A lot of development has taken place in the field of AI, right from the day a workshop was organized by John McCarthy in 1956. The goal was to investigate ways in which machines could be made to simulate aspects of intelligence – the very idea that has driven the field ever since.

Search plays a major role in solving many Artificial Intelligence problems. Many different types of search algorithms were devised over the period of time but it actually went main stream when Deep Blue beat world chess champion Garry Kasparov at a game of chess. The underlying algorithm is a mini max search with a better evaluation function. Since then search algorithms have been improved to solve most of the board games with ease and the same algorithms have been used in various domains and one of those domain is planning.

The task of coming up with a sequence of actions that will achieve a goal is called planning. One of the most common examples is the Air Cargo Transport Problem where we have to find the efficient route to transport the cargos between different airports. One way to solve this would be to employ one of the search algorithms but it would easily be overwhelmed by irrelevant actions. To tackle this, a planning language called STRIPS was developed by Richard Fikes and Nils Nilsson in 1971 and many different approached on top of STRIPS were proposed but most of them suffered from inaccuracies. However, in 1997 Avirium Blum and Merrick Furst at Carnegie Mellon developed a new approach called Planning Graphs

References:

<https://ai100.stanford.edu/2016-report/appendix-i-short-history-ai>

Intro to AI