

# LOCAL SEARCH

CSE 511A: Introduction to Artificial Intelligence

Some content and images are from slides created by Dan Klein and Pieter Abbeel for CS188 Intro to AI at UC Berkeley.  
All CS188 materials are available at <http://ai.berkeley.edu>.

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# LOCAL SEARCH

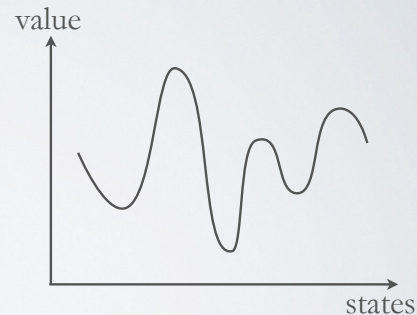
- In many applications, the path to the goal is irrelevant. Only the goal state is the solution.
- Examples: TSP, n-queens
- Use iterative improvement algorithms:
  - Keep a current state and try to improve it

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# HILL CLIMBING

Hill climbing idea:

- Keep on improving your current state until you cannot improve it further
- Keep on climbing the hill you are on until you reach the peak

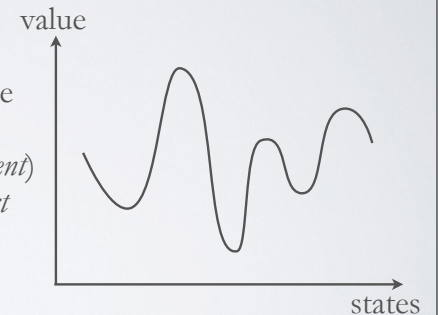


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# HILL CLIMBING

Hill climbing pseudo-code:

- (1) *current* = any “complete” state
- (2) *next* = best neighboring state
- (3)  $\Delta E = \text{value}(\text{next}) - \text{value}(\text{current})$
- (4) If  $\Delta E > 0$ , then *current* = *next*
- (5) Else, return *current*
- (6) Go to (2)

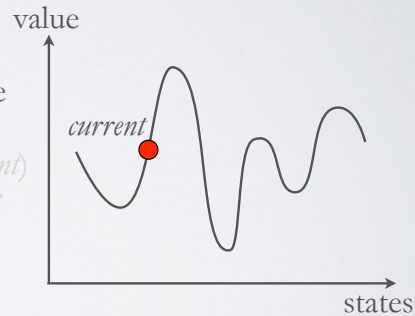


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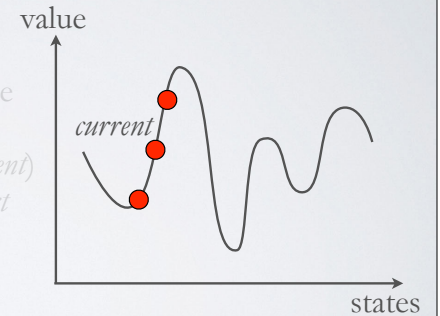


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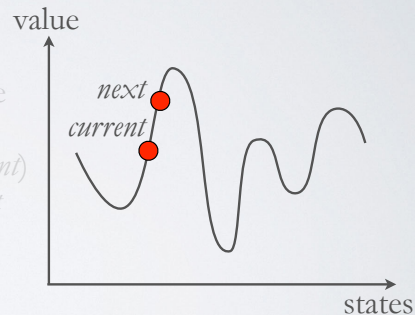


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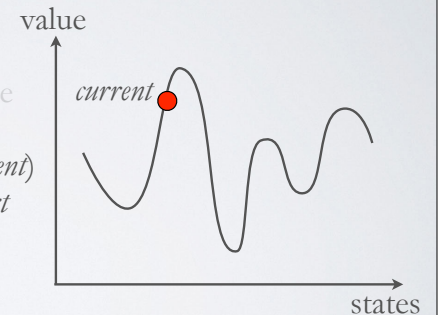


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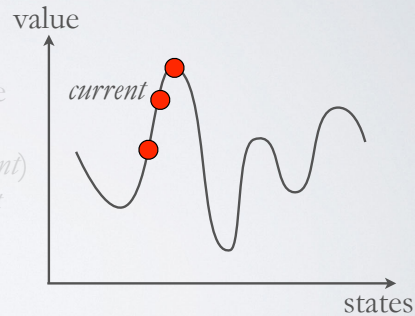


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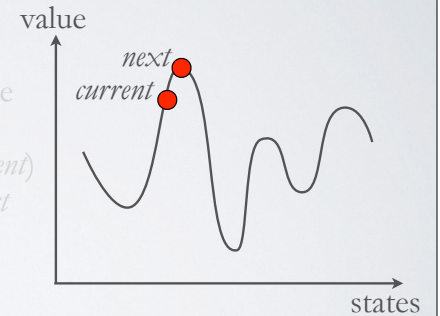


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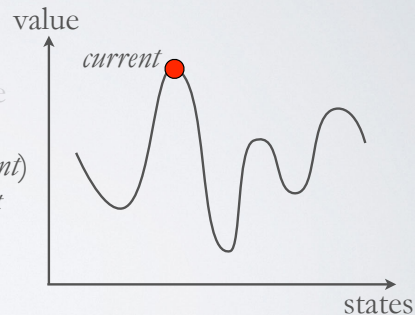


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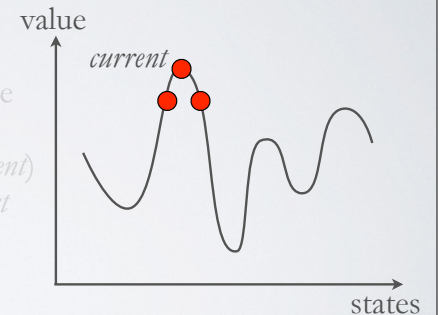


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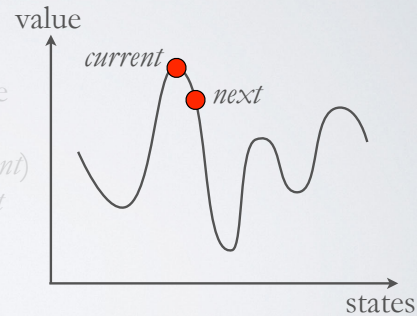
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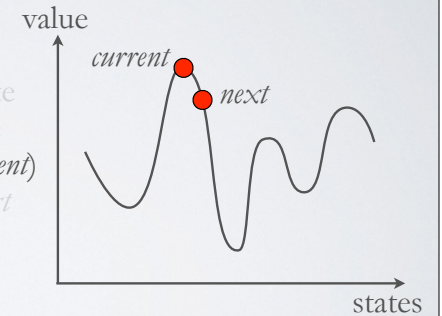


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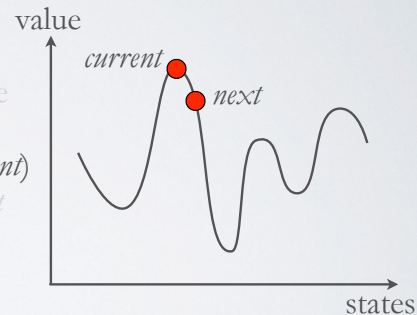


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# HILL CLIMBING

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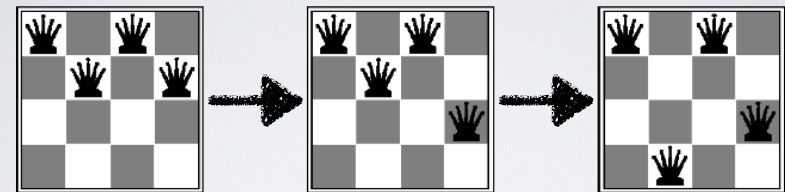
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Problem: Get stuck in local maxima

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# HILL CLIMBING



*n*-queens problem:

put *n* queens on an *n* × *n* board, with no two queens on the same row, column or diagonal

Can solve very large *n*-queens problems ( $n \approx 1$  million) very quickly!

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# SIMULATED ANNEALING

Simulated annealing idea:

- Accept “bad moves” once in a while in order to escape local maximum
- Accept them with decreasing probability over time

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# SIMULATED ANNEALING

Simulated annealing pseudo-code:

- (1)  $T$  = a high temperature
- (2)  $current$  = any “complete” state
- (3) decrement  $T$ ; if  $T = 0$ , then return  $current$
- (4)  $next$  = **random** neighboring state
- (5)  $\Delta E = value(next) - value(current)$
- (6) If  $\Delta E > 0$ , then  $current = next$
- (7) Else,  $current = next$  **with probability**  $e^{\Delta E/T}$
- (8) Go to (3)

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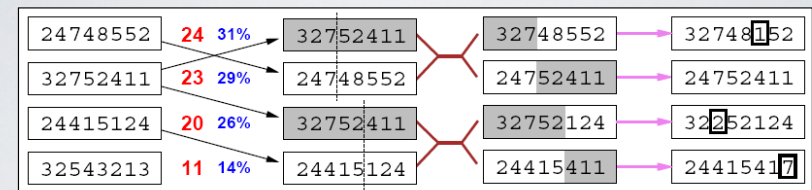
# SIMULATED ANNEALING

Behavior:

- If temperature is high:
  - accept bad move with high probability
  - similar to random walk
- If temperature is low:
  - accept bad move with low probability
  - similar to hill climbing

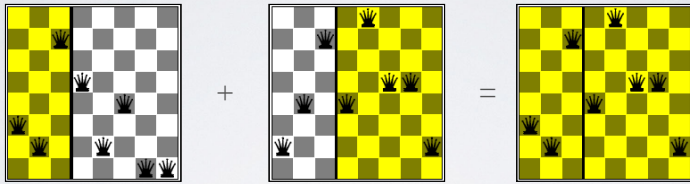
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# GENETIC ALGORITHM



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# GENETIC ALGORITHM



Example crossover with the  $n$ -queens problem