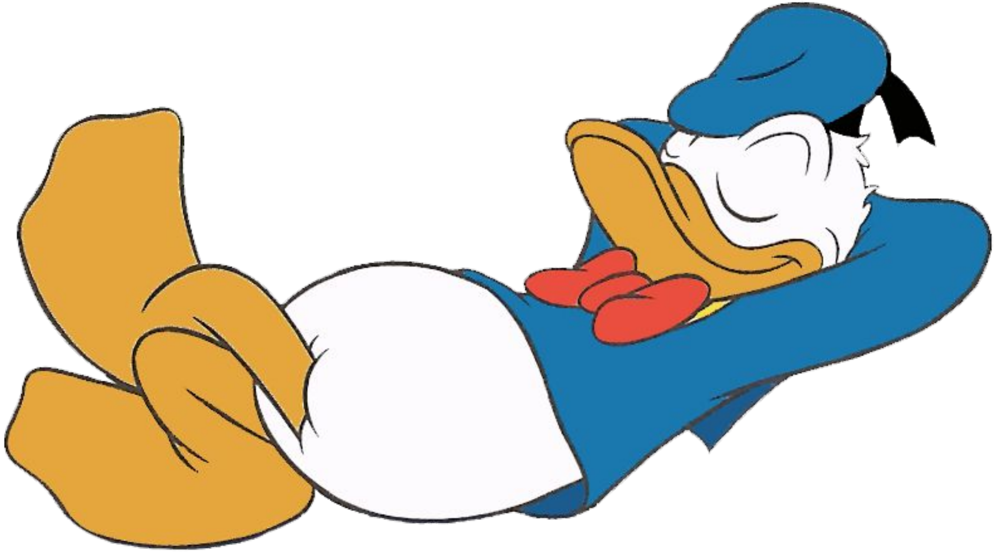
- $\text{Cost}'(s, a) = \text{Cost}(s, a) + h(\text{Succ}(s, a)) - h(s) \geq 0$
- $h(s_{\text{end}}) = 0$.

If h is consistent, A* returns the minimum cost path.

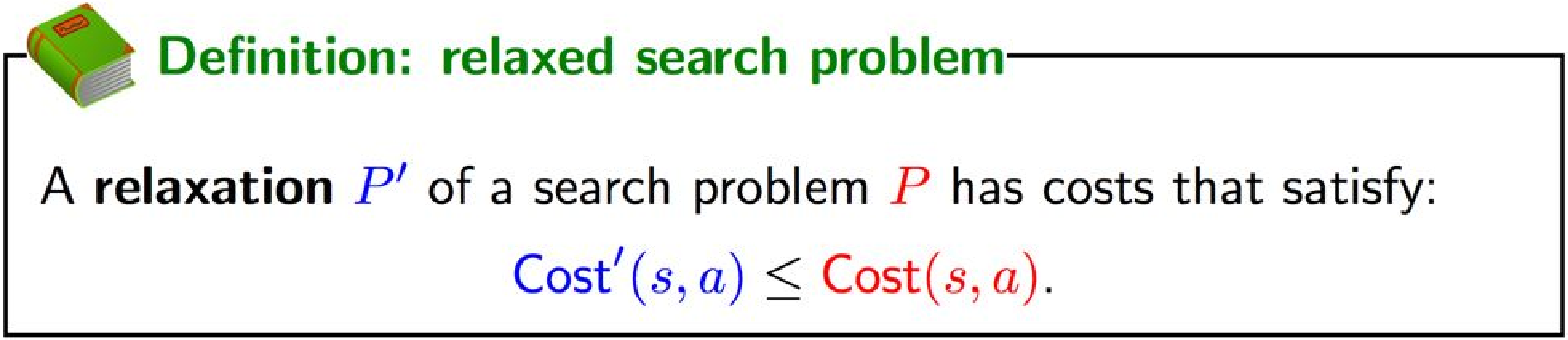
Finding a Heuristic by **Relaxation**

→ try to solve an easier (less constrained) version of the problem

→ attain a problem that **can be solved more efficiently**



Relaxation, more formally:



Definition: relaxed search problem

A **relaxation** P' of a search problem P has costs that satisfy:

$$\text{Cost}'(s,a) \le \text{Cost}(s,a).$$

Which heuristic would you use to solve our problem more efficiently?

Hint: Relaxation!

Heuristic for our problem

Remove the constraint that we visit more odd cities than even cities.

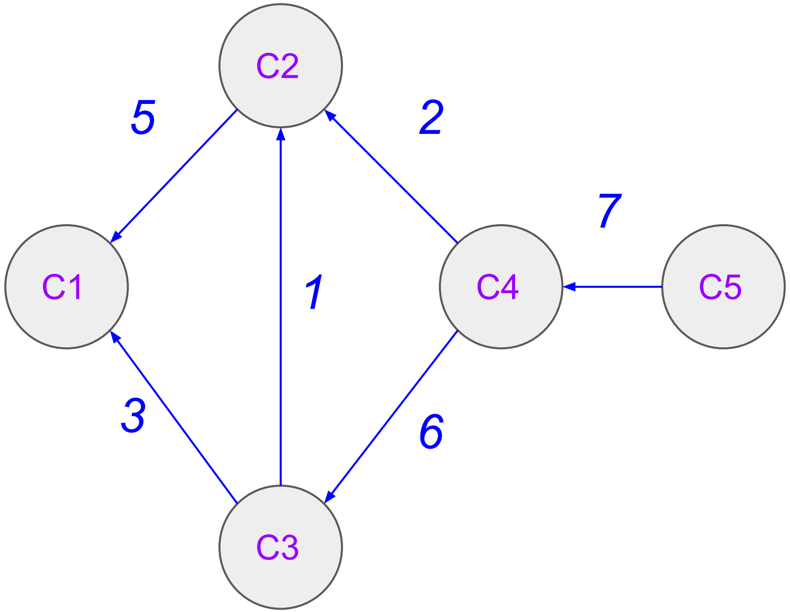
$h(s) = h((i, d))$ = length of shortest path from city i to city N

Note that the modified shortest path problem has $\boldsymbol{O(N)}$ states instead of $\boldsymbol{O(N^2)}$.

Checking consistency

- Cost(s, a) + h(Succ(s, a)) - h(s) ≥ 0 (Triangle Inequality)
  - Suppose s = (Ci, d) and Succ(s, a) = (Cj, d')
  - Note that h((Ci, d)) - h((Cj, d')) ≤ c(Ci, Cj) = Cost(s, a)
- h((CN, d)) = 0

How to compute *h*?

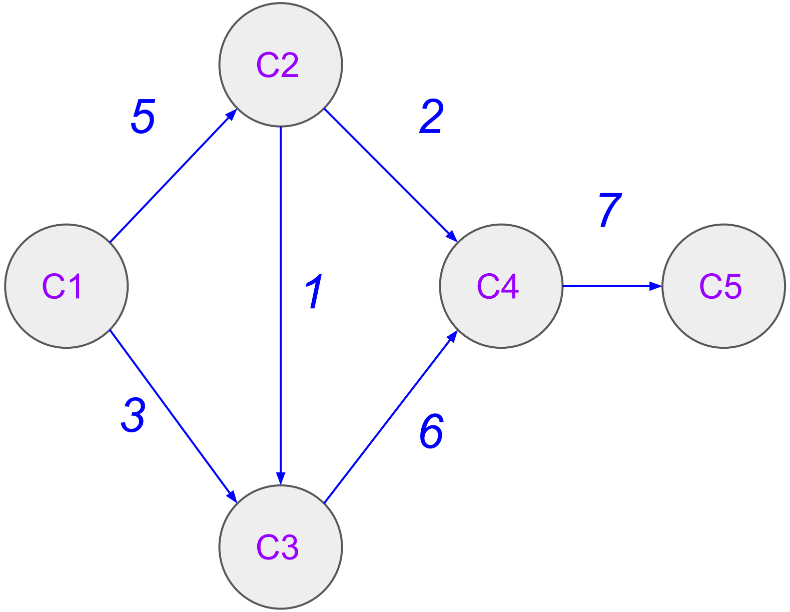


Reverse all edges, then perform UCS starting at C5 until C1 is found.

→ O(n log n) time (where n is # states whose distance to city CN is no farther than the distance of city C1 to city CN)

city	C1	C2	C3	C4	C5
h	14	9	13	7	0

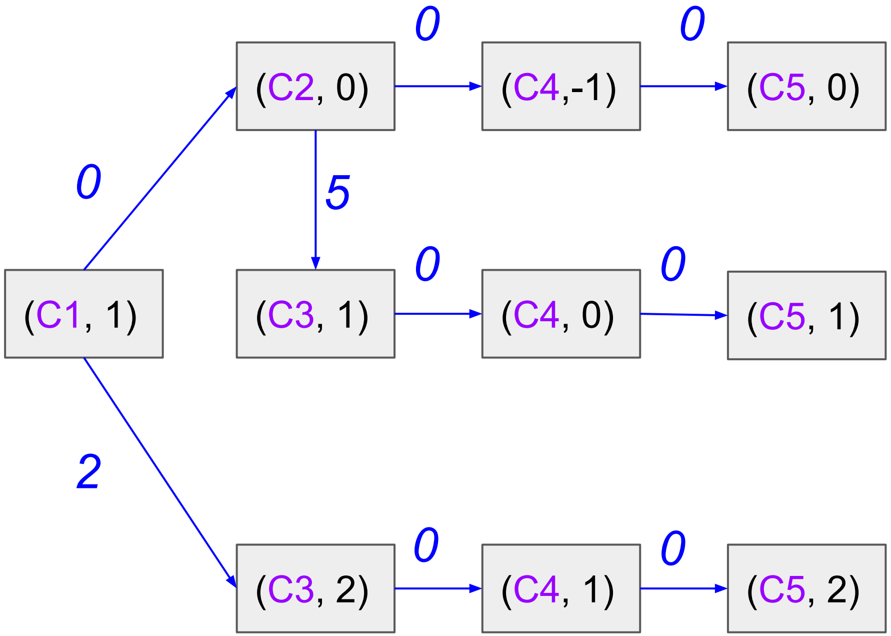
Original Graph



city	C1	C2	C3	C4	C5
h	14	9	13	7	0

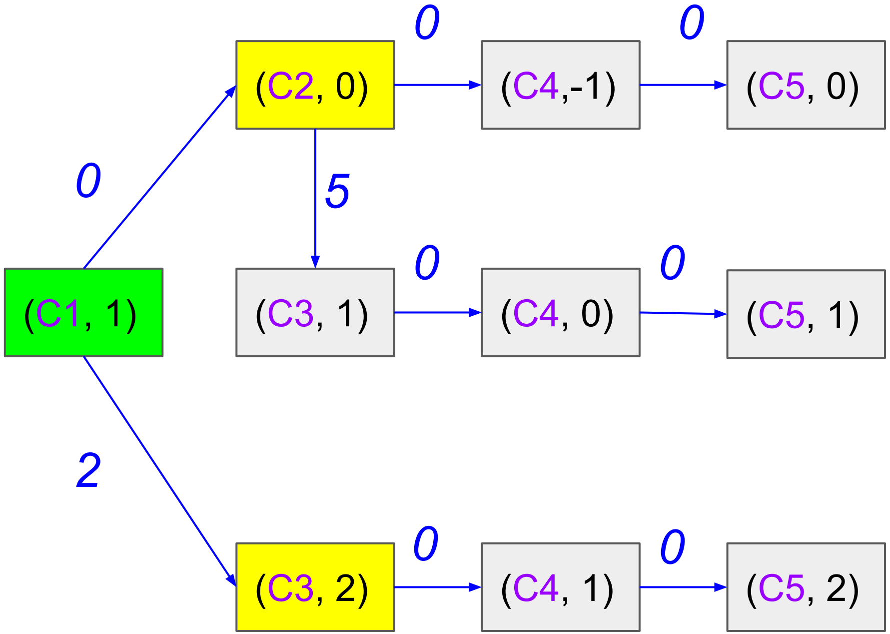
Modified State Graph

(updated edge costs)



State $s = (i, d)$ (current city, #odd-#even)

Simulation of UCS (A*)



State $s = (i, d)$ (current city, #odd-#even)

Explored:

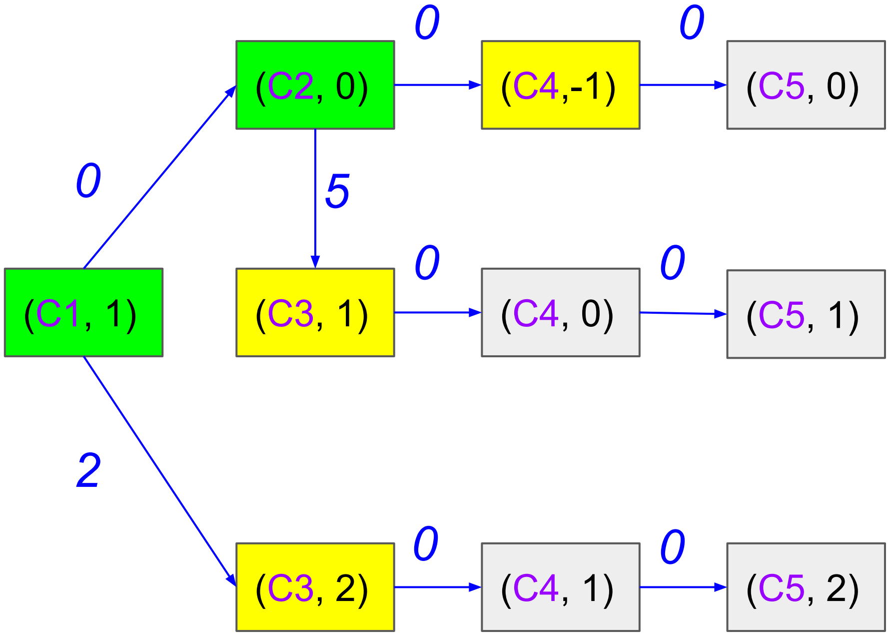
(C1, 1) : 0

Frontier:

(C2, 0) : 0

(C3, 2) : 2

Simulation of UCS (A*)

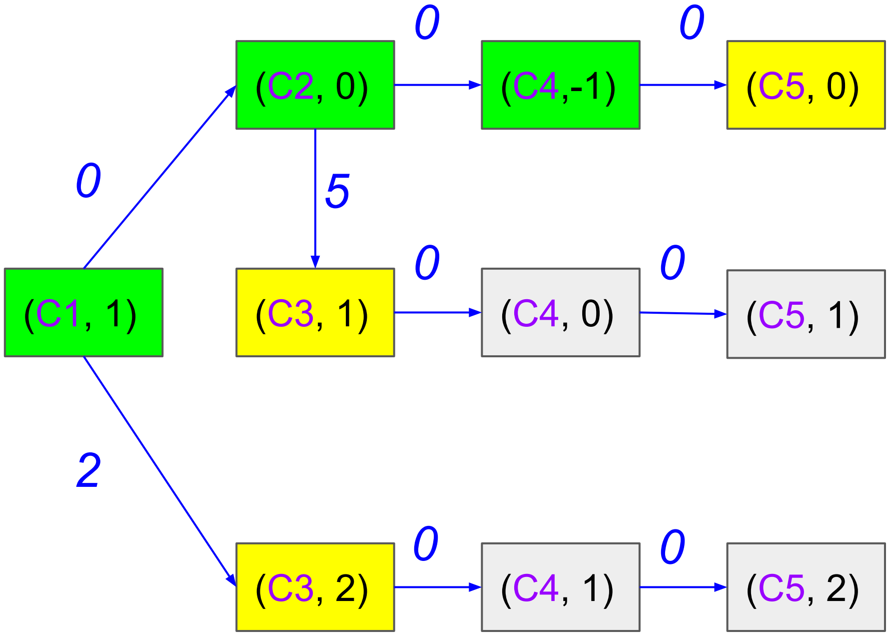


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C2, 0) : 0

Frontier:
(C4, -1) : 0
(C3, 2) : 2
(C3, 1) : 5

Simulation of UCS (A*)

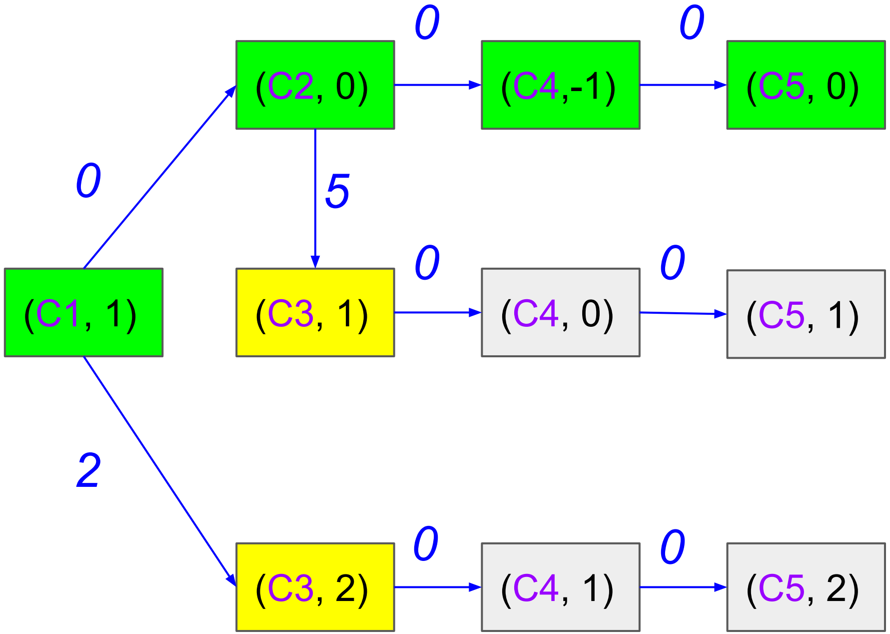


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0

Frontier:
(C5, 0) : 0
(C3, 2) : 2
(C3, 1) : 5

Simulation of UCS (A*)

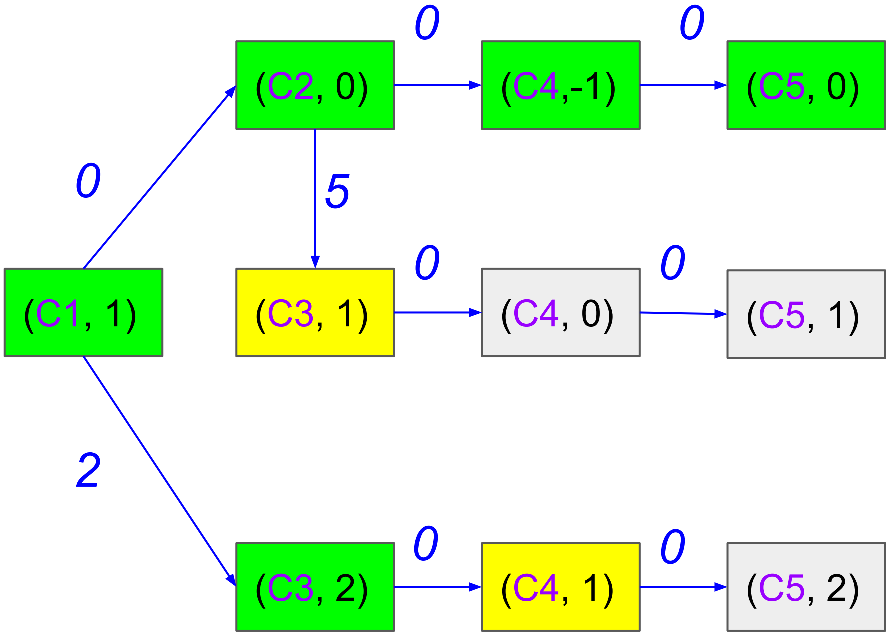


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0

Frontier:
(C3, 2) : 2
(C3, 1) : 5

Simulation of UCS (A*)

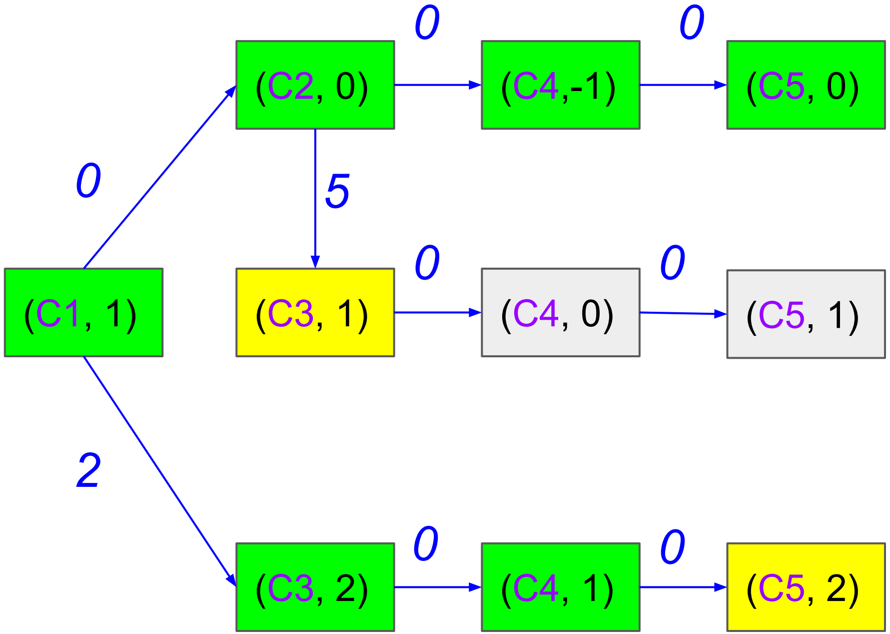


State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0
(C3, 2) : 2

Frontier:
(C4, 1) : 2
(C3, 1) : 5

Simulation of UCS (A*)



State $s = (i, d)$ (current city, #odd-#even)

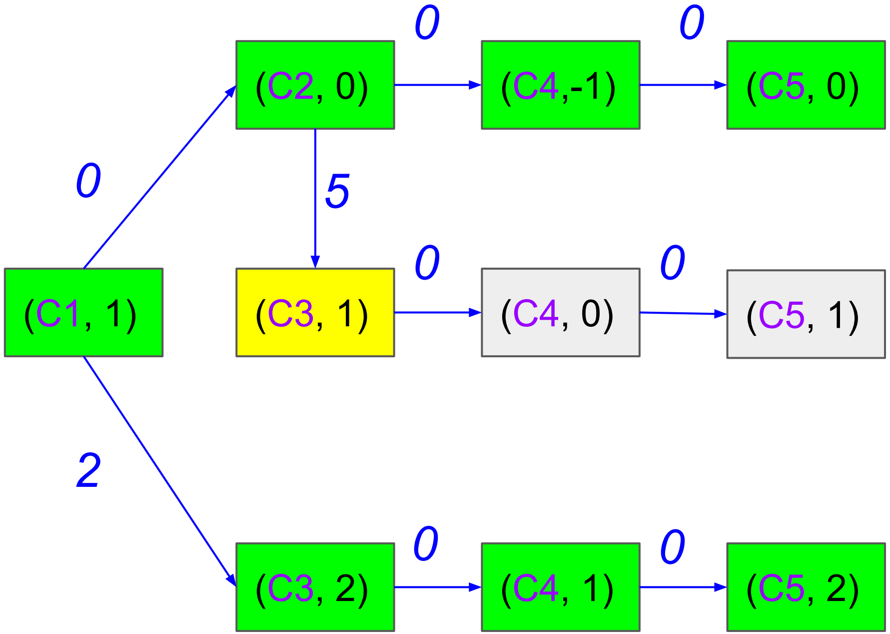
Explored:

(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0
(C3, 2) : 2
(C4, 1): 2

Frontier:

(C5, 2) : 2
(C3, 1) : 5

Simulation of UCS (A*)



State $s = (i, d)$ (current city, #odd-#even)

Explored:

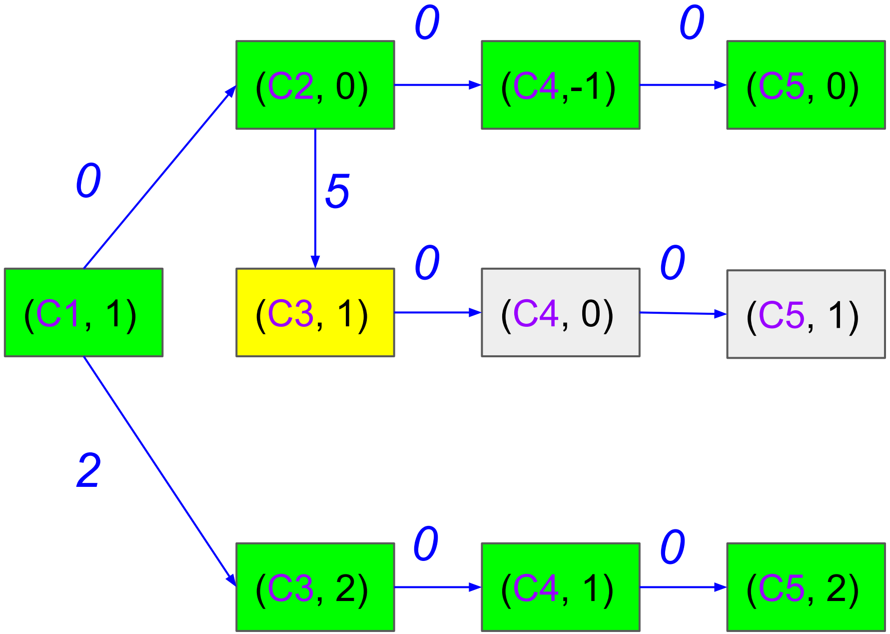
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0
(C3, 2) : 2
(C4, 1) : 2
(C5, 2) : 2

Frontier:

(C3, 1) : 5

STOP!

Simulation of UCS (A*)



State $s = (i, d)$ (current city, #odd-#even)

Explored:
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0
(C3, 2) : 2
(C4, 1) : 2
(C5, 2) : 2

Frontier:
(C3, 1) : 5

Actual Cost is 2 + *h*(1) = 2 + 14 = 16

Comparison of States visited

UCS

Explored:
(C1, 1) : 0
(C3, 2) : 3
(C2, 0) : 5
(C3, 1) : 6
(C4, -1) : 7
(C4, 1) : 9
(C4, 0) : 12
(C5, 0) : 14
(C5, 2) : 16

Frontier:
(C5, 1) : 19

UCS(A*)

Explored:
(C1, 1) : 0
(C2, 0) : 0
(C4, -1) : 0
(C5, 0) : 0
(C3, 2) : 2
(C4, 1) : 2
(C5, 2) : 2

Frontier:
(C3, 1) : 5

Comparison of States visited

UCS

Explored:

(C1, 1) : 0

(C3, 2) : 3

(C2, 0) : 5

(C3, 1) : 6

(C4, -1) : 7

(C4, 1) : 9

(C4, 0) : 12

(C5, 0) : 14

(C5, 2) : 16

Frontier:

(C5, 1) : 19

UCS explored 9 states

UCS(A*)

Explored:

(C1, 1) : 0

(C2, 0) : 0

(C4, -1) : 0

(C5, 0) : 0

(C3, 2) : 2

(C4, 1) : 2

(C5, 2) : 2

Frontier:

(C3, 1) : 5

UCS(A*) explored 7 states

Summary

- ***States Representation/Modelling***
  - make state representation compact, remove unnecessary information
- ***DP***
  - underlying graph cannot have cycles
  - visit all reachable states, but no log overhead
- ***UCS***
  - actions cannot have negative cost
  - visit only a subset of states, log overhead
- ***A****
  - Introduce heuristic to guide search
  - ensure that relaxed problem can be solved more efficiently

That’s it! Thanks for coming to section!