



Constructieve Algoritmen

Bas Terwijn <b.terwijn@uva.nl>

Heuristieken / Programmeertheorie

Minor Programmeren

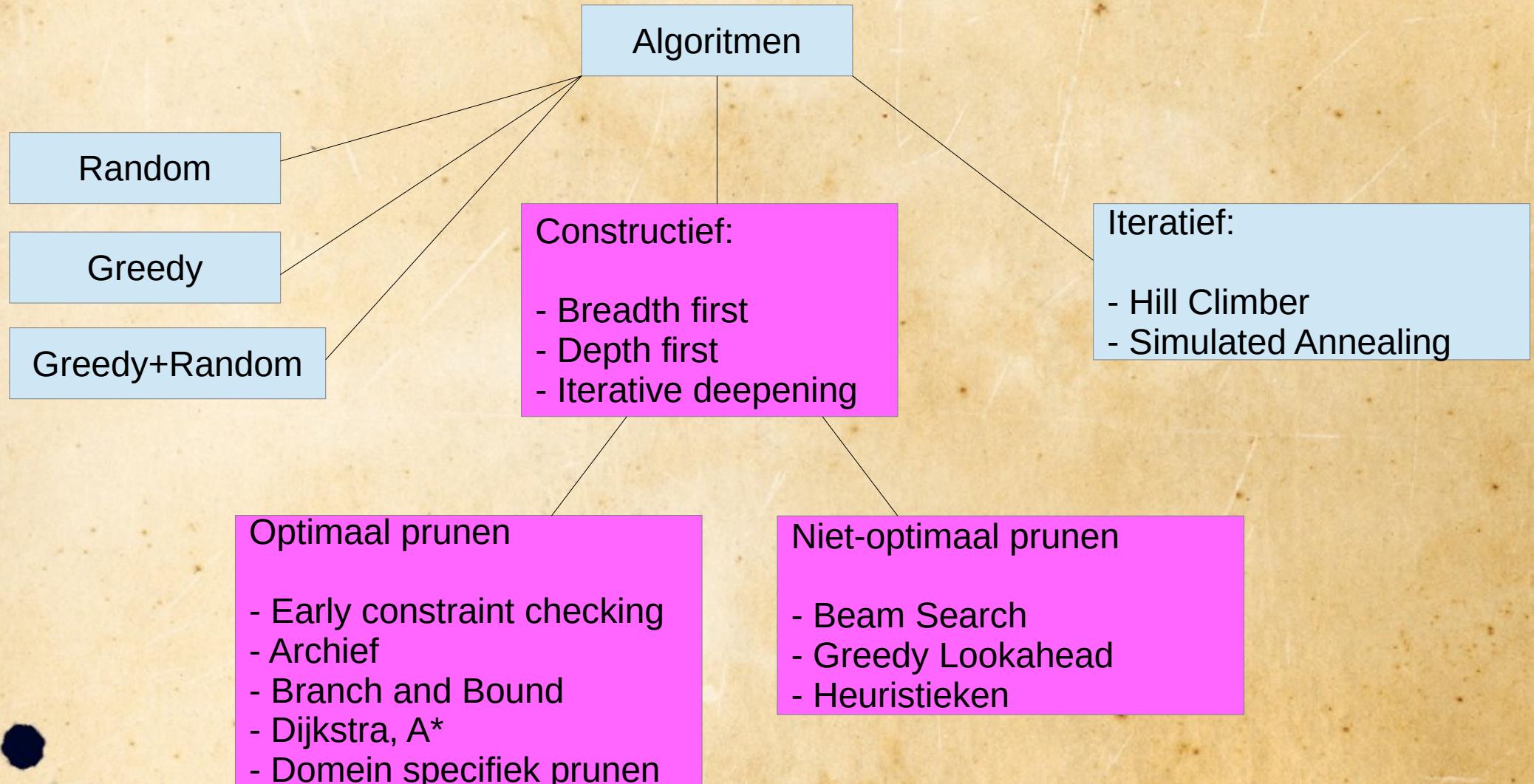
Universiteit van Amsterdam

Wat ging vooraf

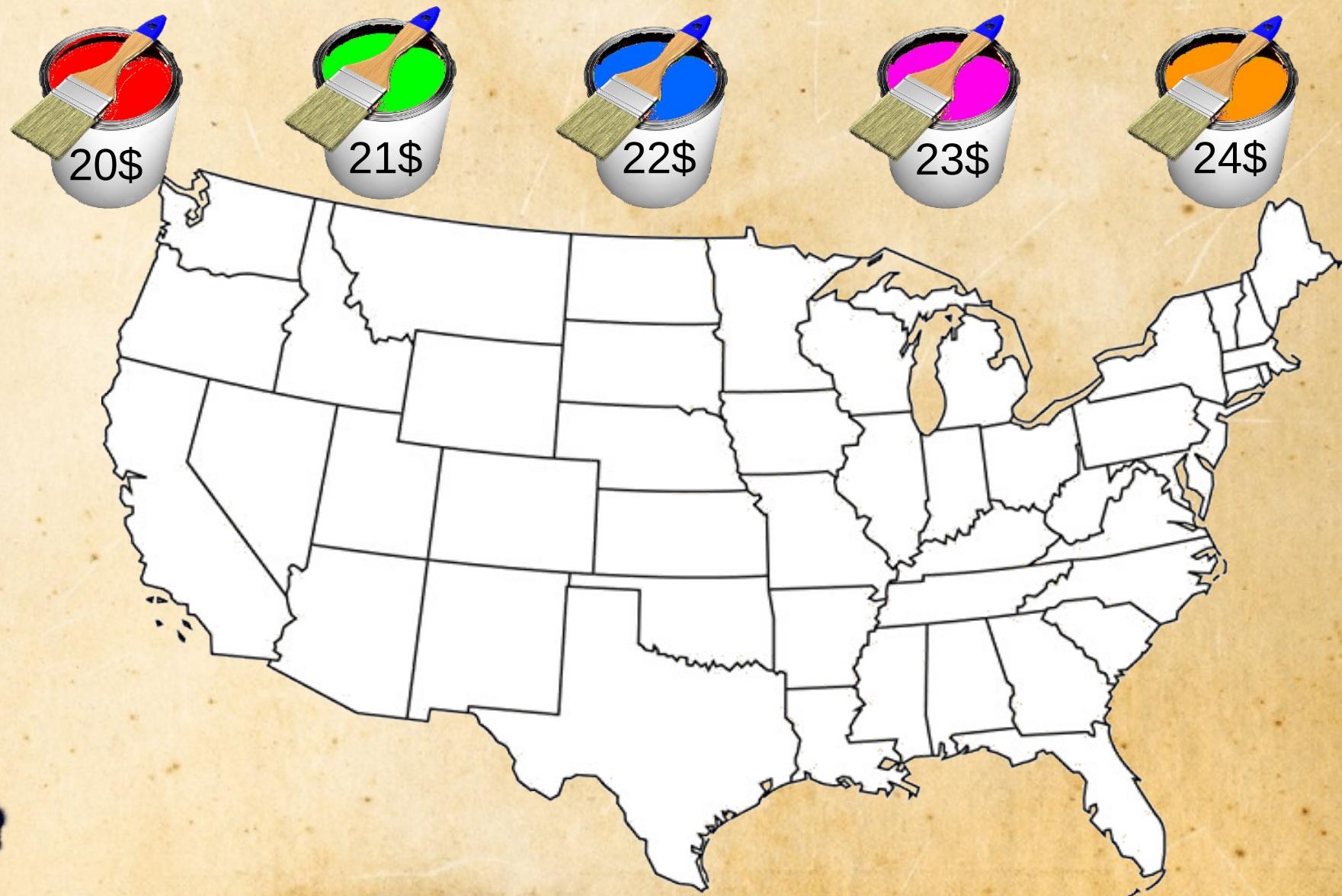


- Kick Off, Jelle van Assema
- Combinatorische Problemen, Anuj Pathania
- Live Coding, Wouter Vrielink, Quinten van der Post

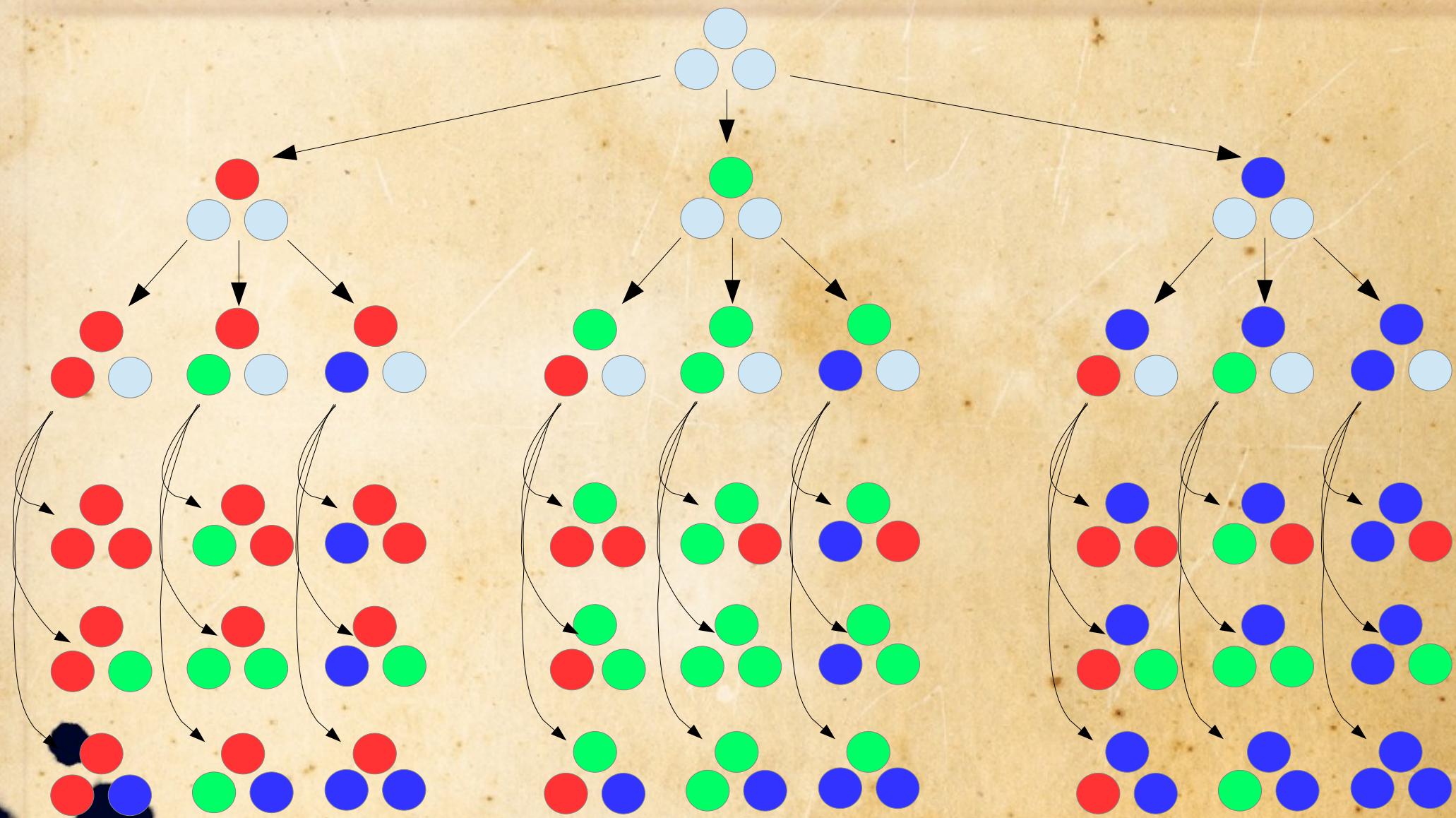
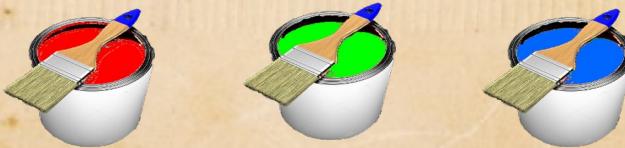
Algoritmen



Kaart kleuren



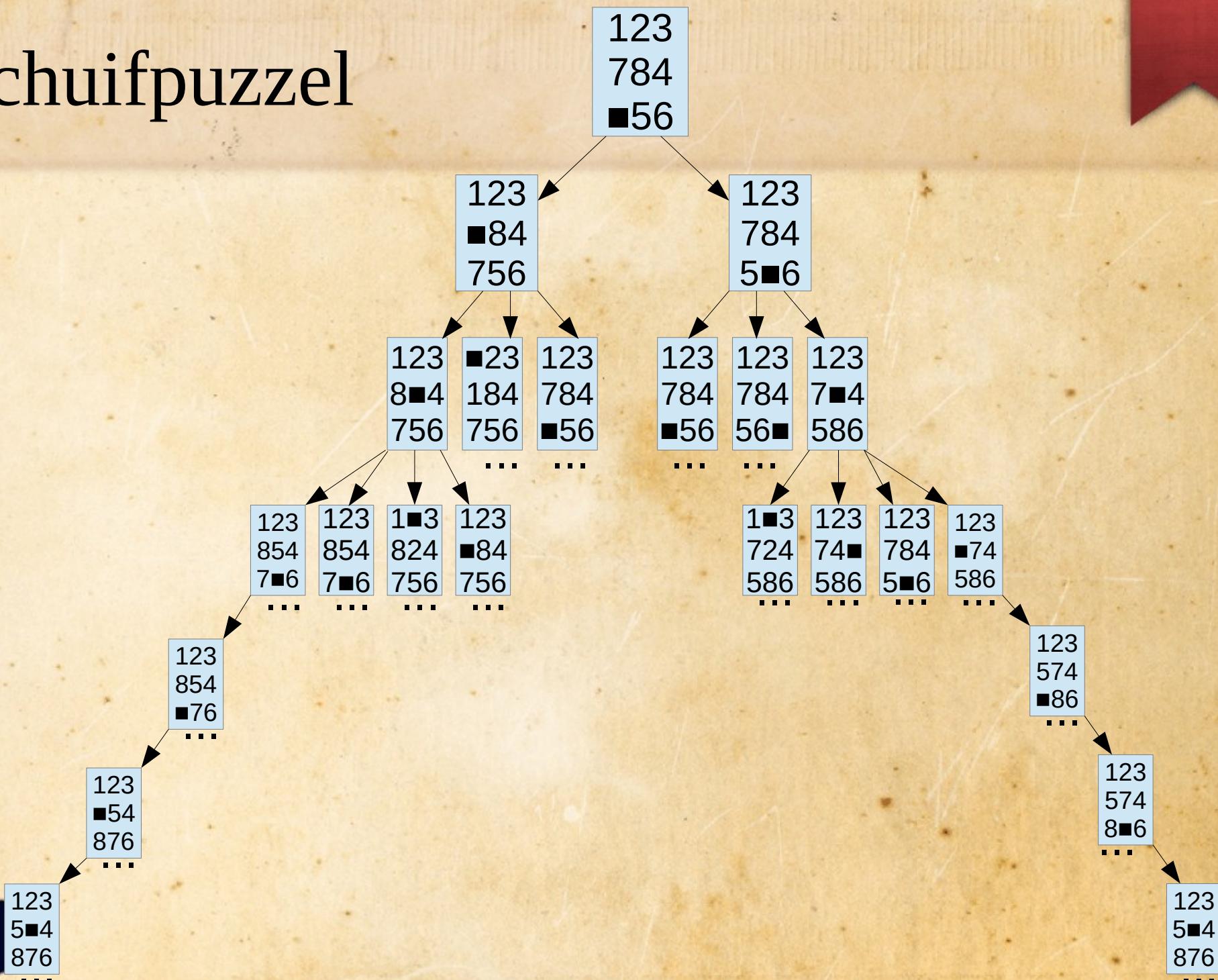
Kaart kleuren



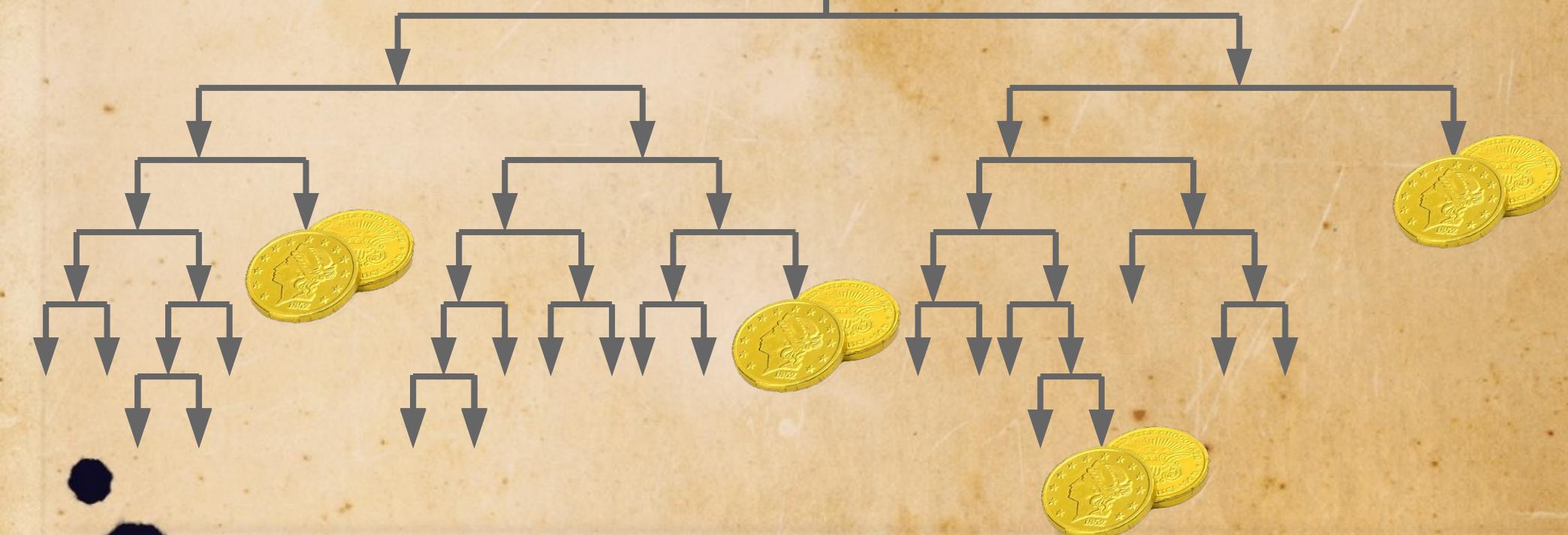
Schuifpuzzel



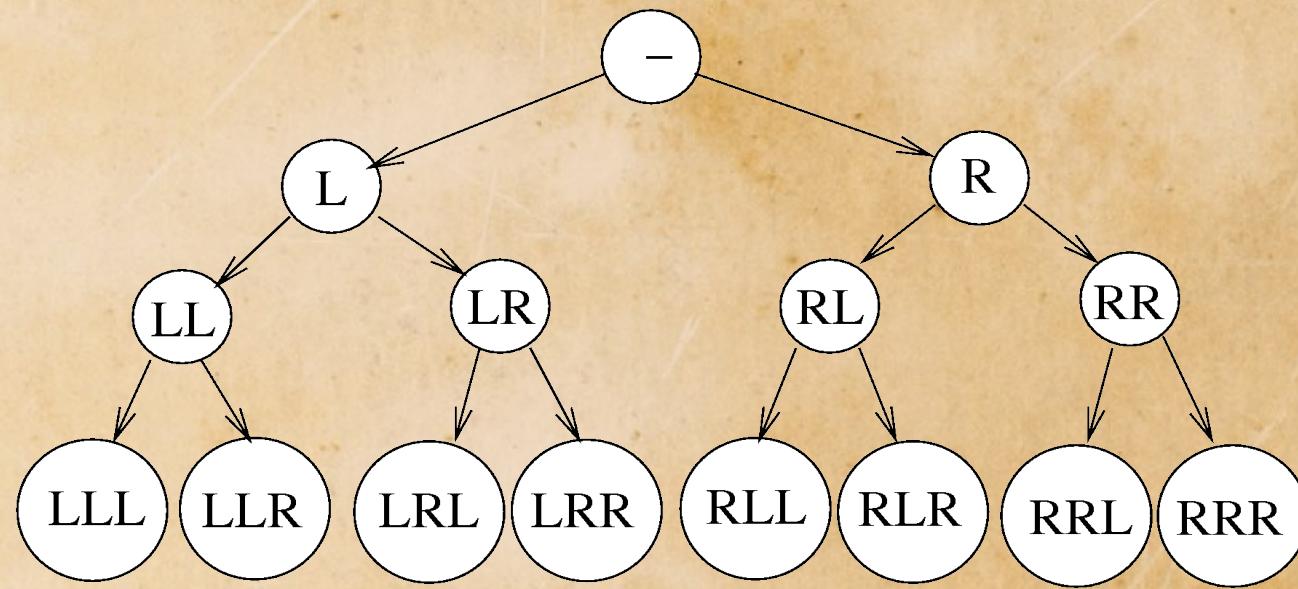
Schuifpuzzel



Doolhof



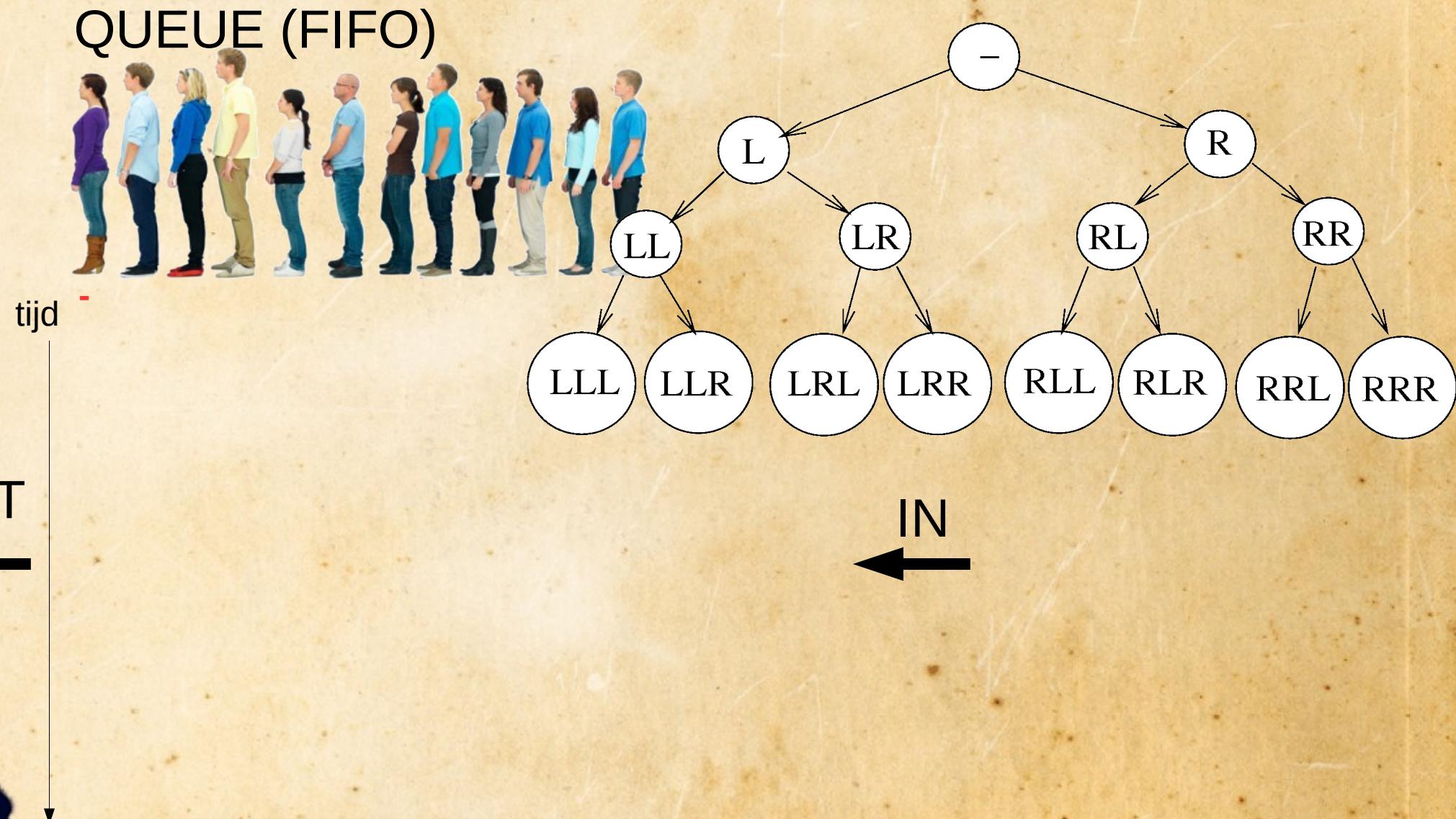
Doolhof



Constructieve Algoritmen

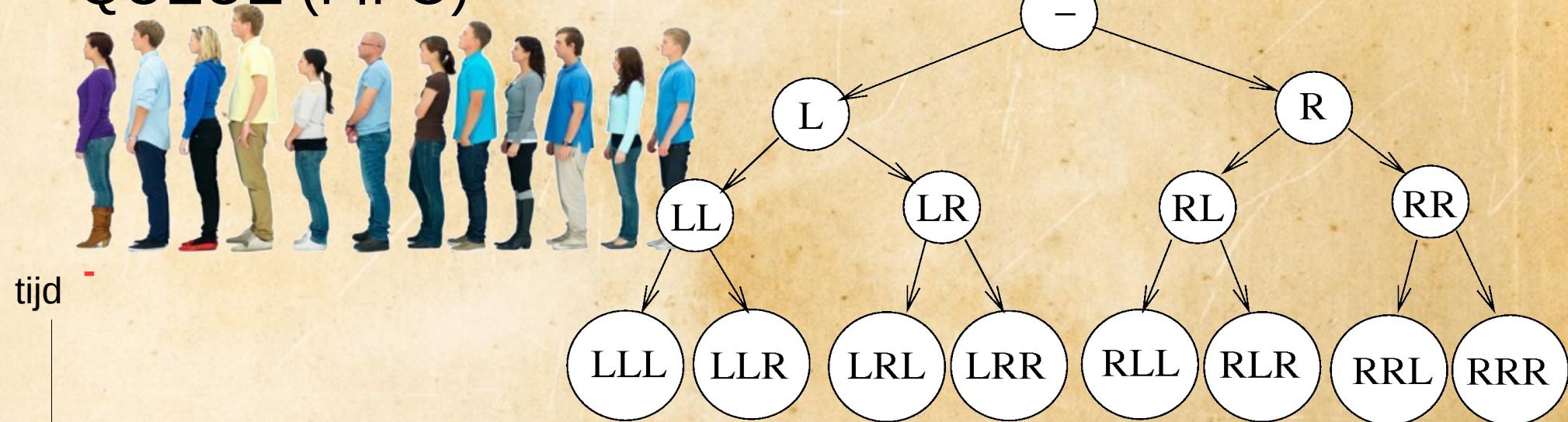


Breadth first



Breadth first

QUEUE (FIFO)



Breadth first

QUEUE (FIFO)

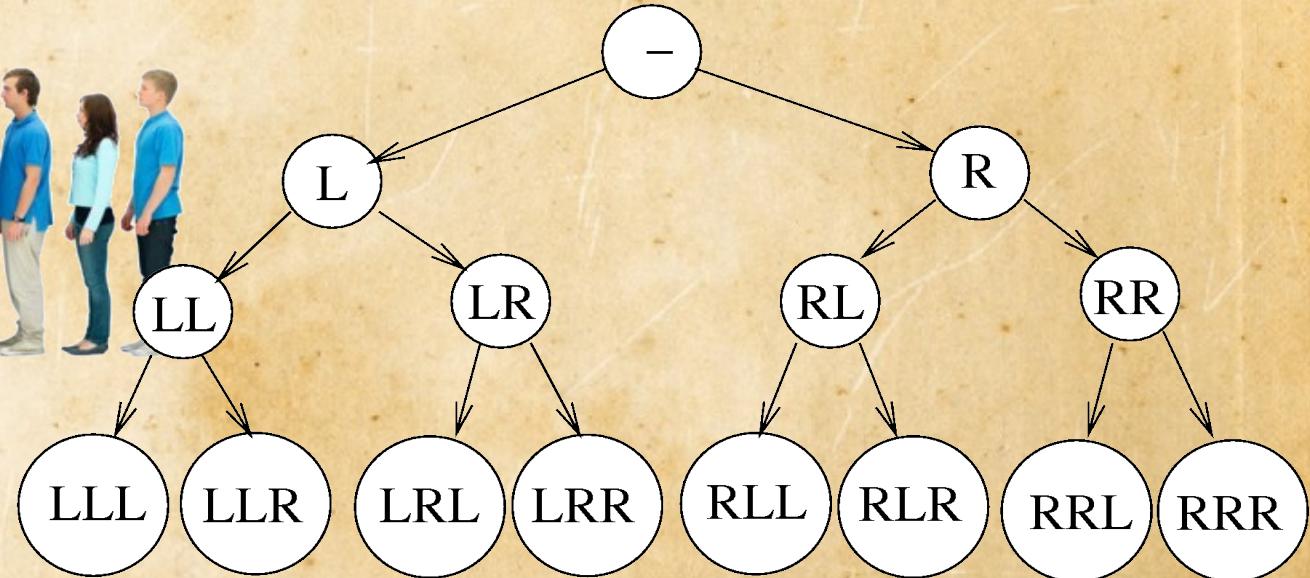


tijd
- L

OUT



IN

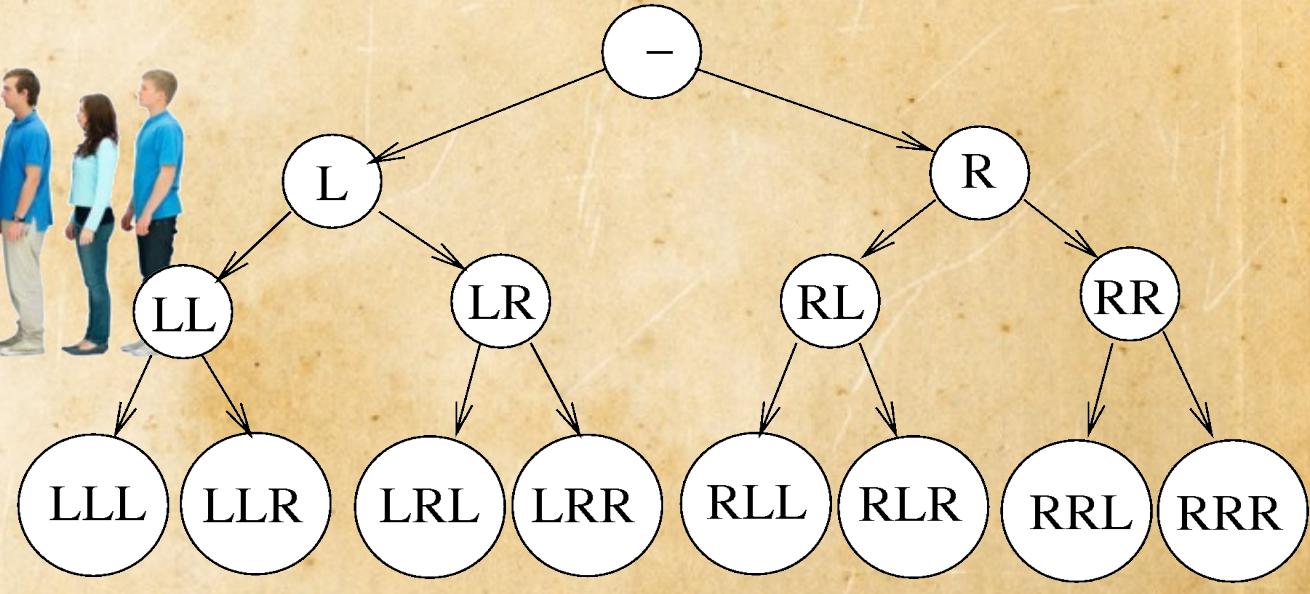


Breadth first

QUEUE (FIFO)



tijd
- L, R



OUT



IN

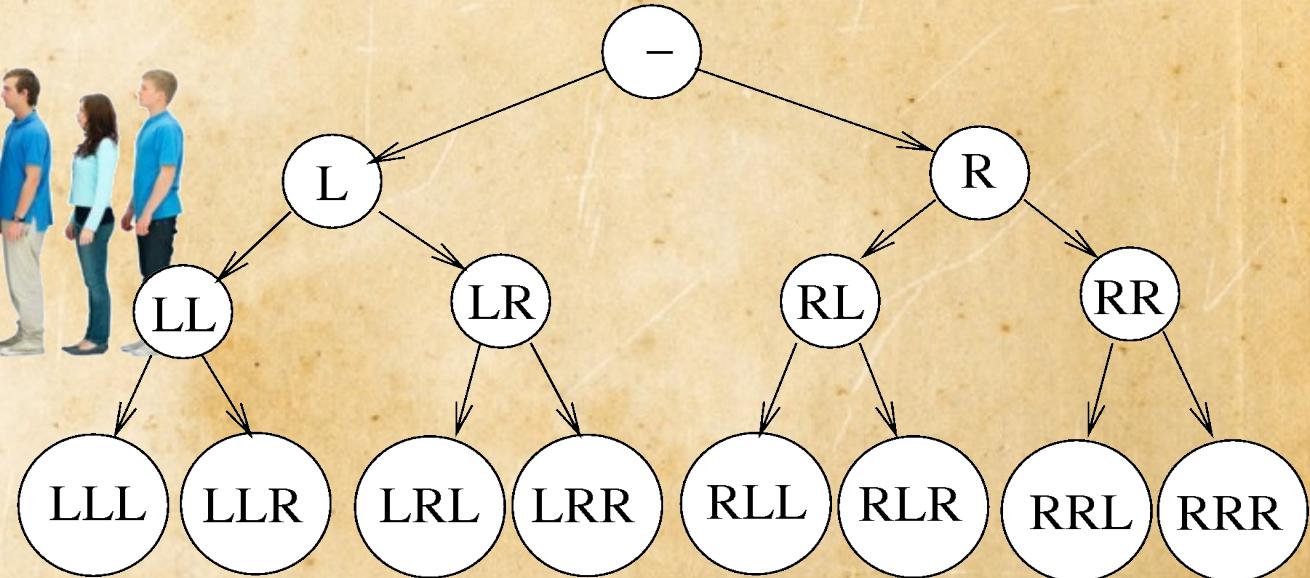


Breadth first

QUEUE (FIFO)



tijd
L
R



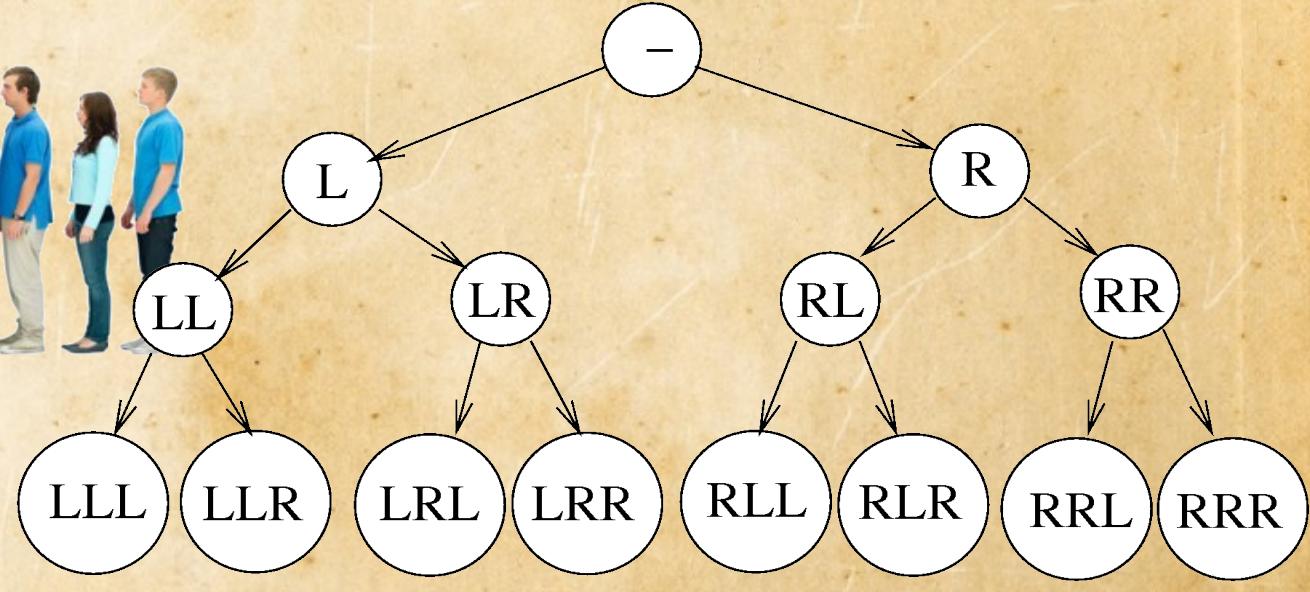
Breadth first

QUEUE (FIFO)



tijd

L
R
R, LL



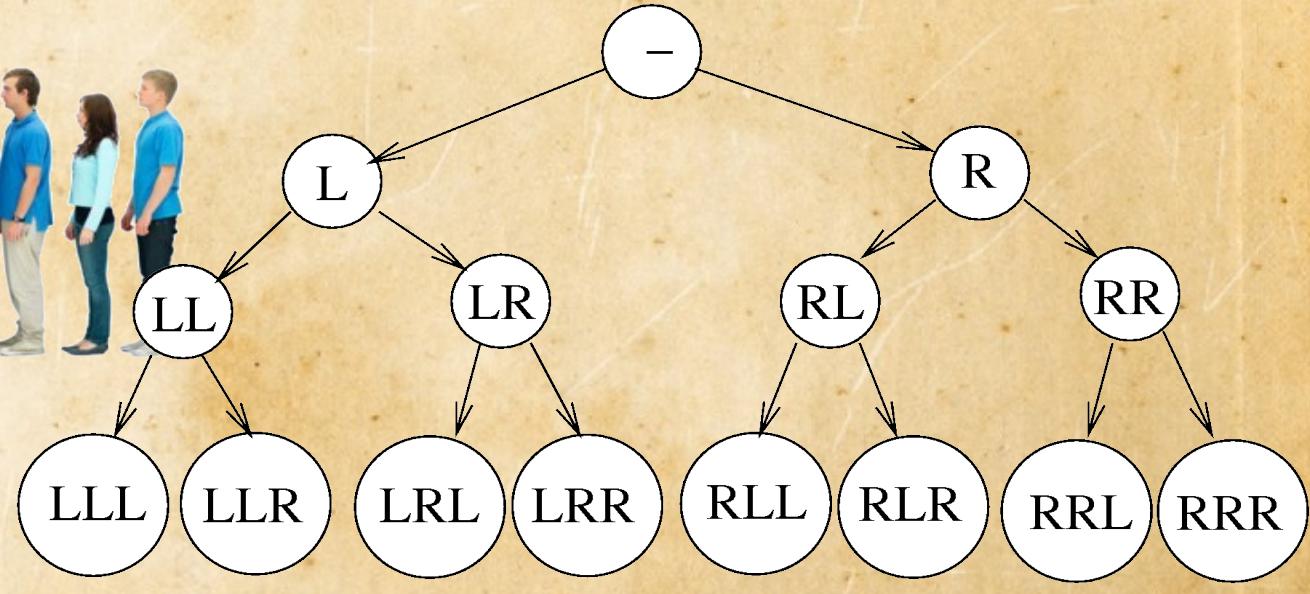
Breadth first

QUEUE (FIFO)



tijd

L
R
R, LL, LR



Breadth first

QUEUE (FIFO)



tijd

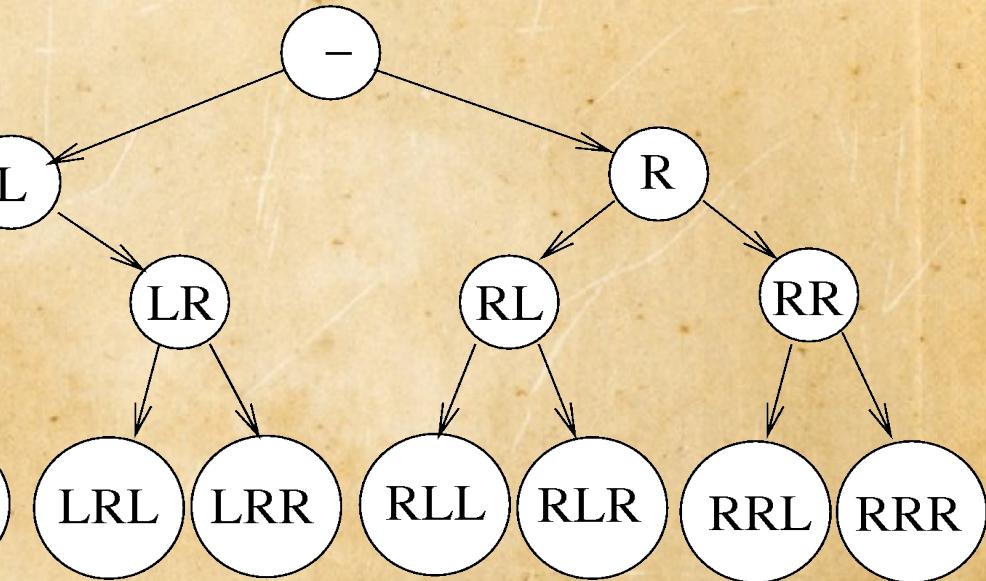
L, R
R, LL, LR
LL, LR

R

OUT



IN



LLL

LLR

LRL

LRR

RLL

RLR

RRL

RRR

Breadth first

QUEUE (FIFO)



tijd

L, R
R, LL, LR
LL, LR, RL

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Breadth first

QUEUE (FIFO)



tijd

L, R

R, LL, LR

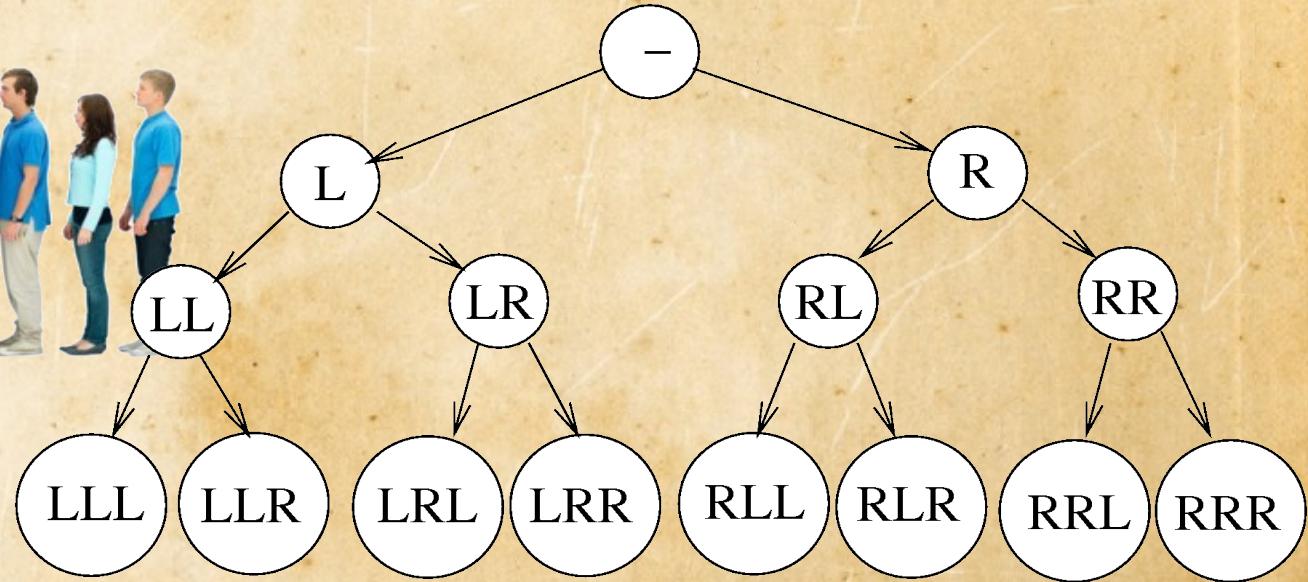
LL, LR, RL, RR

R

OUT



IN



Breadth first

QUEUE (FIFO)



tijd

L, R

R, LL, LR

LL, LR, RL, RR

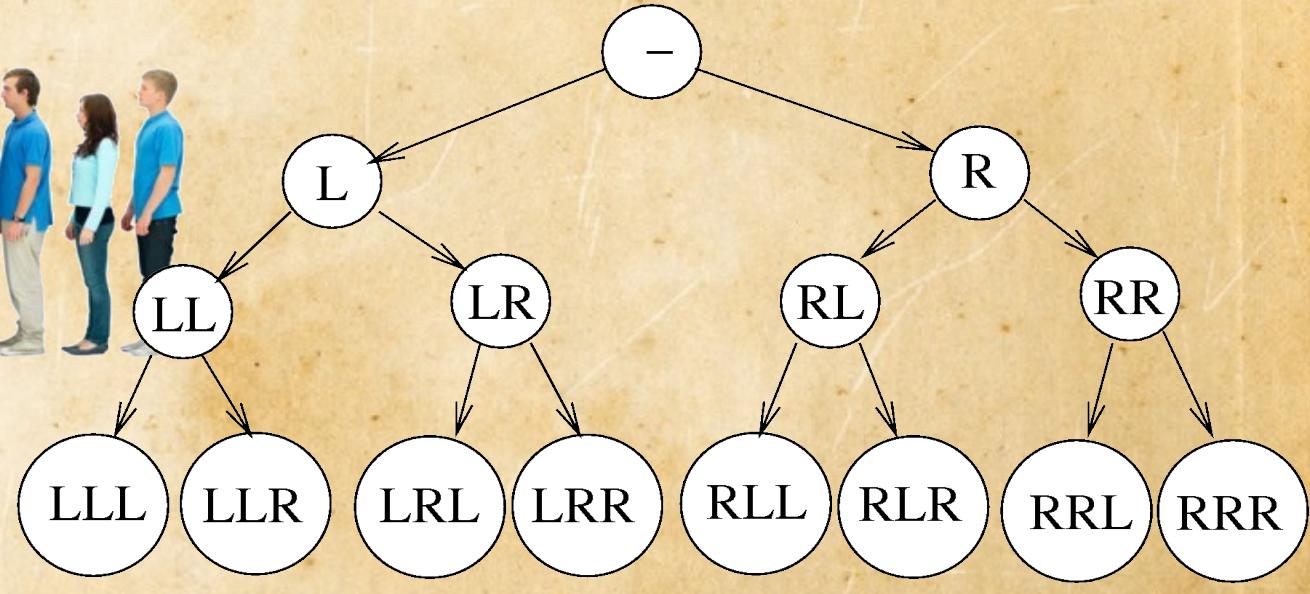
LR, RL, RR, LLL, LLR

LL

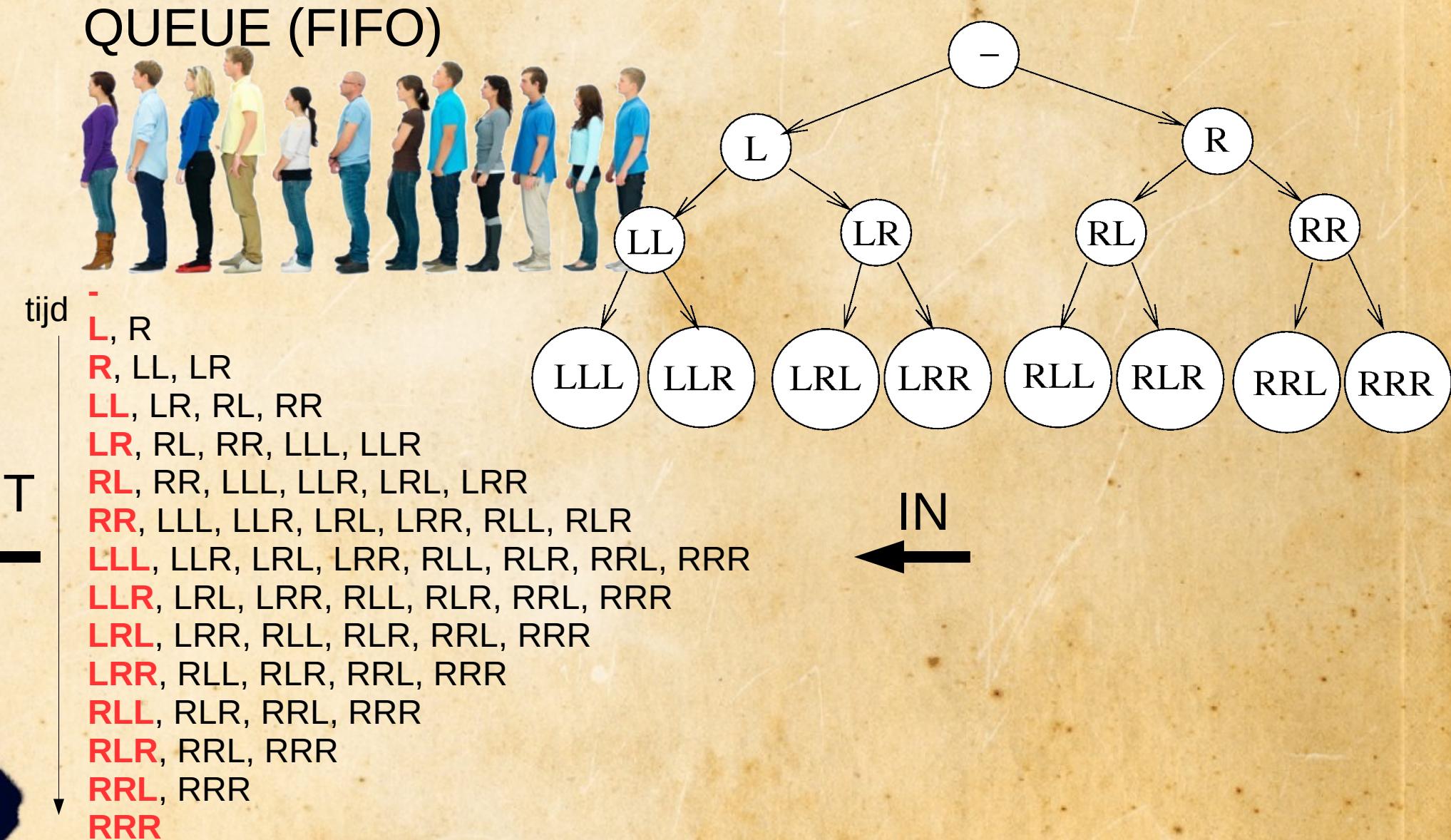
OUT



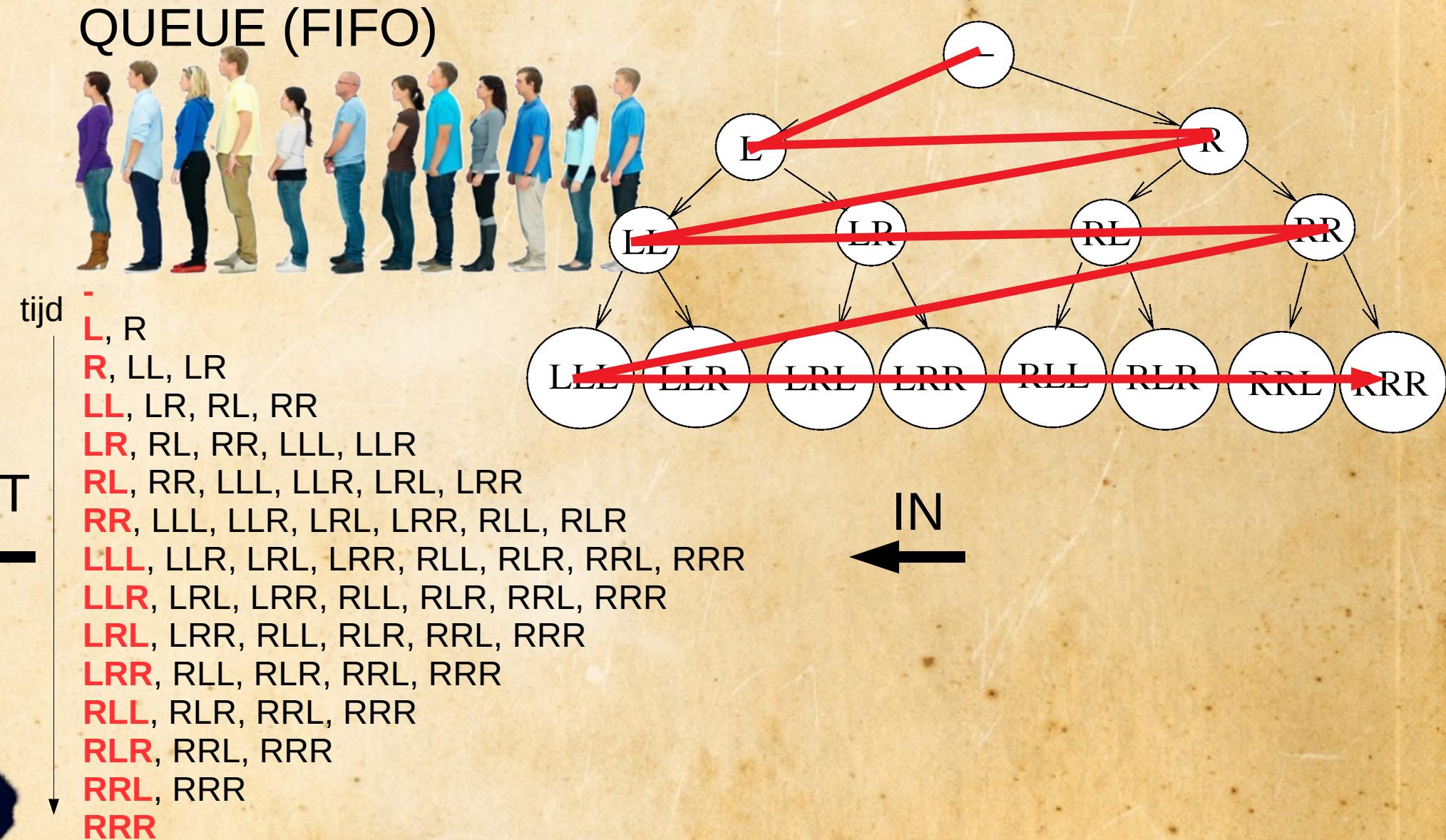
IN



Breadth first



Breadth first



Breadth first in Python

```
import queue
import copy

depth = 3                                     # no deeper than 'depth'
queue = queue.Queue()
queue.put("")                                   # add begin state to queue
while not queue.empty():
    state = queue.get()                         # get first from queue
    print(state)
    if len(state) < depth:                     # stop condition
        for i in ['L', 'R']:                     # for each possible action:
            child = copy.deepcopy(state)         # deepcopy the state
            child += i                          # make new child
            queue.put(child)                   # add new child
```

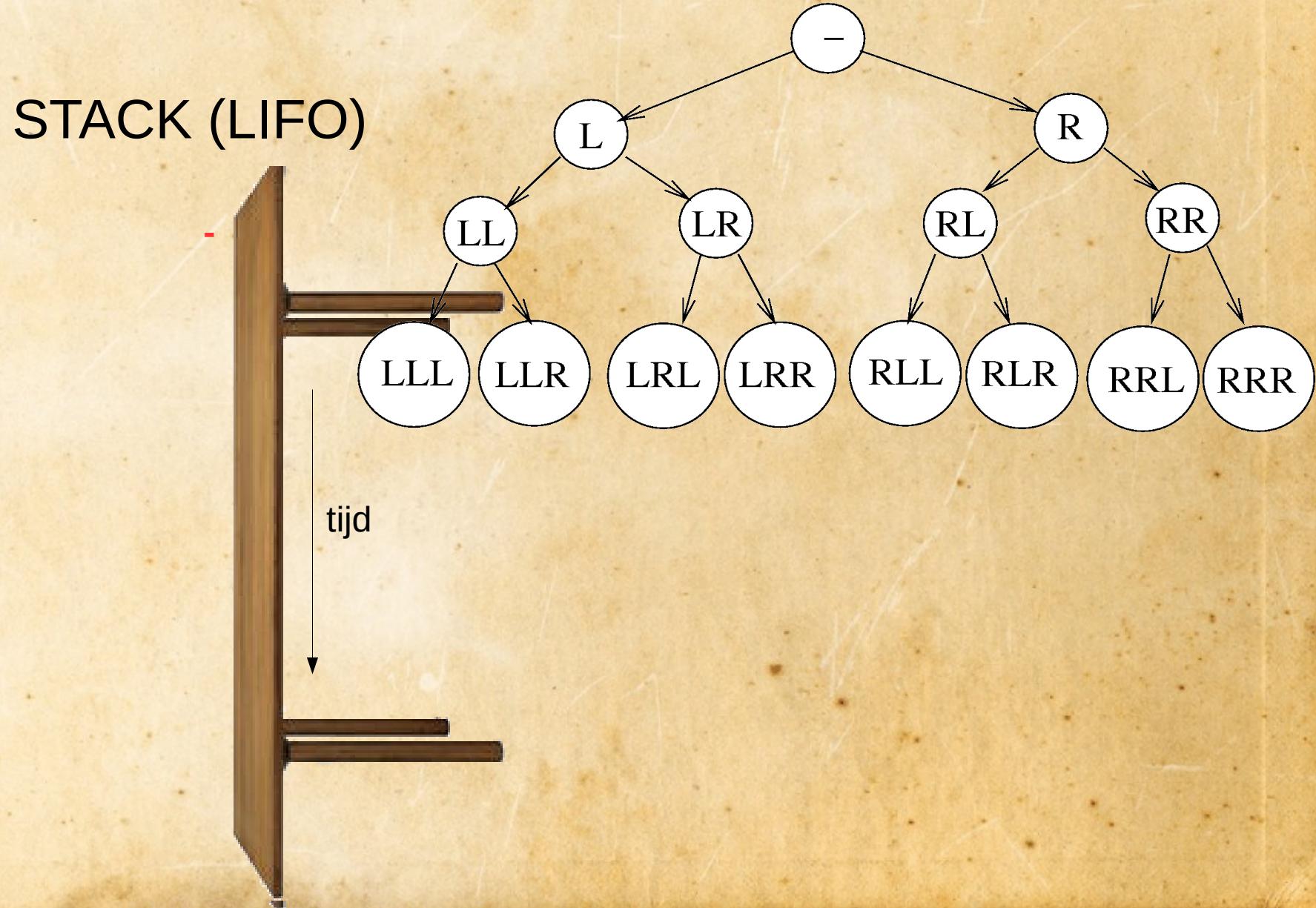
Breadth first in Python

```
import queue
import copy

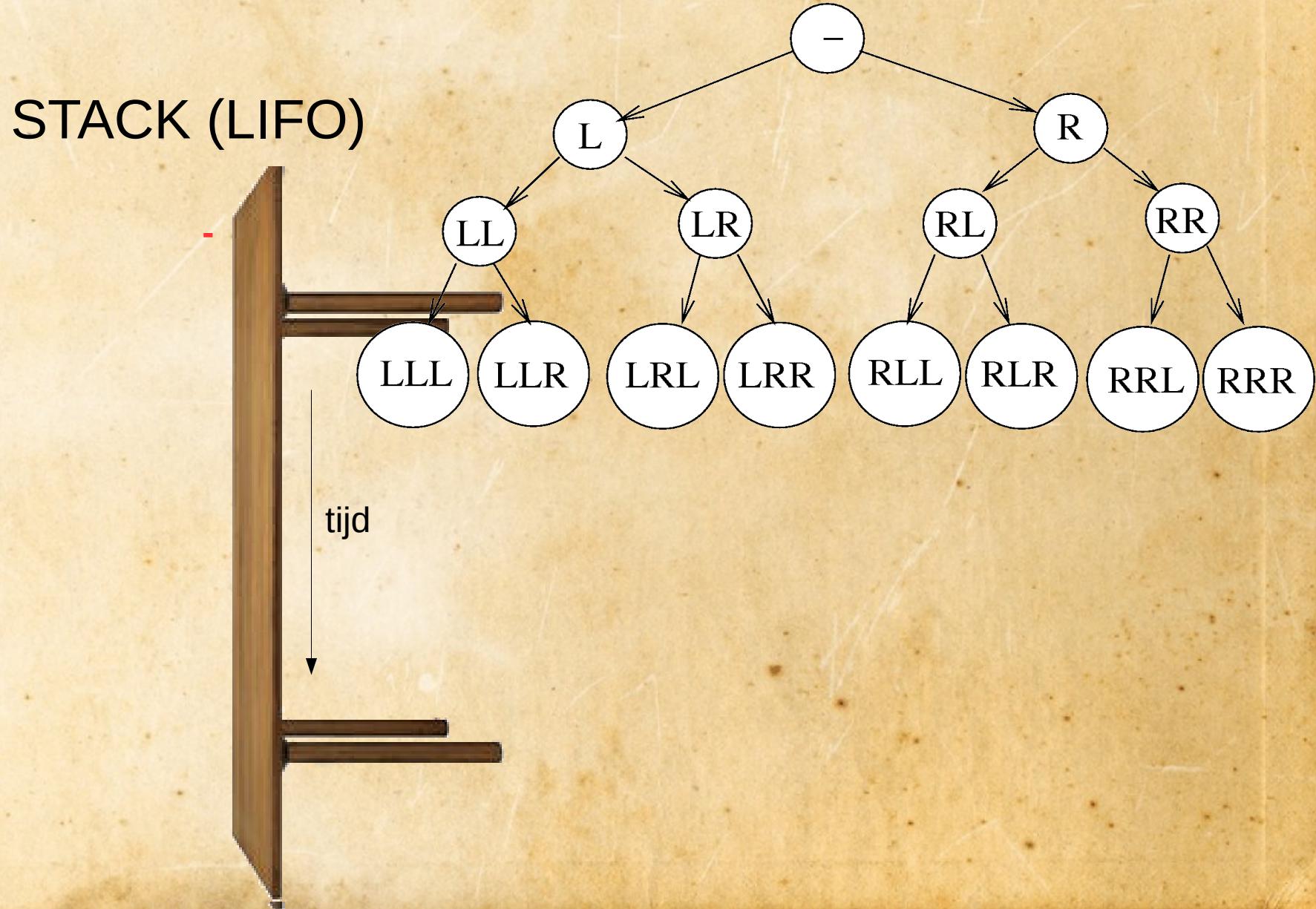
depth = 3
queue = queue.Queue()
queue.put("")
while not queue.empty():
    state = queue.get()                                # no deeper than
    print(state)                                       # add begin state
    if len(state) < depth:                            # get first from
        for i in ['L','R']:                            # stop condition
            child = copy.deepcopy(state)             # for each pc
            child += i                               # deepcopy
            queue.put(child)                         # make new
                                                # add new
```

L
R
LL
LR
RL
RR
LLL
LLR
LRL
LRR
RLL
RLR
RRL
RRR

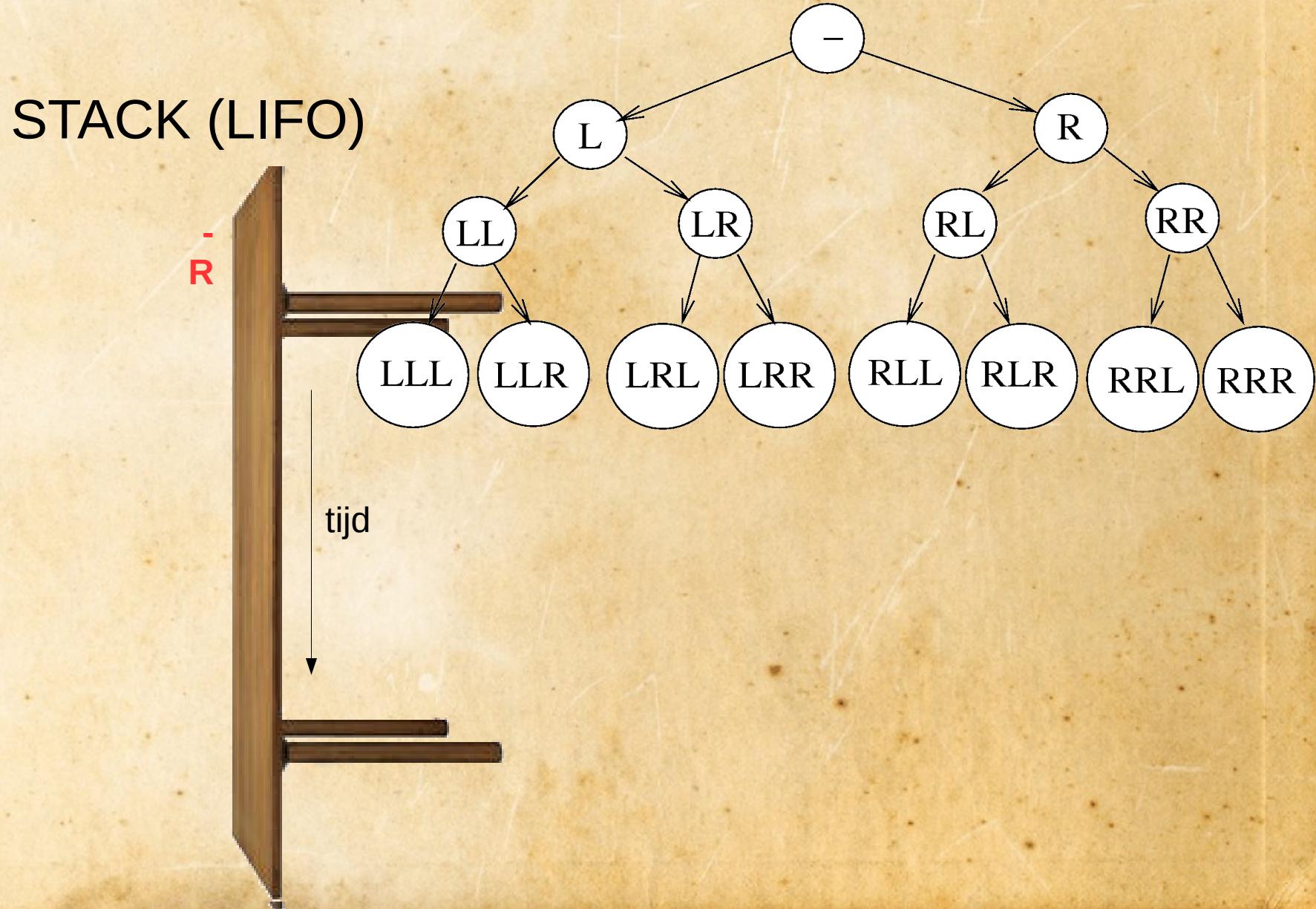
Depth first



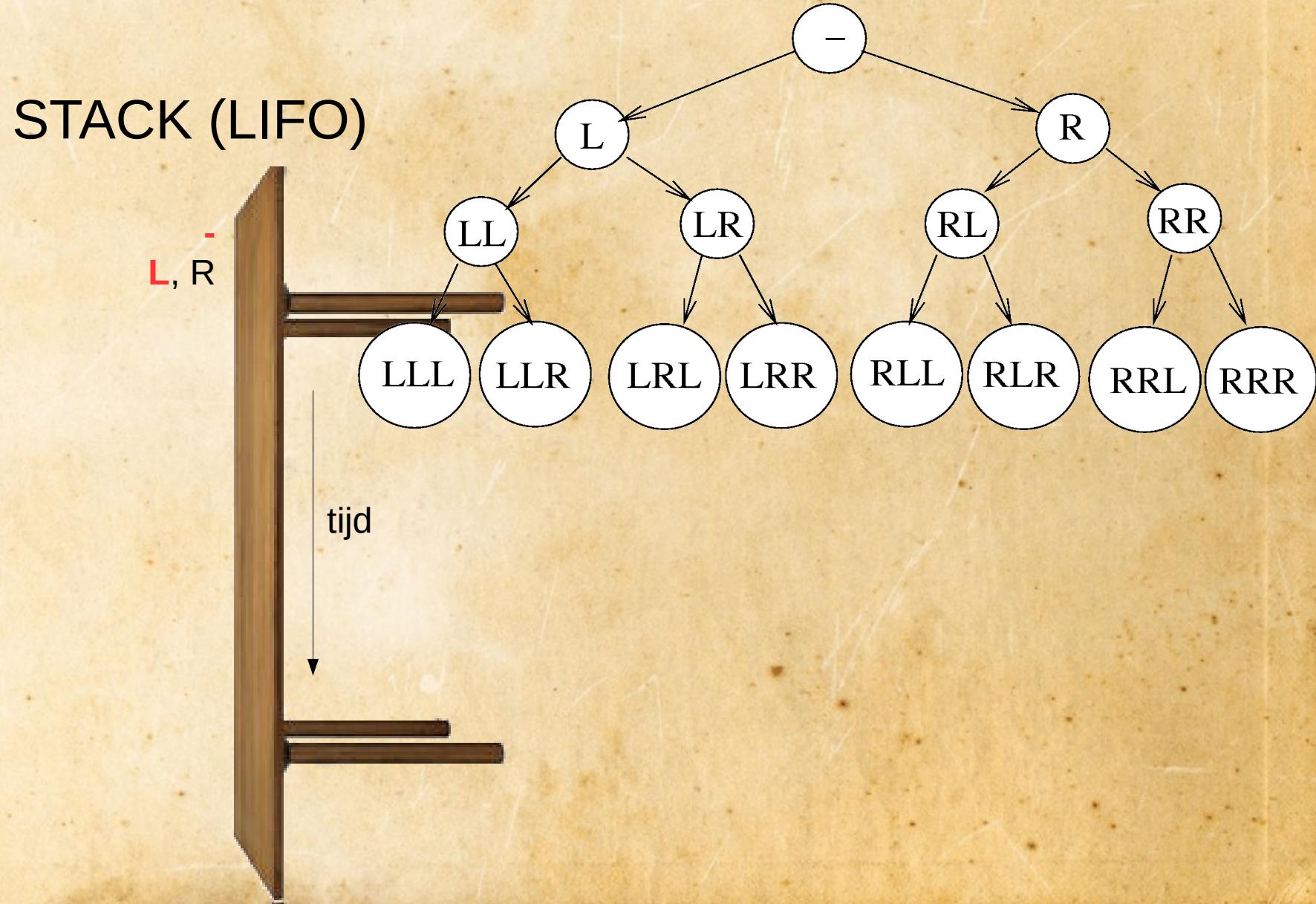
Depth first



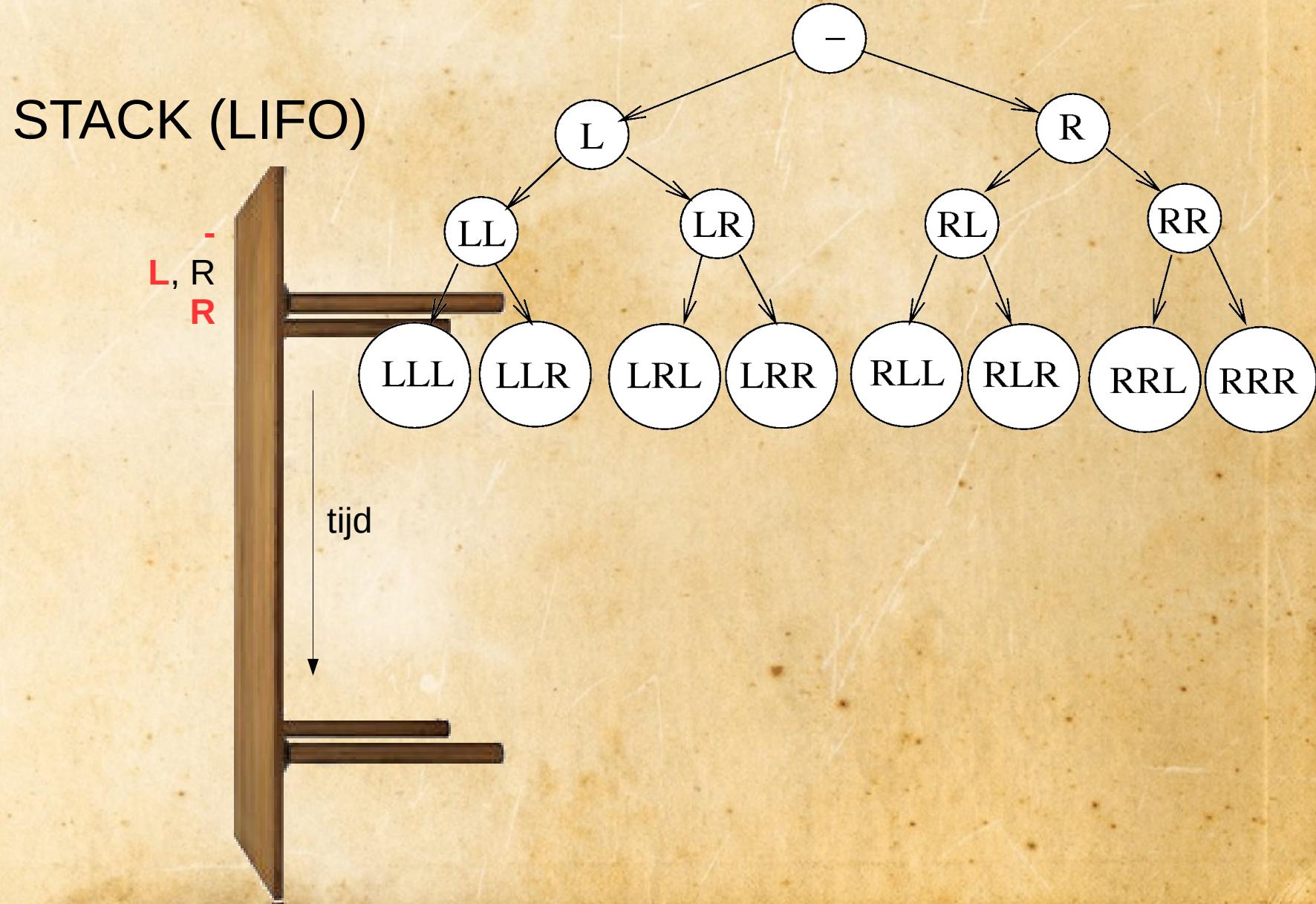
Depth first



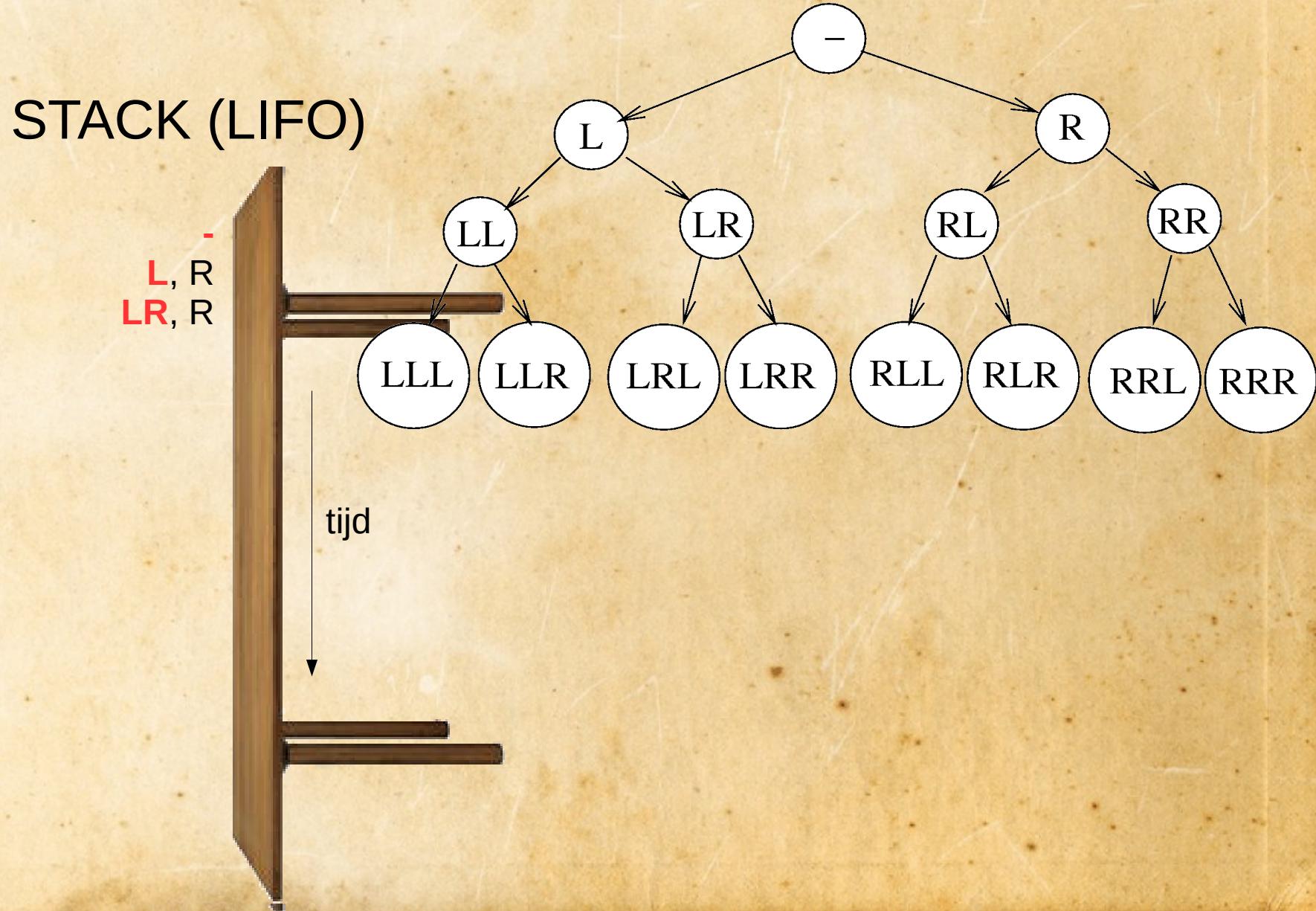
Depth first



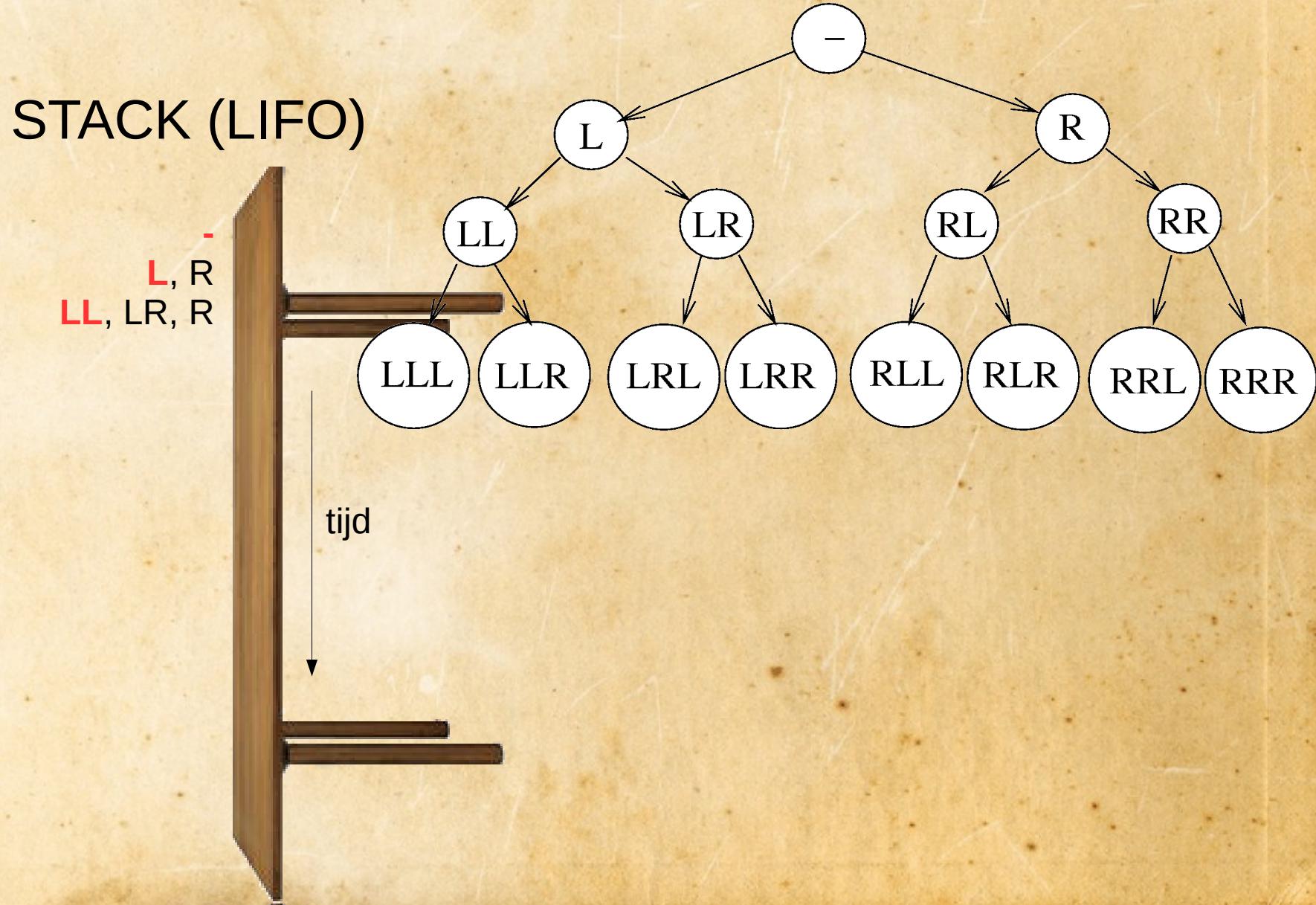
Depth first



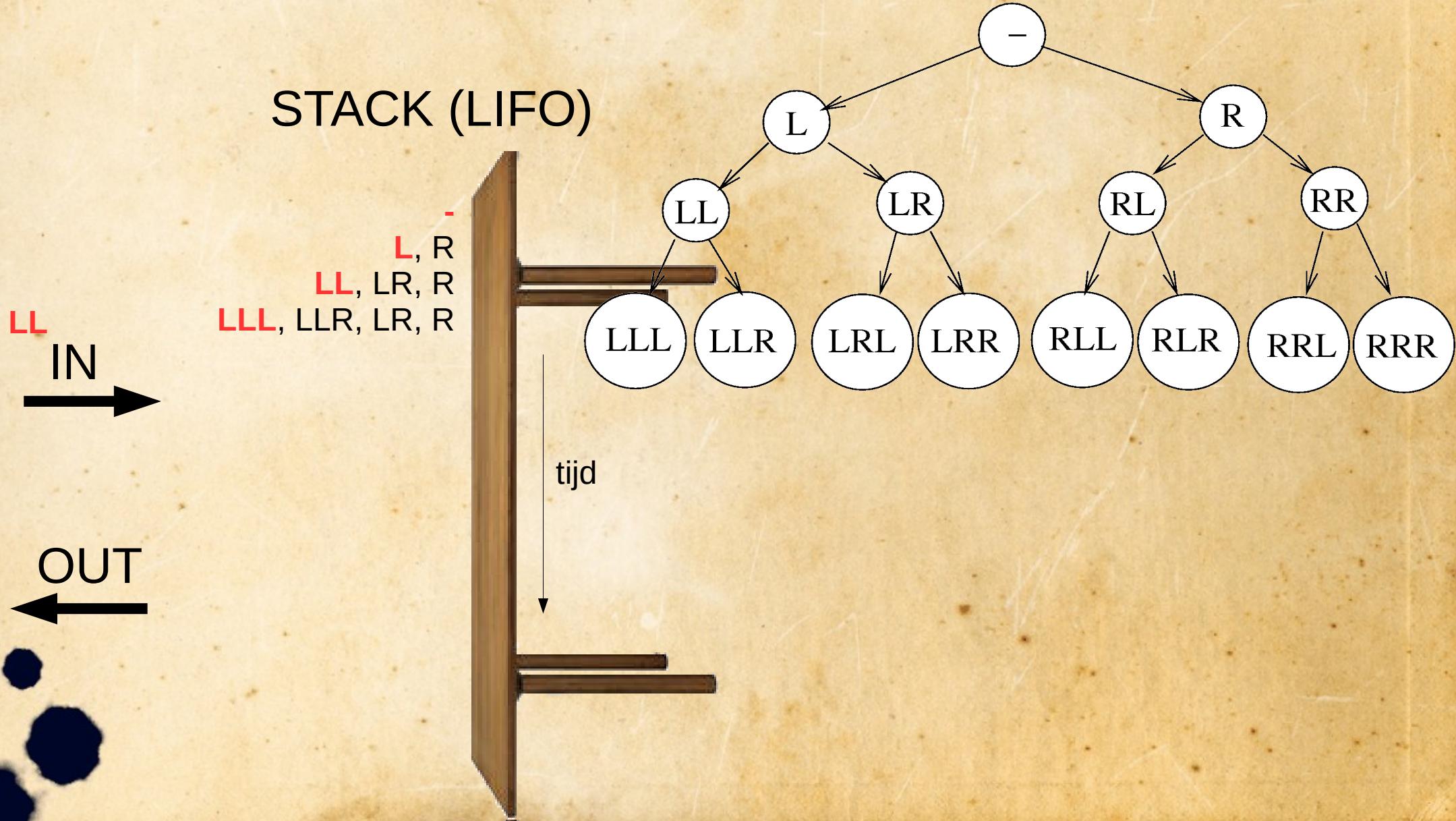
Depth first



Depth first



Depth first



STACK (LIFO)

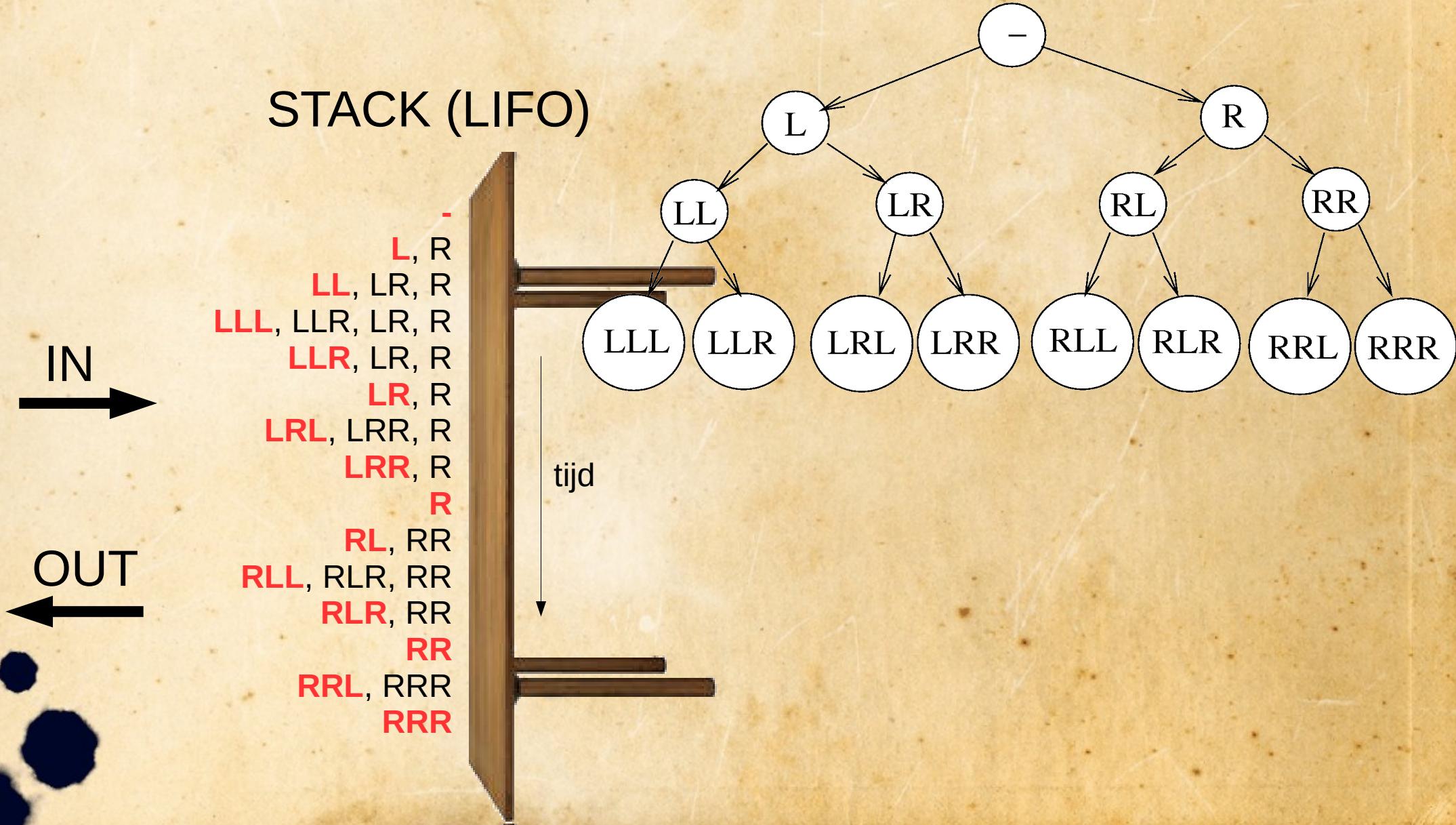
LL
IN →

OUT ←

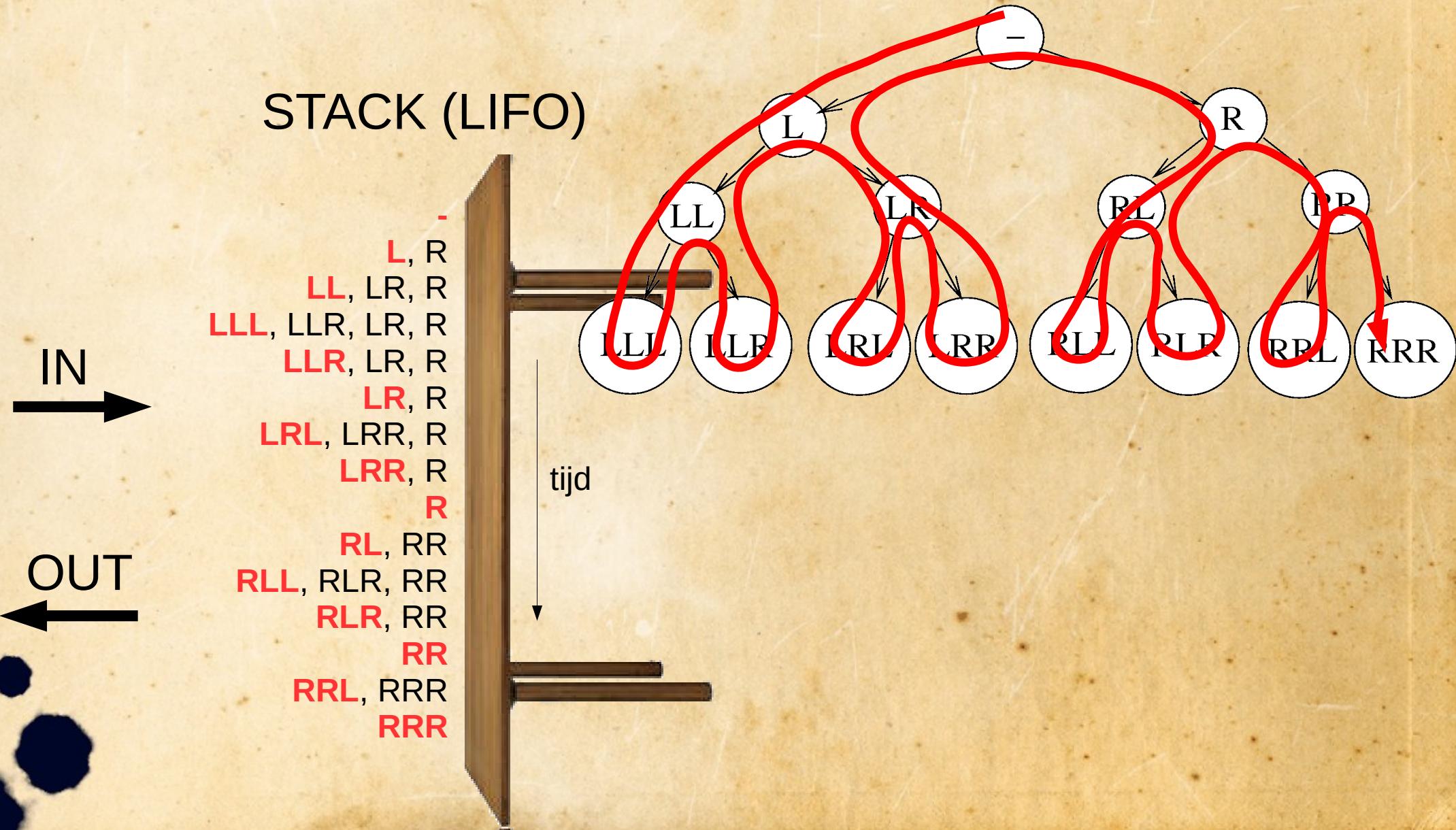
-
L, R
LL, LR, R
LLL, LLR, LR, R

tijd

Depth first



Depth first



Depth first in Python

```
import copy

depth = 3
stack = []
while len(stack)>0:
    state=stack.pop()
    print(state)
    if len(state) < depth:
        for i in ['R','L']:
            child = copy.deepcopy(state)
            child += i
            stack.append(child)
# no deeper than 'depth'
# add begin state to stack
# get top from stack
# stop condition
# for each possible action:
#     deepcopy the state
#     make new child
#     put on stack
```

Depth first in Python

```
import copy

depth = 3
stack = [""] # no deeper than
while len(stack)>0: # add begin stat
    state=stack.pop() # get top from s
    print(state)
    if len(state) < depth: # stop condition
        for i in ['R','L']: # for each p
            child = copy.deepcopy(state) # deepcop
            child += i # make ne
            stack.append(child) # put on
```

L
LL
LLL
LLR
LR
LRL
LRR
RR
RL
RLL
RLR
RR
RRL
RRR

Depth first, kan ook recursief

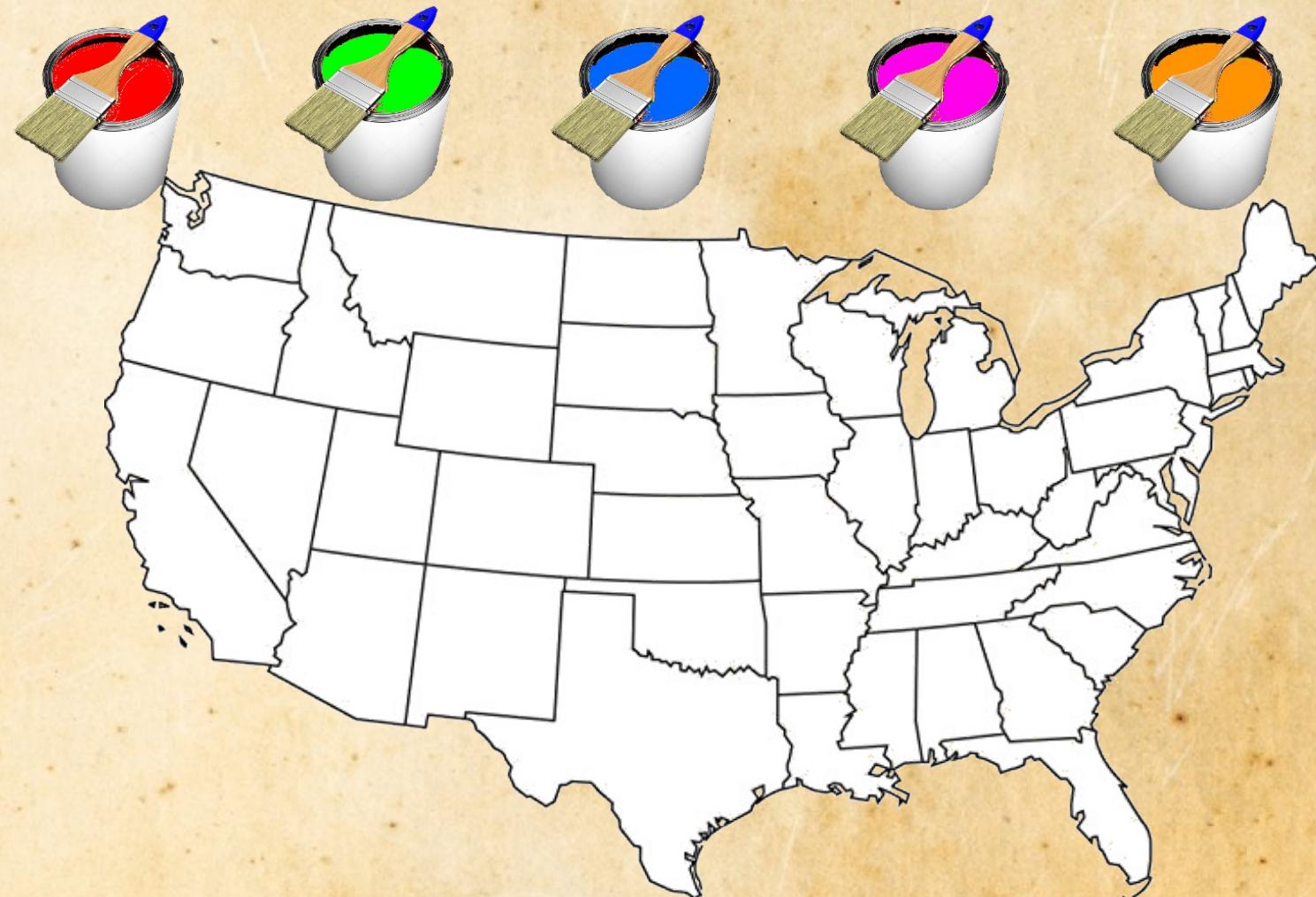
```
def depth_first(state,depth):
    print(state)
    if len(state) < depth:           # no deeper than 'depth'
        for i in ['L','R']:           # for each possible action
            depth_first(state+i,depth) # recursive call

depth_first("",3) # start the recursion
```

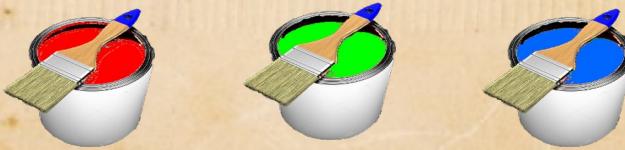
Breadth of Depth first?



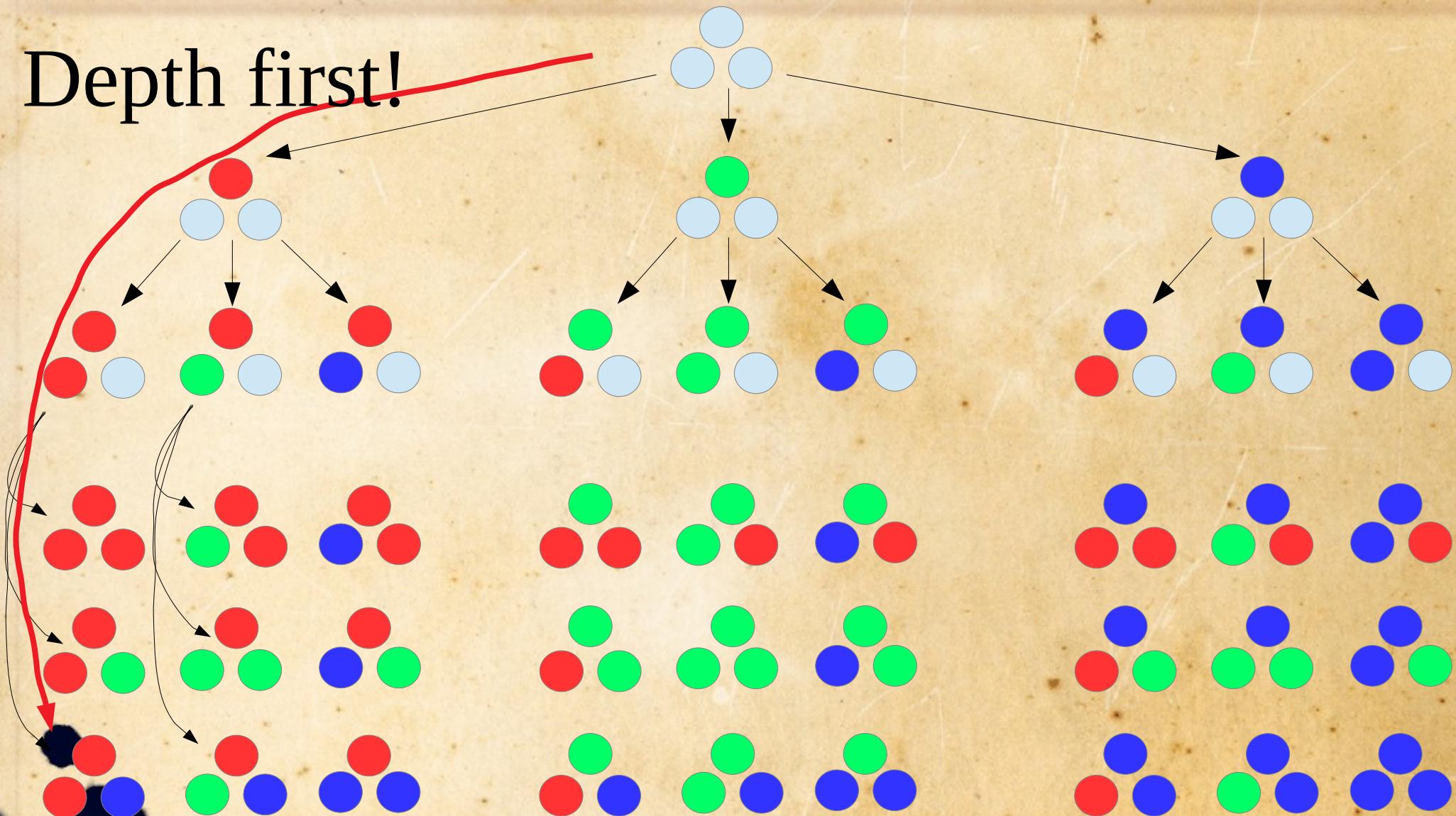
We willen snel oplossingen vinden, maakt niet uit wat het kost



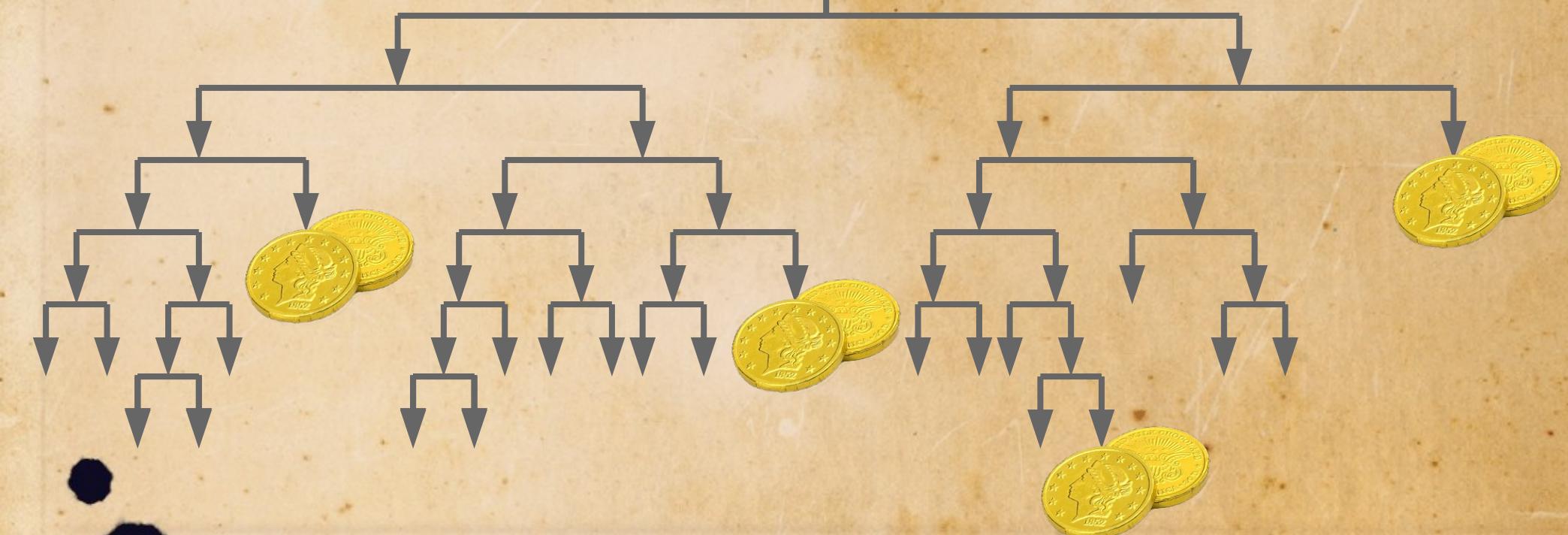
Kaart kleuren



Depth first!



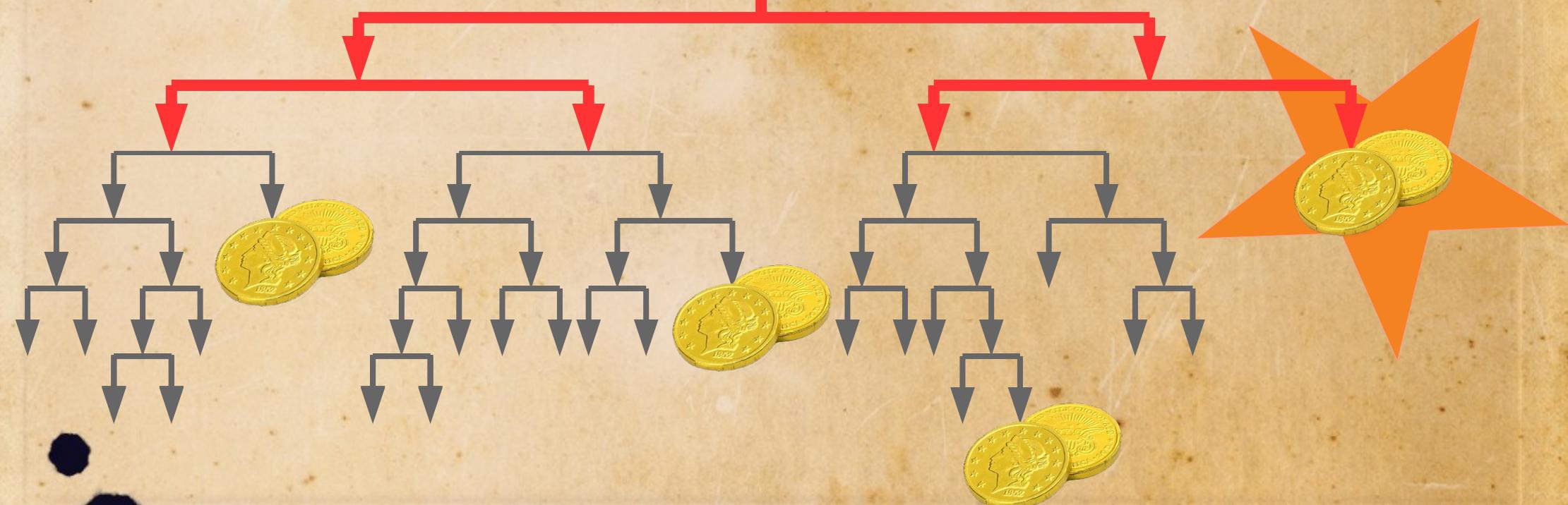
Breadth of Depth first?



Breadth of Depth first?

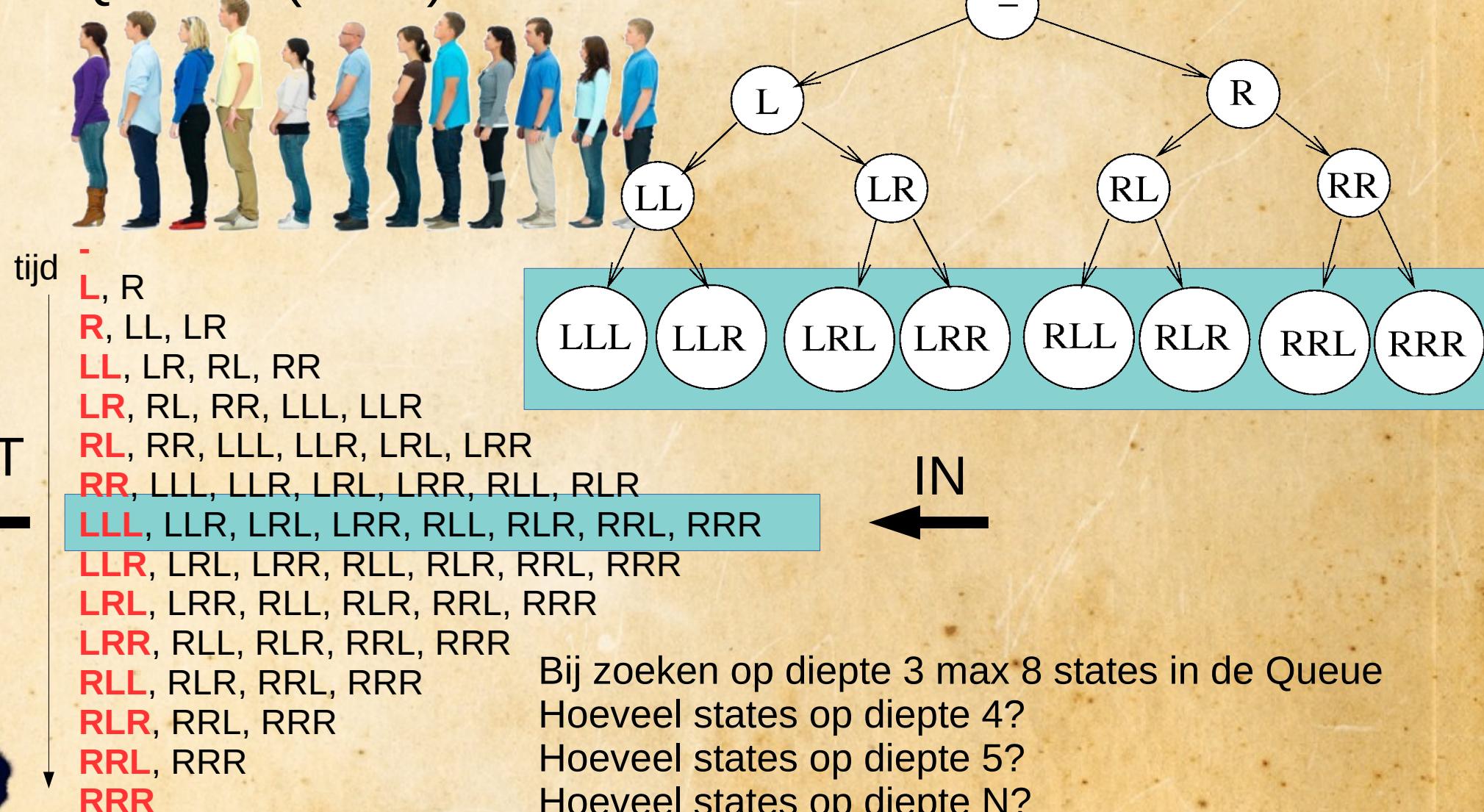


Breadth first!



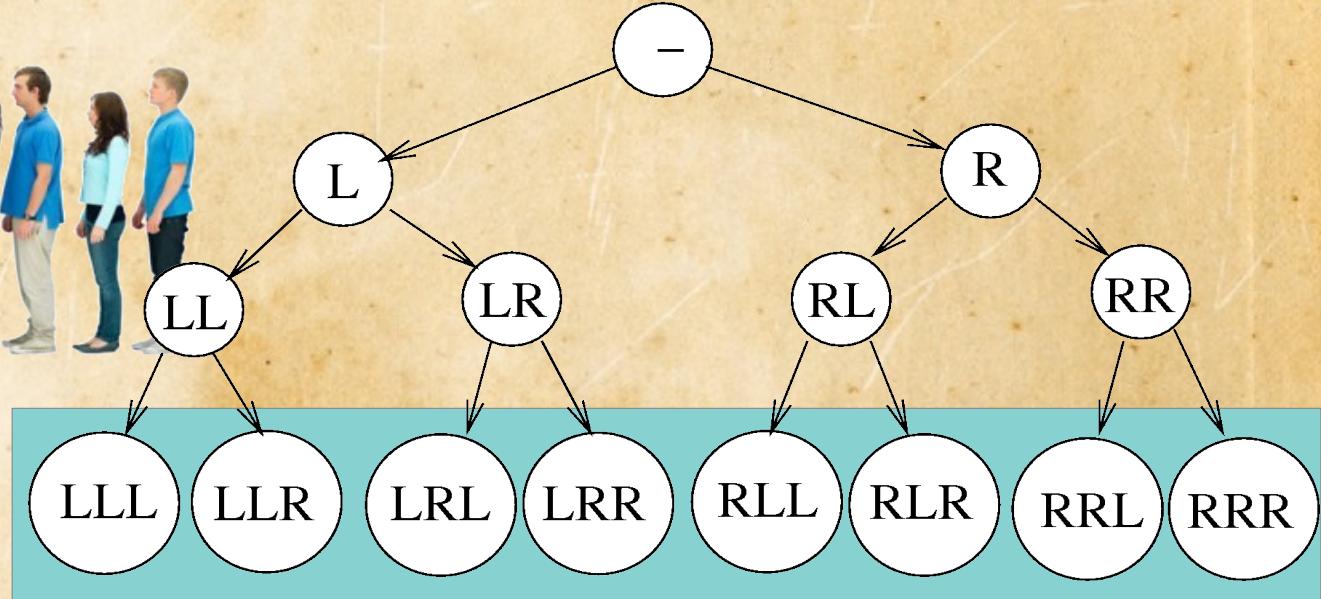
Breadth first, geheugen?

QUEUE (FIFO)



Breadth first, geheugen?

QUEUE (FIFO)



L, R

R, LL, LR

LL, LR, RL, RR

LR, RL, RR, LLL, LLR

RL, RR, LLL, LLR, LRL, LRR

RR, LLL, LLR, LRL, LRR, RLL, RLR

LLL, LLR, LRL, LRR, RLL, RLR, RRL, RRR

LLR, LRL, LRR, RLL, RLR, RRL, RRR

LRL, LRR, RLL, RLR, RRL, RRR

LRR, RLL, RLR, RRL, RRR

RLL, RLR, RRL, RRR

RLR, RRL, RRR

RRL, RRR

RRR

Bij zoeken op diepte 3 max 8 states in de Queue

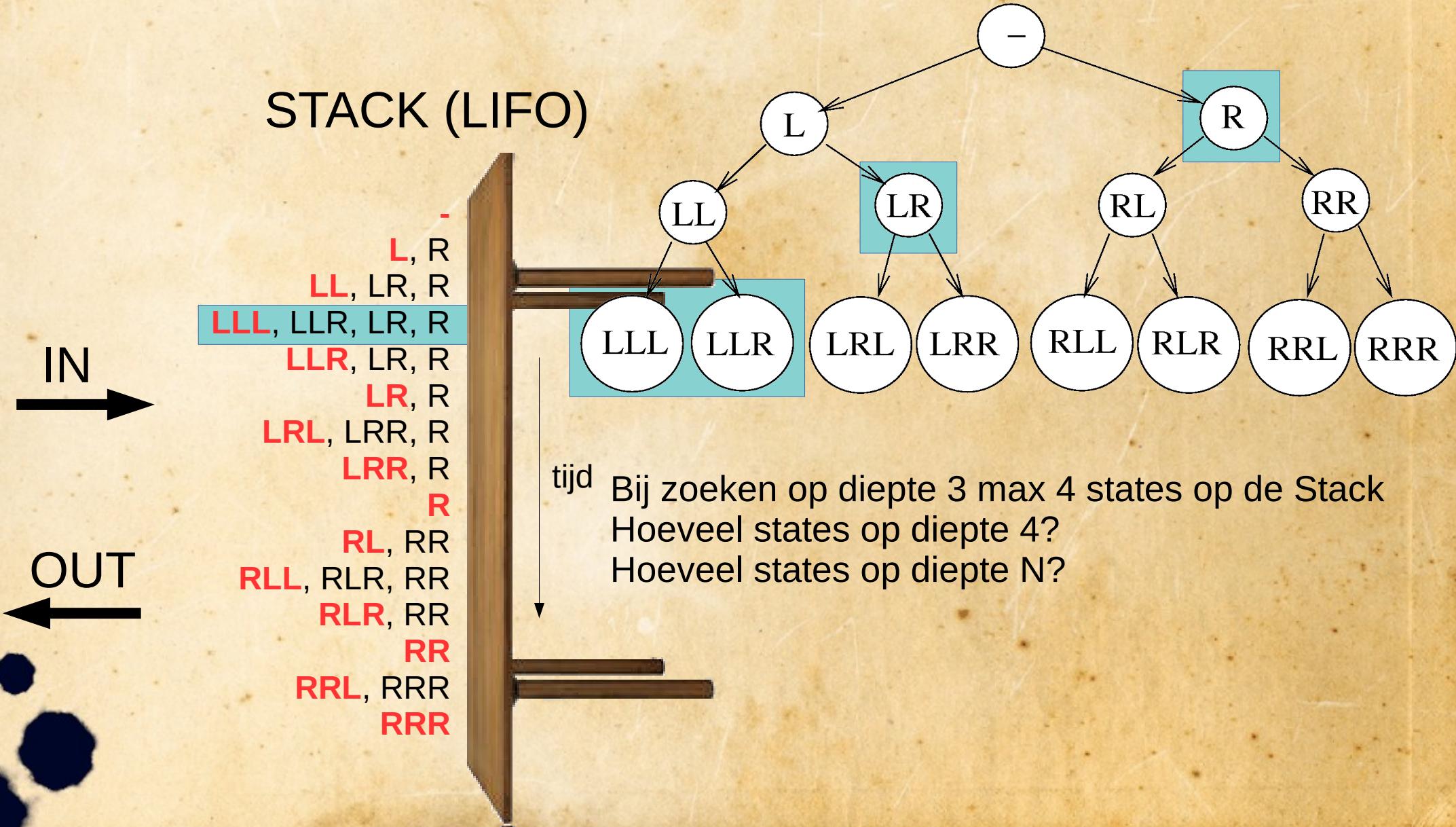
Hoeveel states op diepte 4?

Hoeveel states op diepte 5?

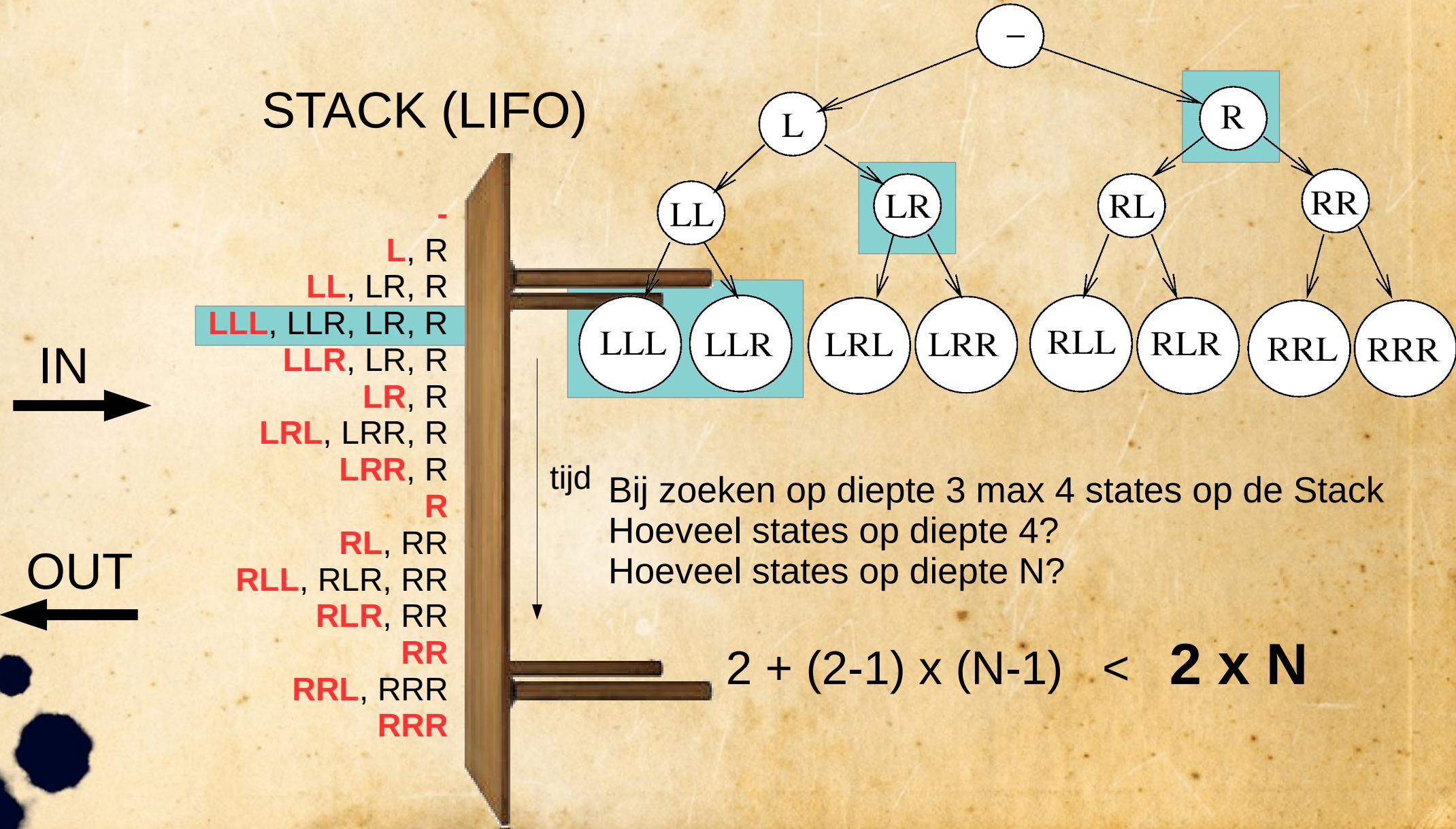
Hoeveel states op diepte N?

2^N

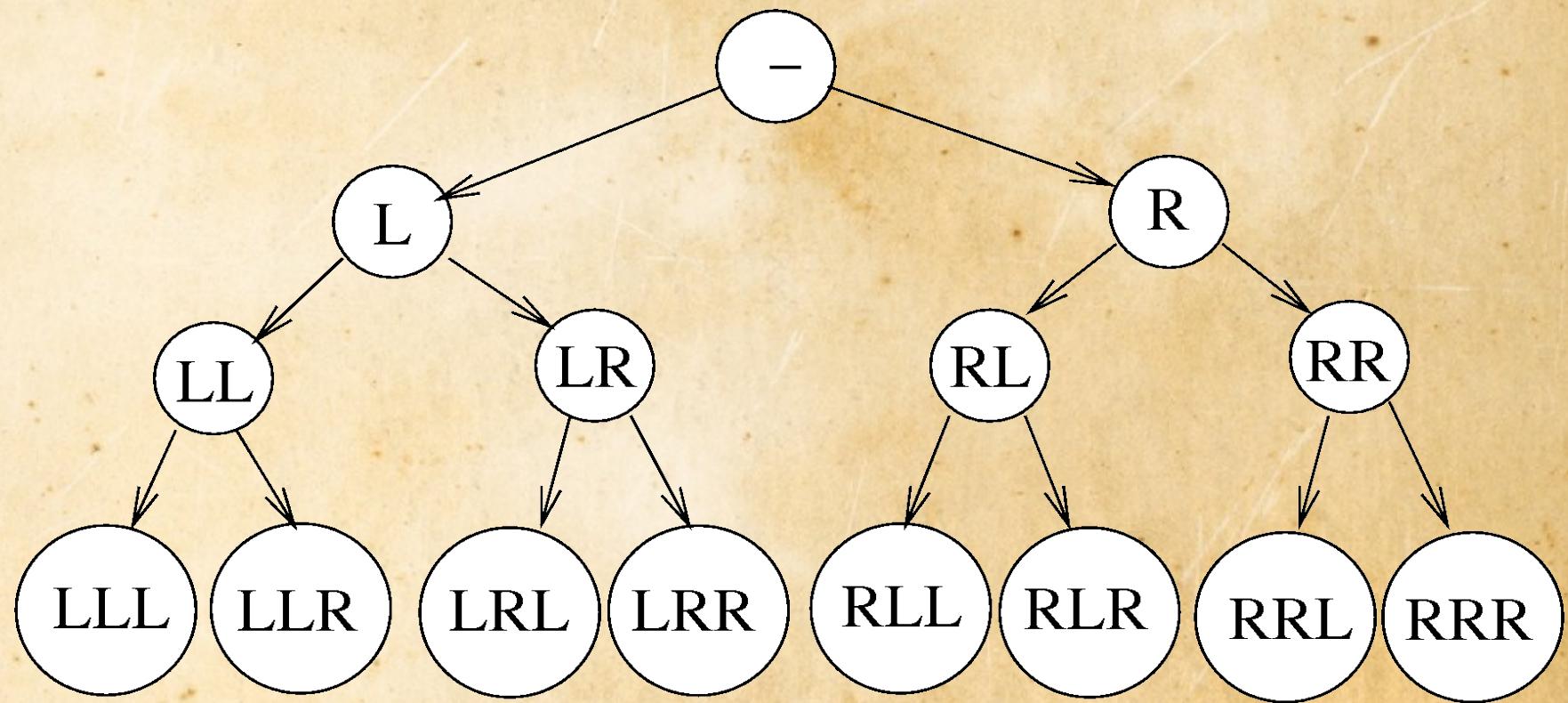
Depth first, geheugen?



Depth first, geheugen?

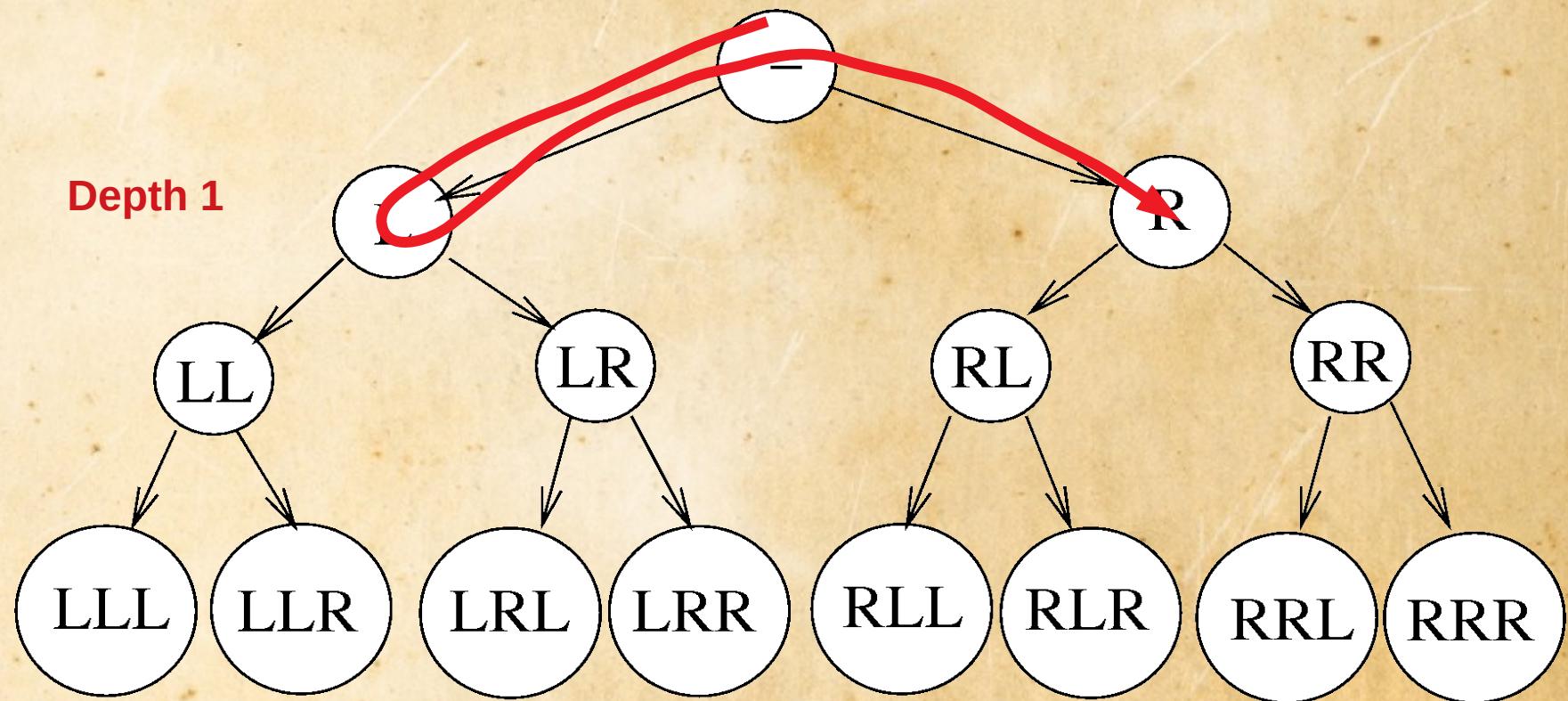


Iterative deepening depth first



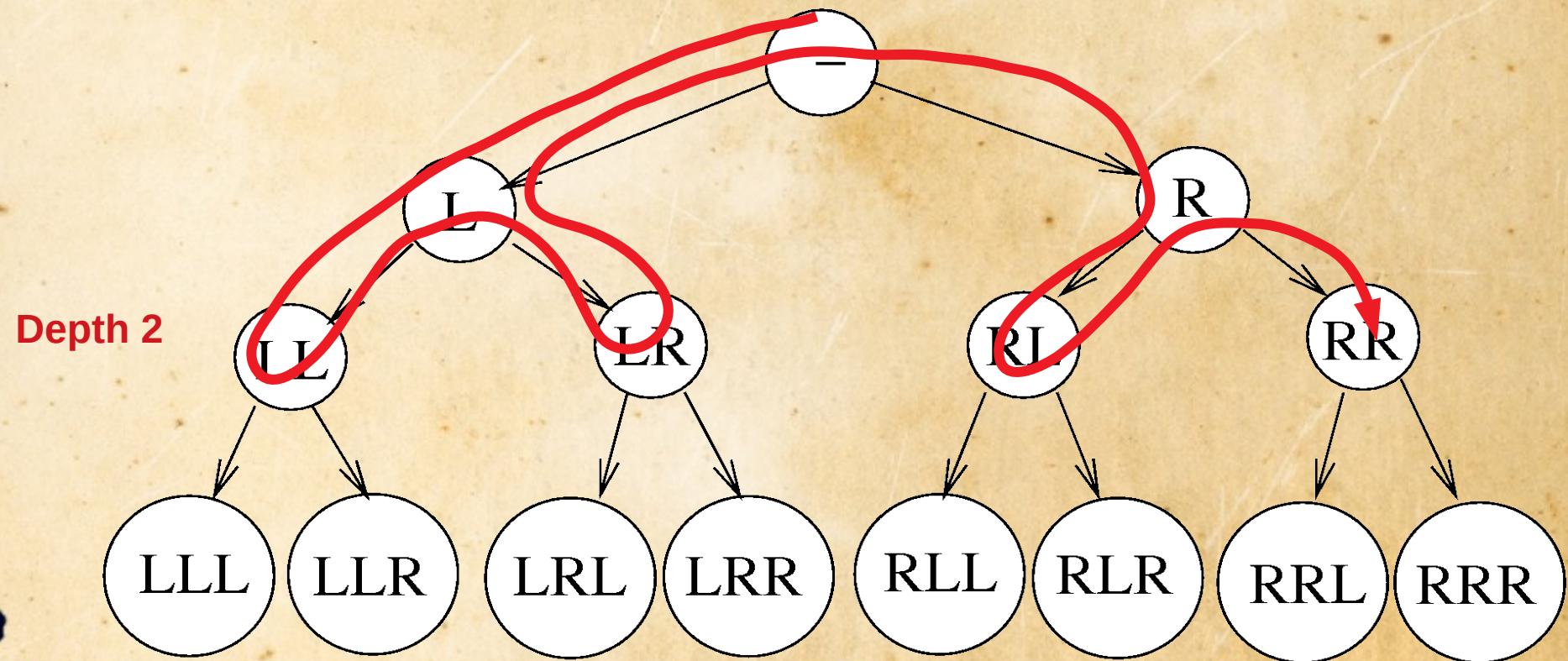
Iterative deepening depth first

- Eerst depth first zoeken tot diepte 1



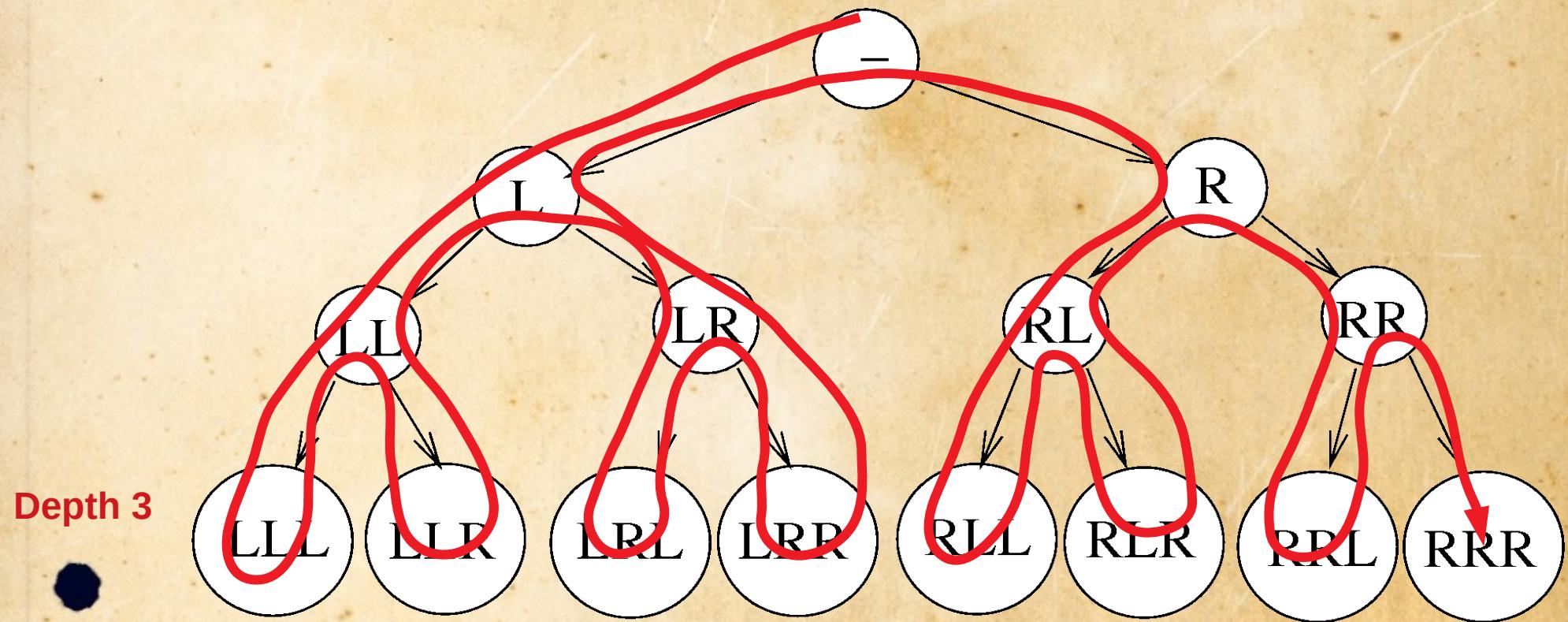
Iterative deepening depth first

- Dan opnieuw beginnen met zoeken tot diepte 2



Iterative deepening depth first

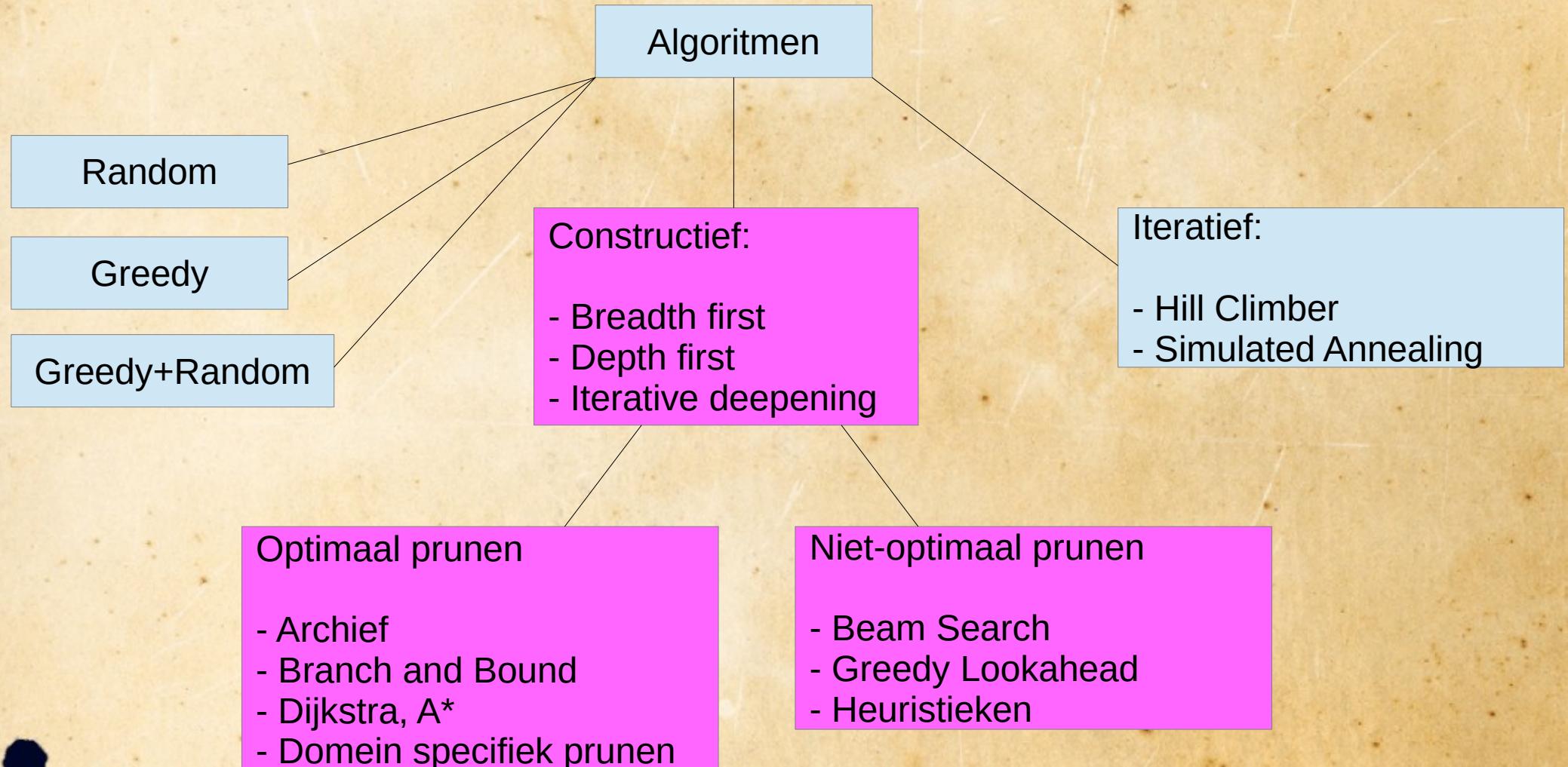
- Dan opnieuw beginnen met zoeken tot diepte 2



Breadth/Depth first demo

- Path finding in grid world met depth=4
 - `python breadthFirstViz.py grid.gr 55 0 4`
 - `python depthFirstViz.py grid.gr 55 0 4`

Algoritmen



Optimaal prunen

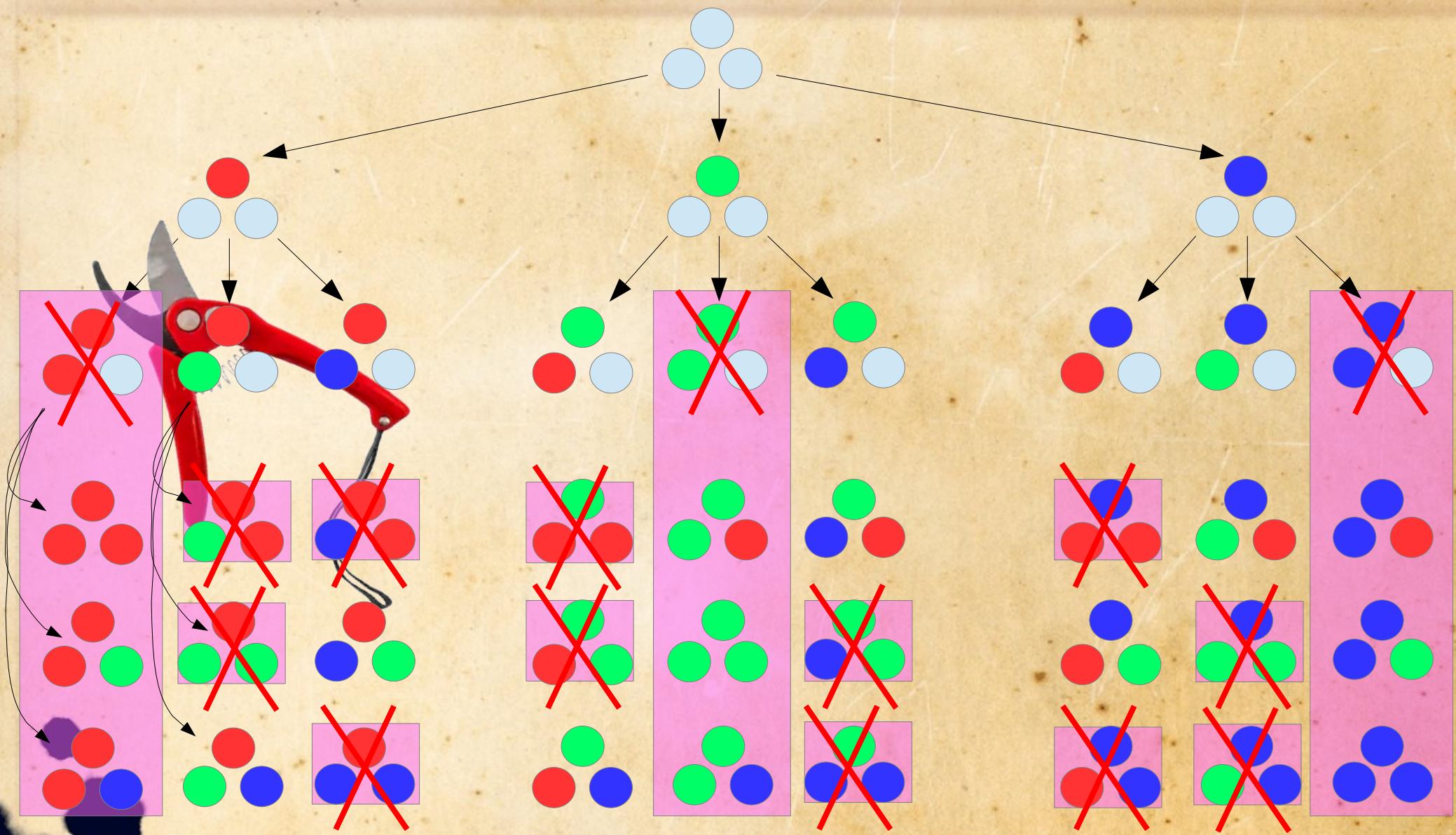


Early Constraint Checking



- Breadth of Depth first zoeken:
 - Constraint zo **vroeg mogelijk** controleren

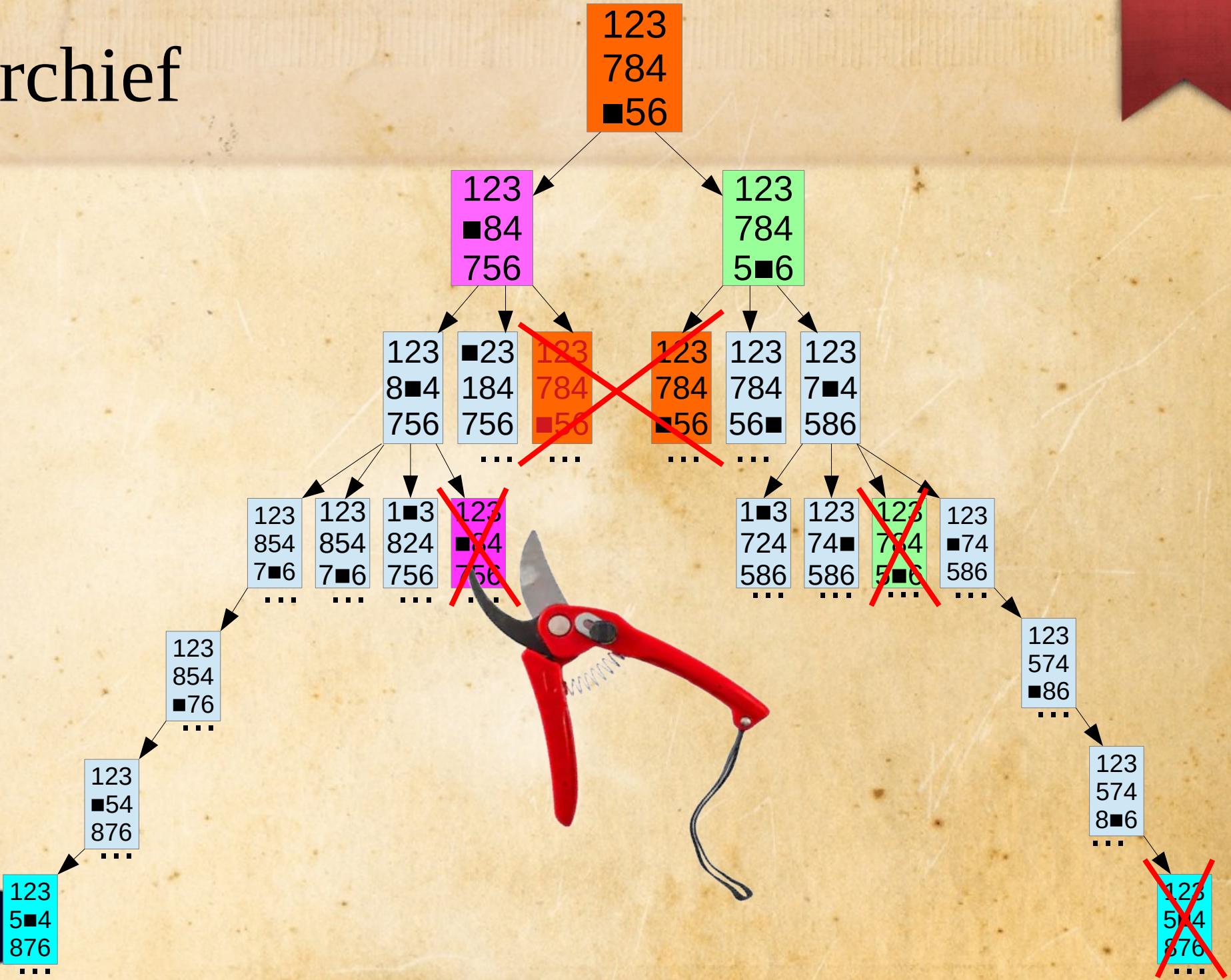
Early Constraint Checking



Archief

- Breadth or Depth first zoeken
 - **Onthouden van states** die al bezocht zijn
 - bv door deze op te slaan in een Python "set" of "dictionary" zodat je **snel** states kunt terugvinden

Archief

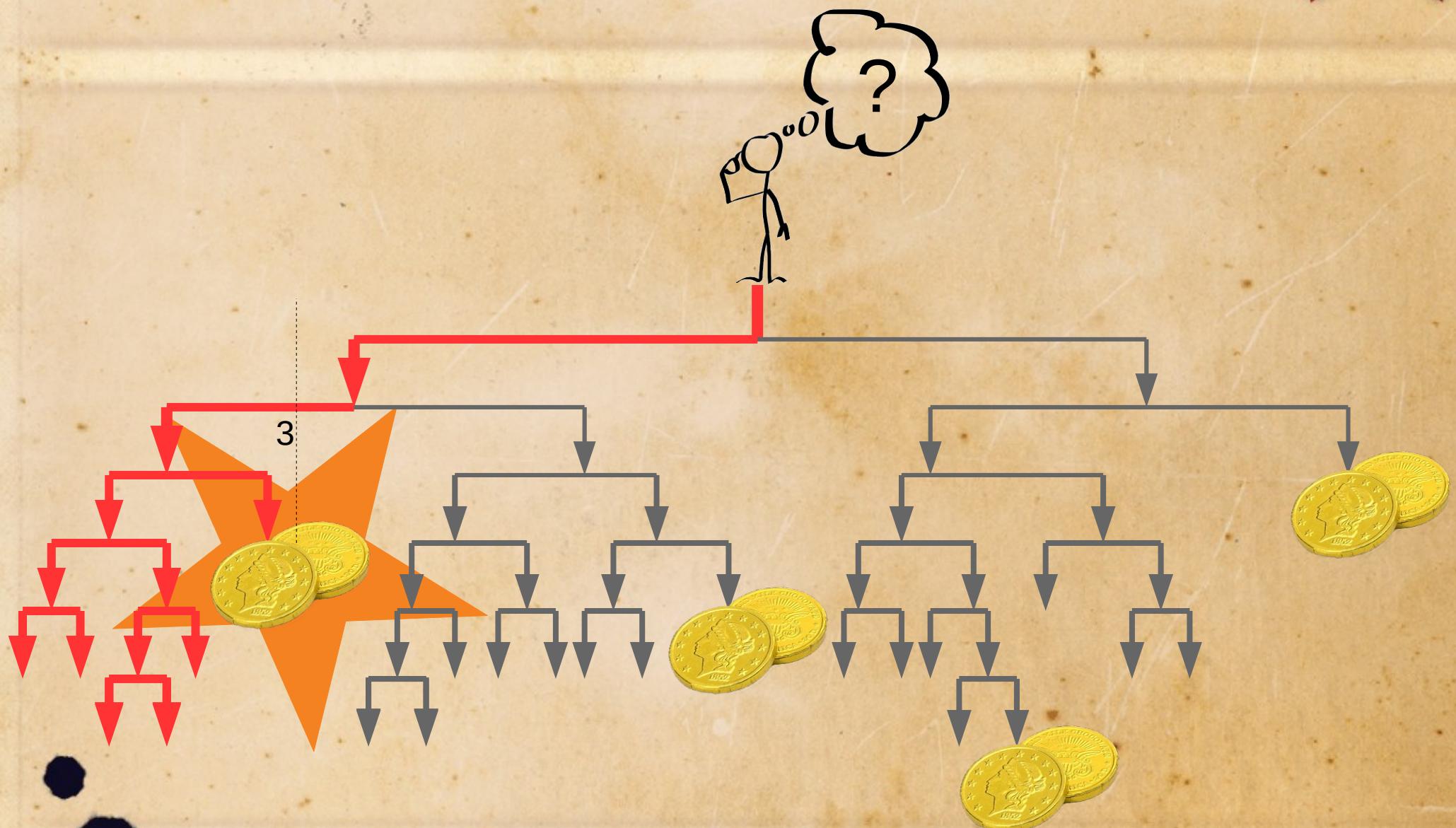


Branch and Bound

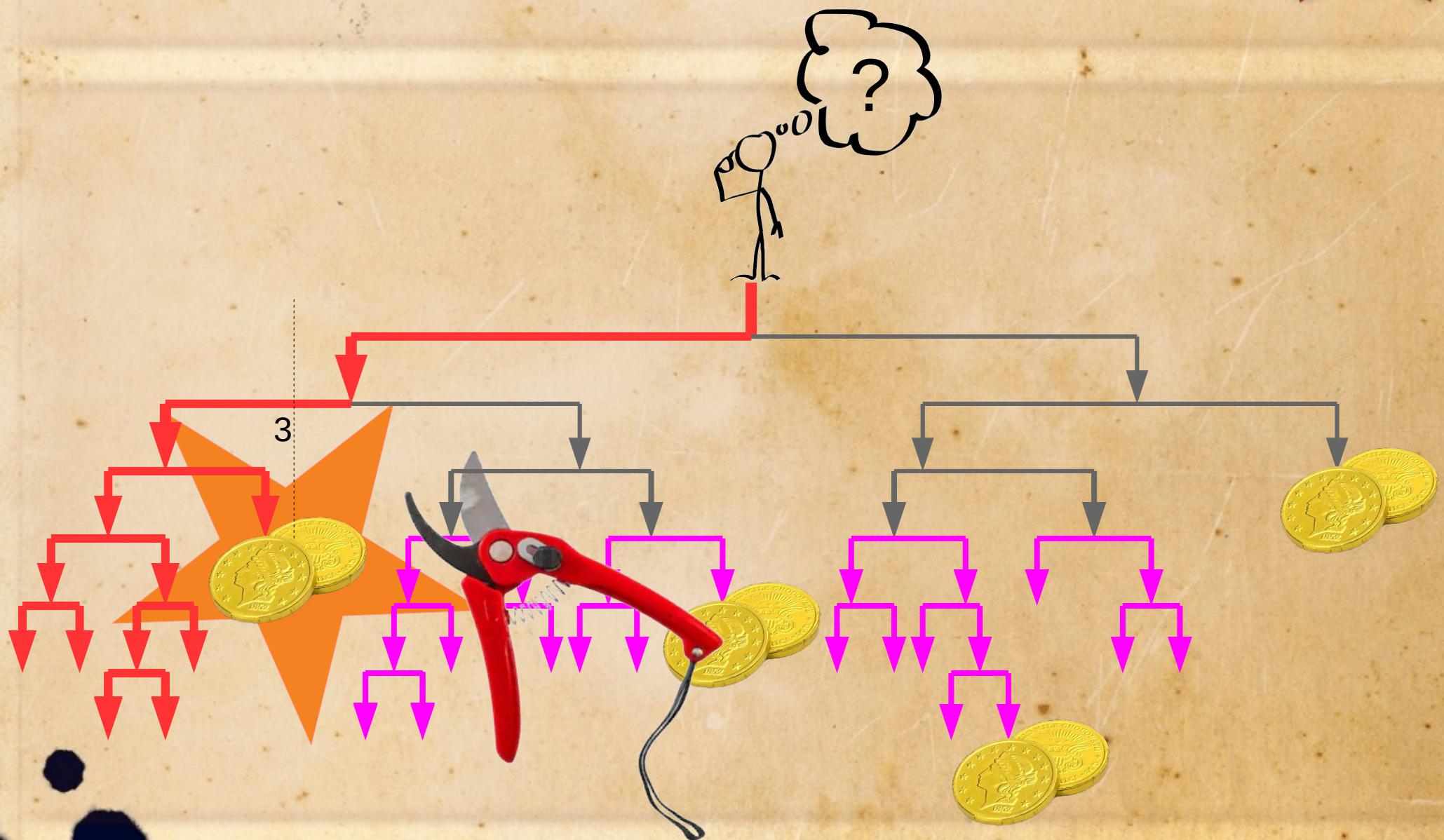


- Depth first zoeken
 - Maar niet **dieper** dan **kortst** gevonden pad

Branch and Bound

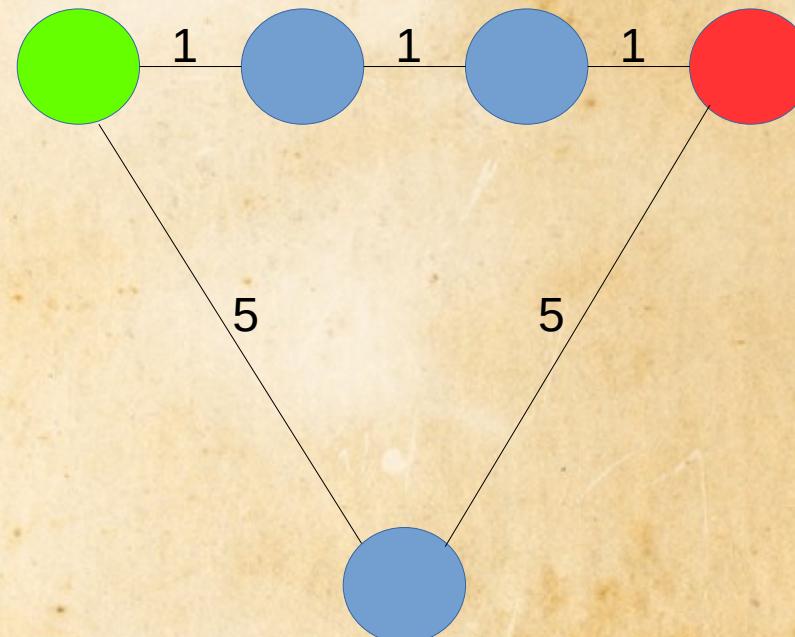


Branch and Bound



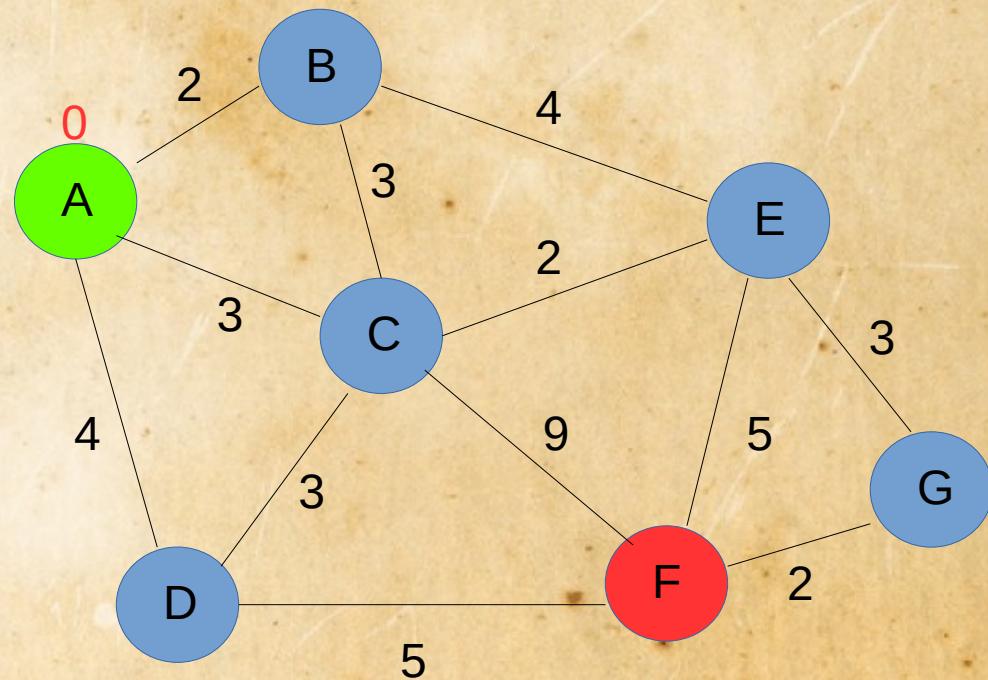
Dijkstra Kortste Pad Algoritme

- Voor kortste pad in een graaf met verschillende kosten
 - Kortste pad garantie bij **geen** negatieve kosten



Dijkstra Kortste Pad

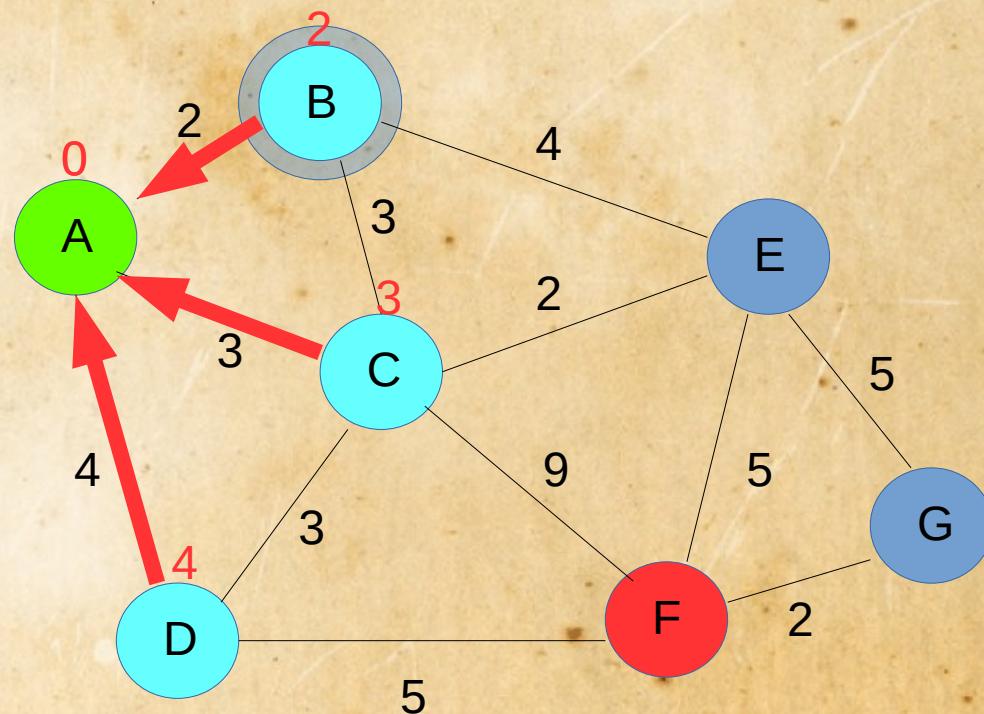
- Selecteer steeds de state met laagste totale kosten



Dijkstra Kortste Pad

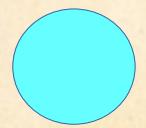
- Selecteer steeds de state met laagste totale kosten

-  Selectie states
(priority queue)
-  Archief
(dictionary)



Dijkstra Kortste Pad

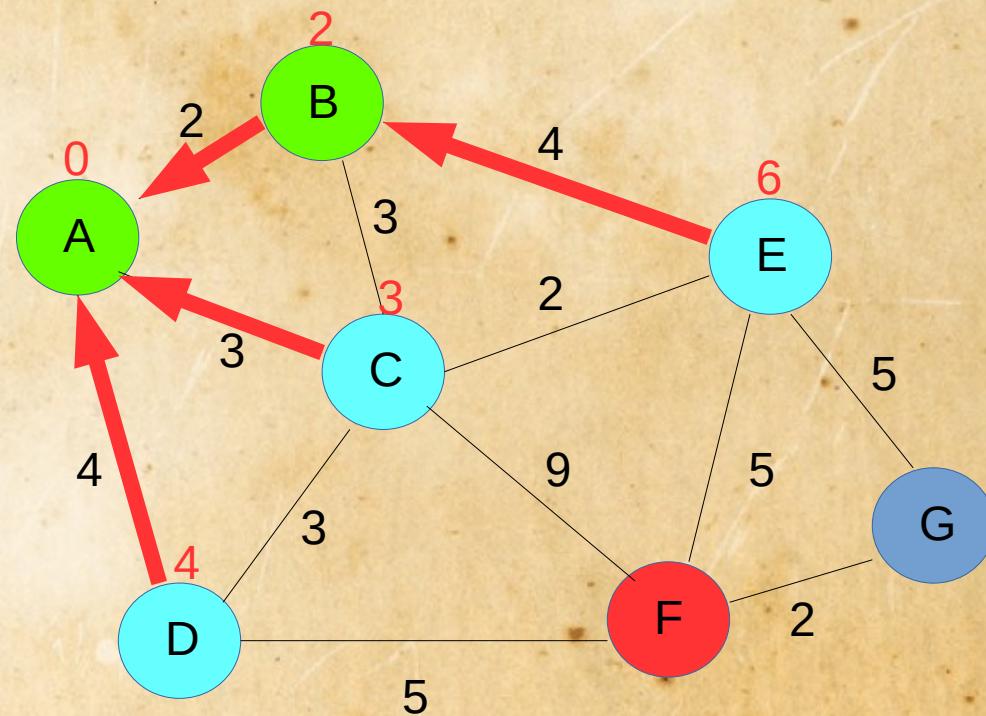
- Selecteer steeds de state met laagste totale kosten



Selectie states
(priority queue)

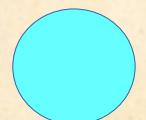


Archief
(dictionary)



Dijkstra Kortste Pad

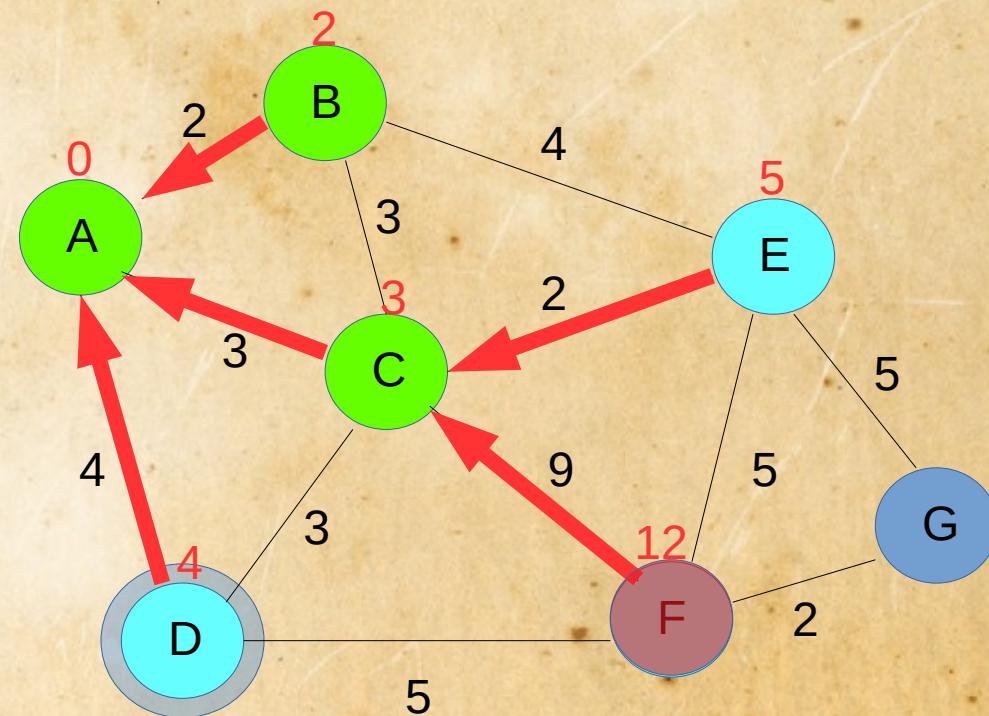
- Selecteer steeds de state met laagste totale kosten



Selectie states
(priority queue)

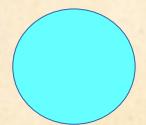


Archief
(dictionary)



Dijkstra Kortste Pad

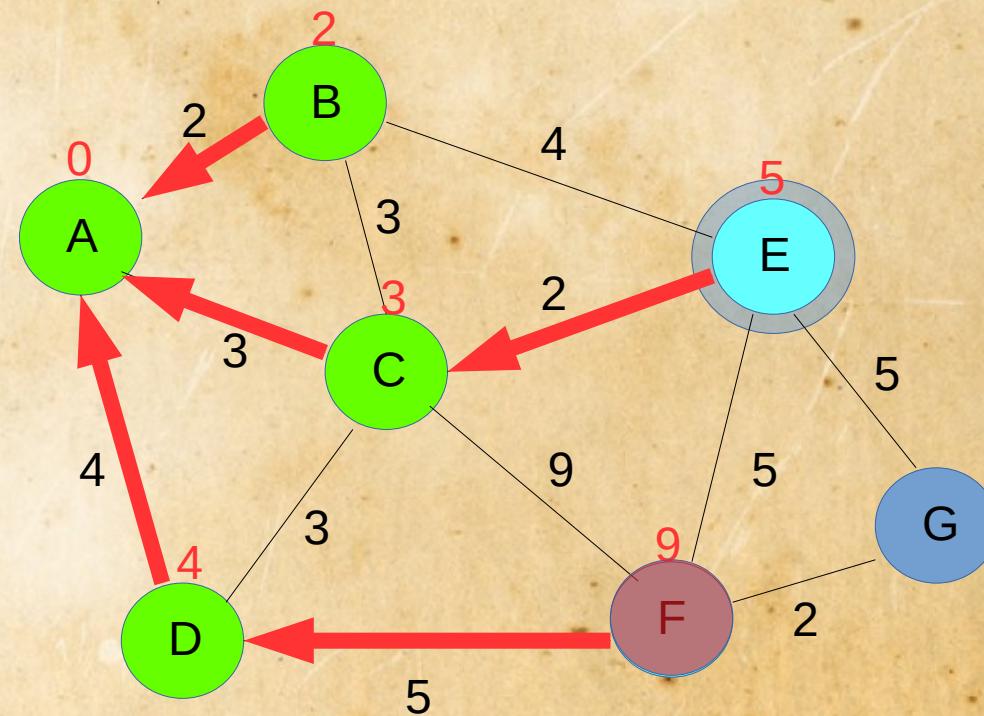
- Selecteer steeds de state met laagste totale kosten



Selectie states
(priority queue)

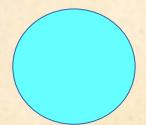


Archief
(dictionary)



Dijkstra Kortste Pad

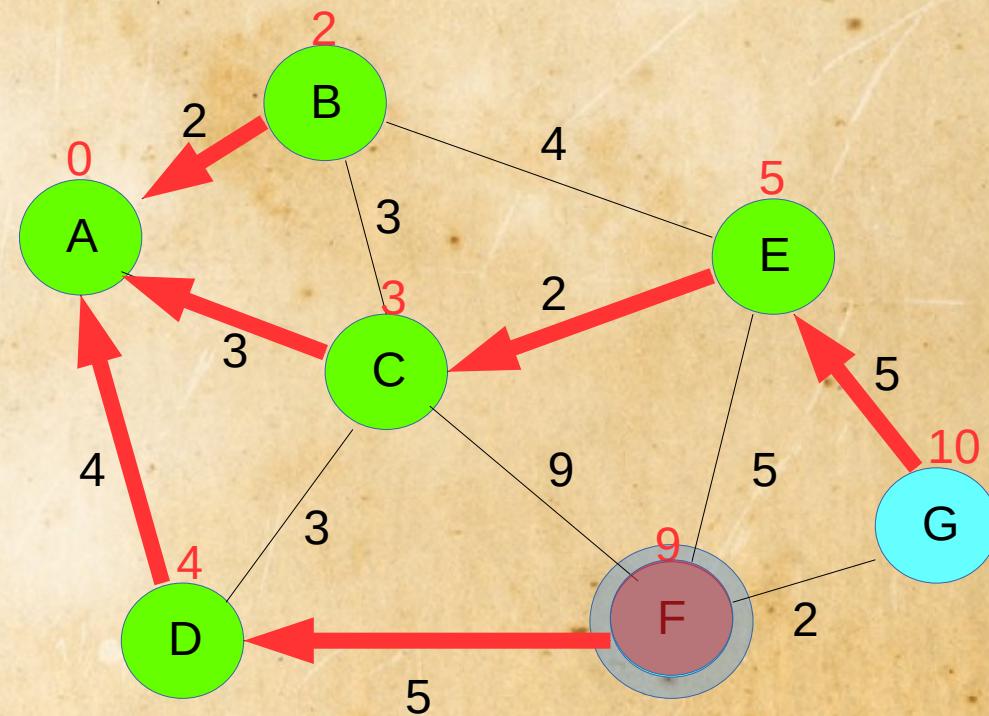
- Selecteer steeds de state met laagste totale kosten



Selectie states
(priority queue)

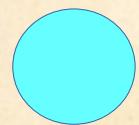


Archief
(dictionary)

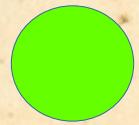


Dijkstra Kortste Pad

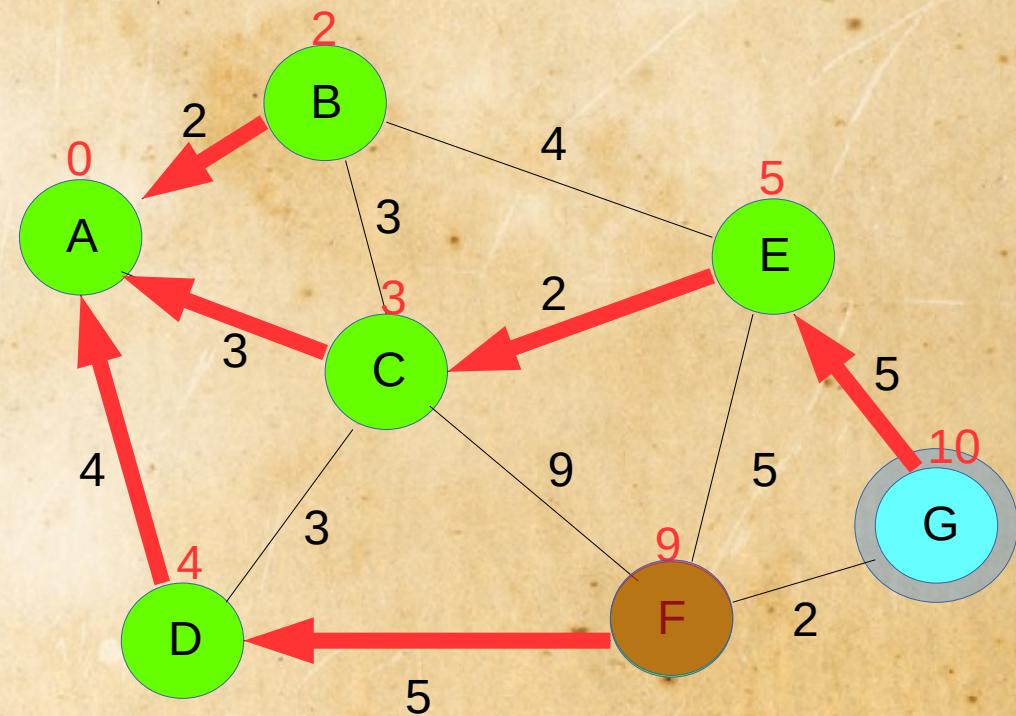
- Selecteer steeds de state met laagste totale kosten



Selectie states
(priority queue)



Archief
(dictionary)



A*

- Optimalisatie op Dijkstra met gebruik van **heuristiek**
 - De **heuristiek** geeft een schatting van de kosten van het pad wat we nog moeten afleggen
 - Korste pad garantie wanneer:
 - er **geen** negatieve kosten voorkomen
 - wanneer de heuristiek nooit een overschatting van de kosten van een pad geeft, **admissible**

A*

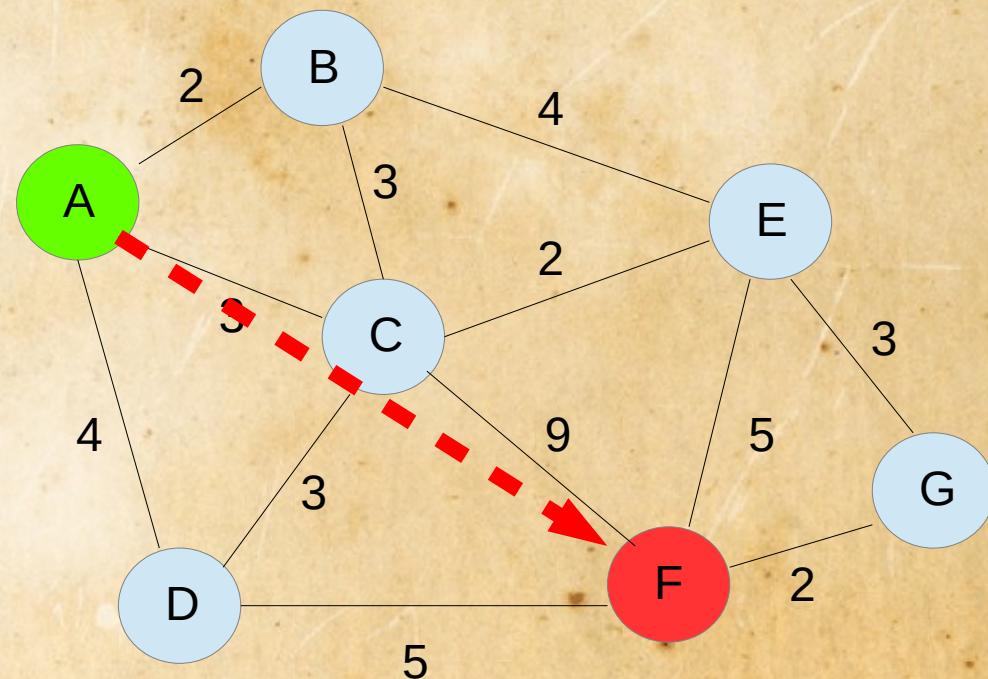
- **Admissible**, geen overschatting van kosten



A*

- Selecteer steeds de state met laagste som van kosten en heuristiek

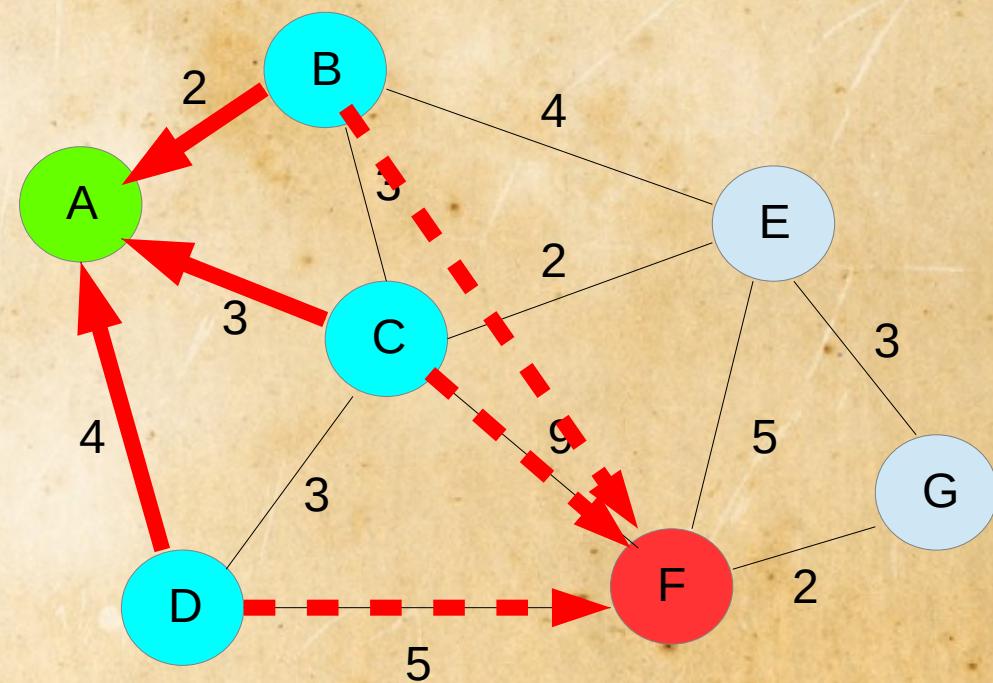
node	prev	cost	heur	sum
A	-	0	8	8



A*

- Selecteer steeds de state met laagste som van kosten en heuristiek

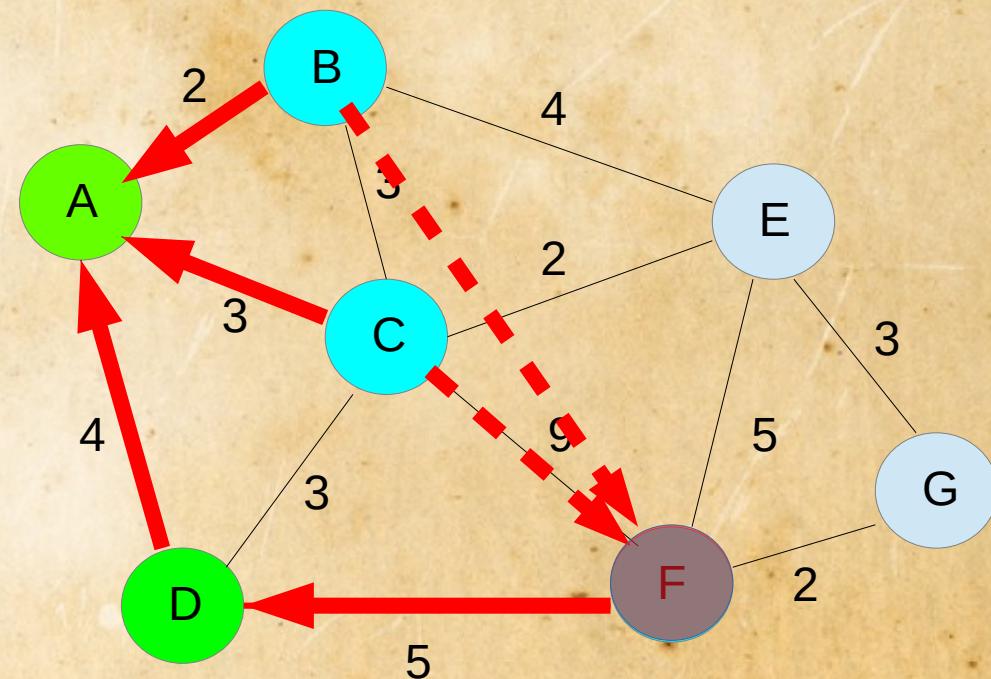
node	prev	cost	heur	sum
A	-	0	8	8
B	A	2	9	11
C	A	3	7	10
D	A	4	5	9



A*

- Selecteer steeds de state met laagste som van kosten en heuristiek

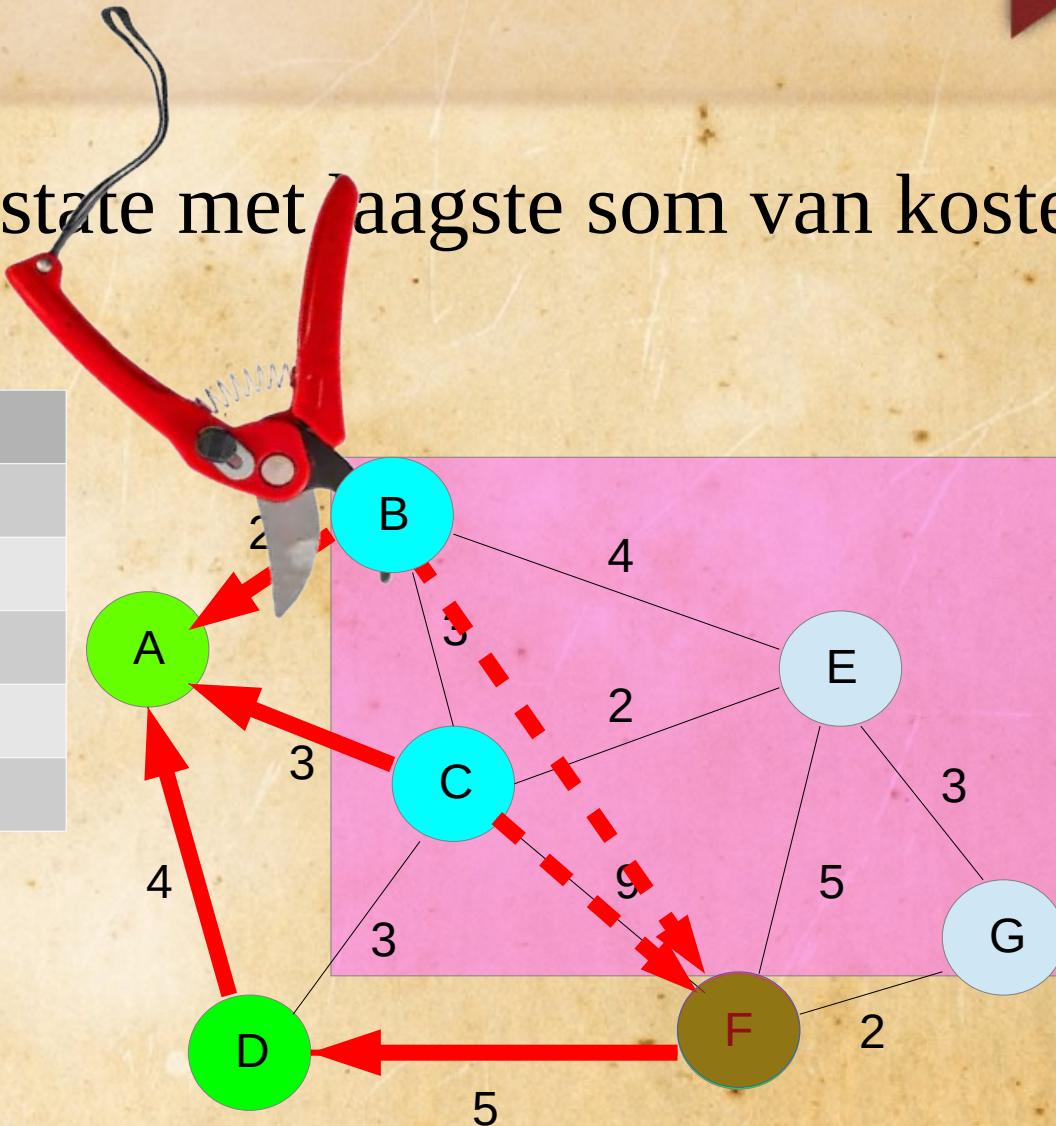
node	prev	cost	heur	sum
A	-	0	8	8
B	A	2	9	11
C	A	3	7	10
D	A	4	5	9
F	D	9	0	9



A*

- Selecteer steeds de state met laagste som van kosten en heuristiek

node	prev	cost	heur	sum
A	-	0	8	8
B	A	2	9	11
C	A	3	7	10
D	A	4	5	9
F	D	9	0	9

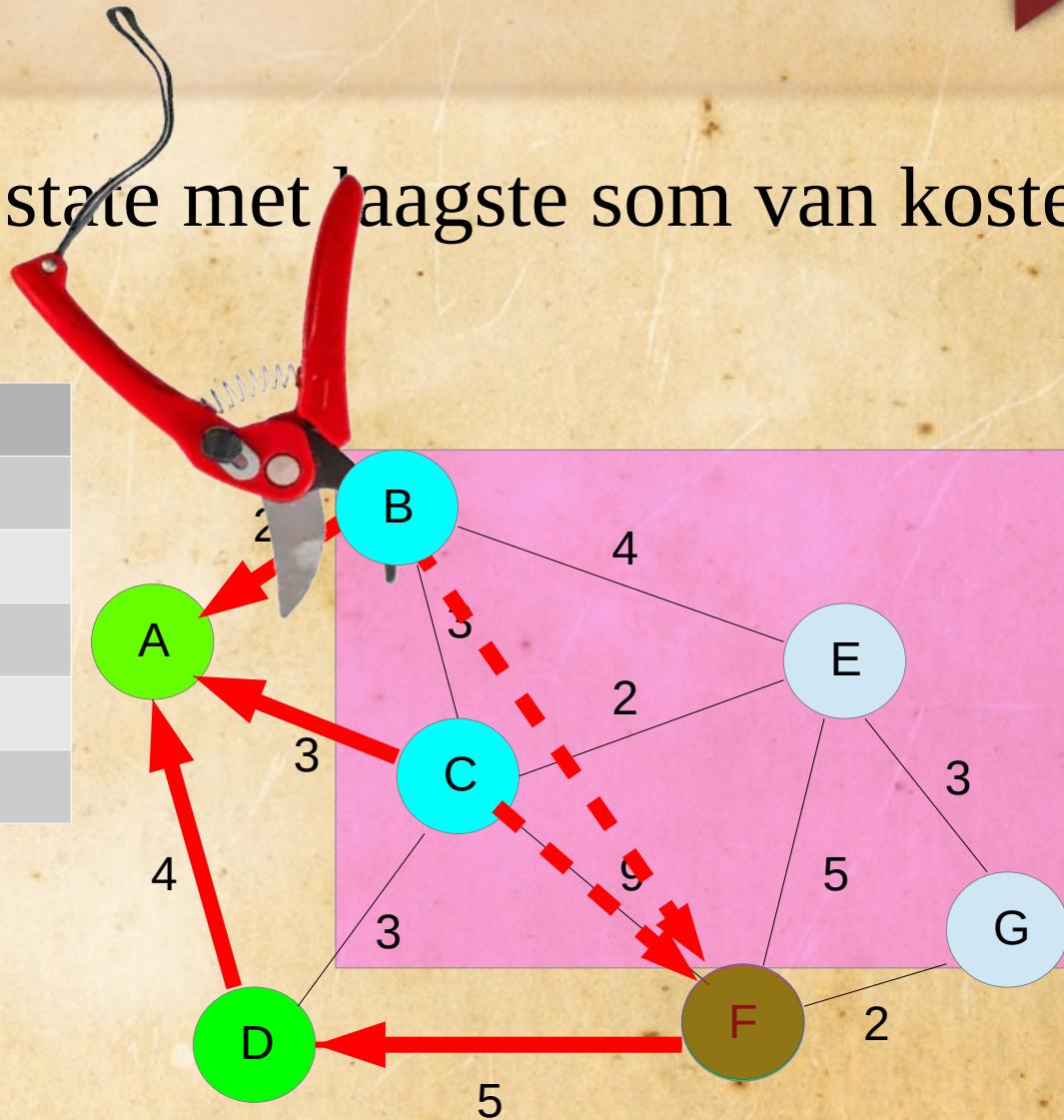


A*

- Selecteer steeds de state met laagste som van kosten en heuristiek

node	prev	cost	heur	sum
A	-	0	0	8
B	A	2	0	2
C	A	3	0	3
D	A	4	0	4
F	D	9	0	9

Als heur=0 dan is
A* gelijk aan Dijkstra



A*

- Demos:
 - <http://qiao.github.io/PathFinding.js/visual/>
 - Path Planning in games, Daan van der Berg
 - Gras: 1
 - Kleine heuvel: 2
 - Heuvel: 3
 - Bos: 12
 - Berg: 14
 - Water: 1000000

A*

- Slide puzzle

3	1
2	

Heuristic?



1	2
3	



A*

- Slide puzzle

3	1
2	

Heuristic: count wrong tiles

$$0+3=3$$

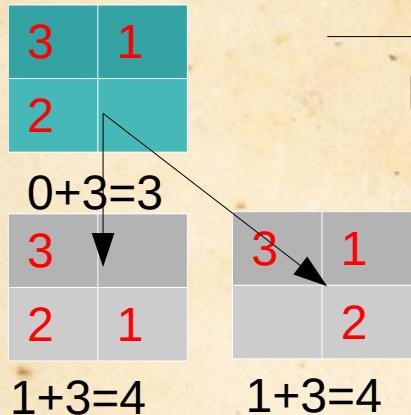


1	2
3	



A*

- Slide puzzle

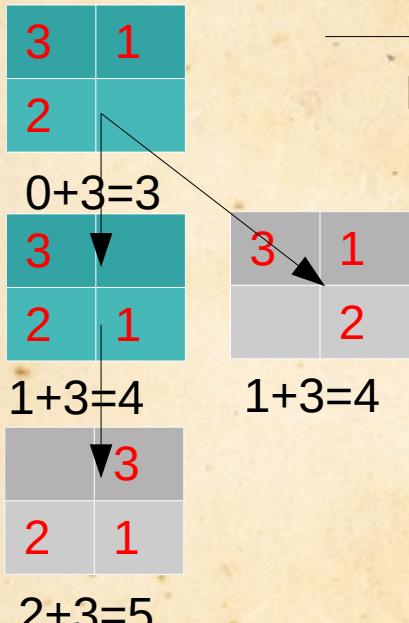


Heuristic: count wrong tiles



A*

- Slide puzzle

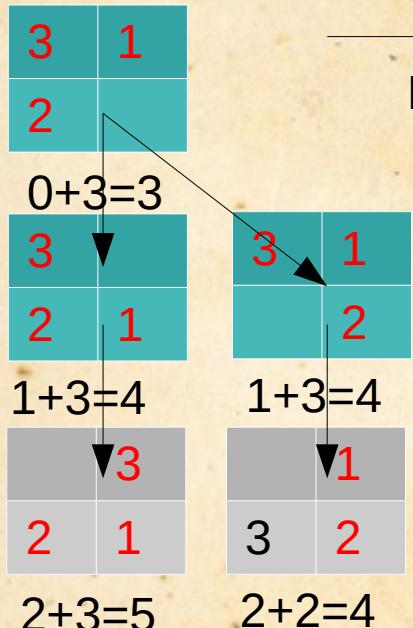


Heuristic: count wrong tiles



A*

- Slide puzzle

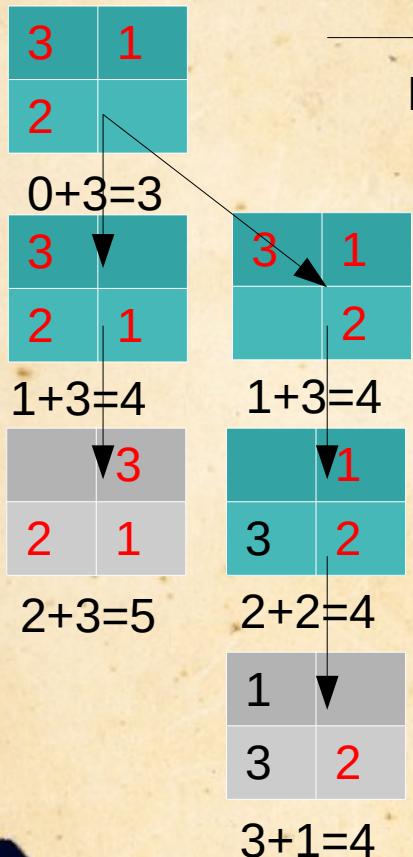


1	2
3	



A*

- Slide puzzle



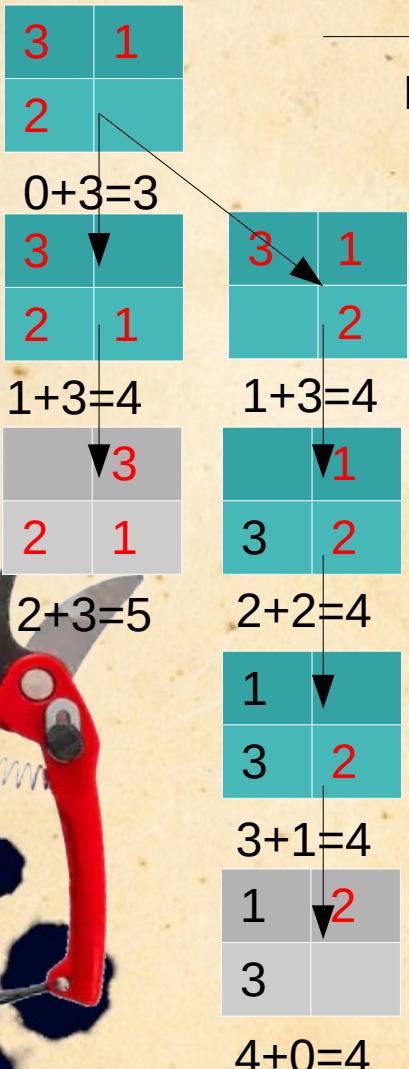
Heuristic: count wrong tiles

1	2
3	



A*

- Slide puzzle



Heuristic: count wrong tiles

1	2
3	



A*

- Slide puzzle

3	1
2	

Heuristic: sum of tile distances



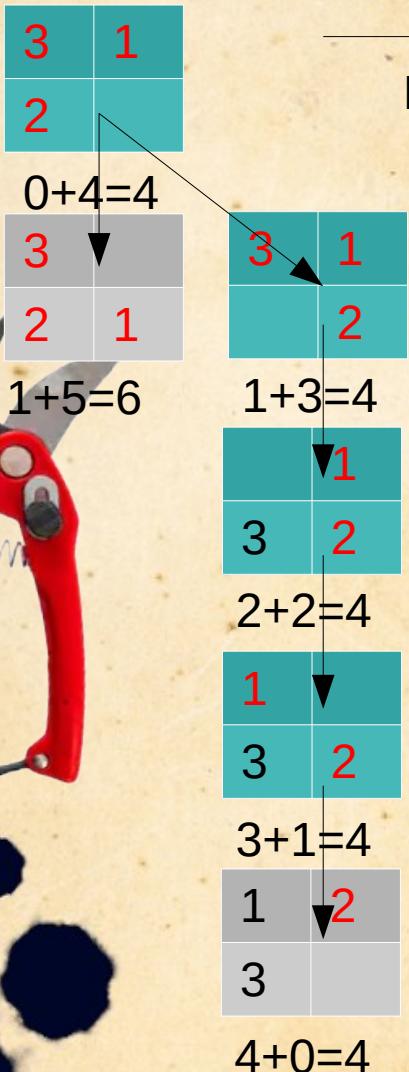
1	2
3	

$$0+4=4$$



A*

- Slide puzzle



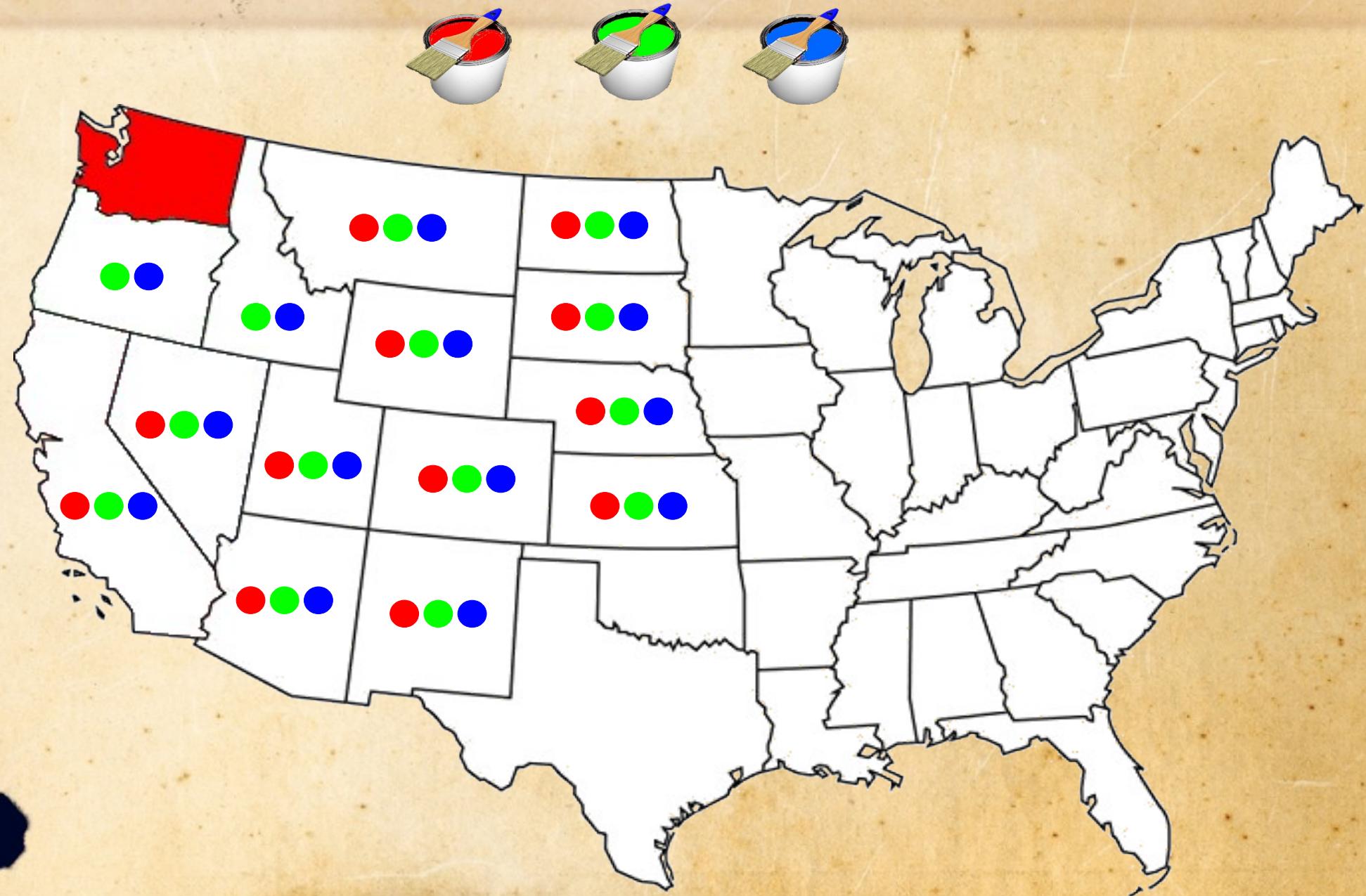
Heuristic: sum of tile distances



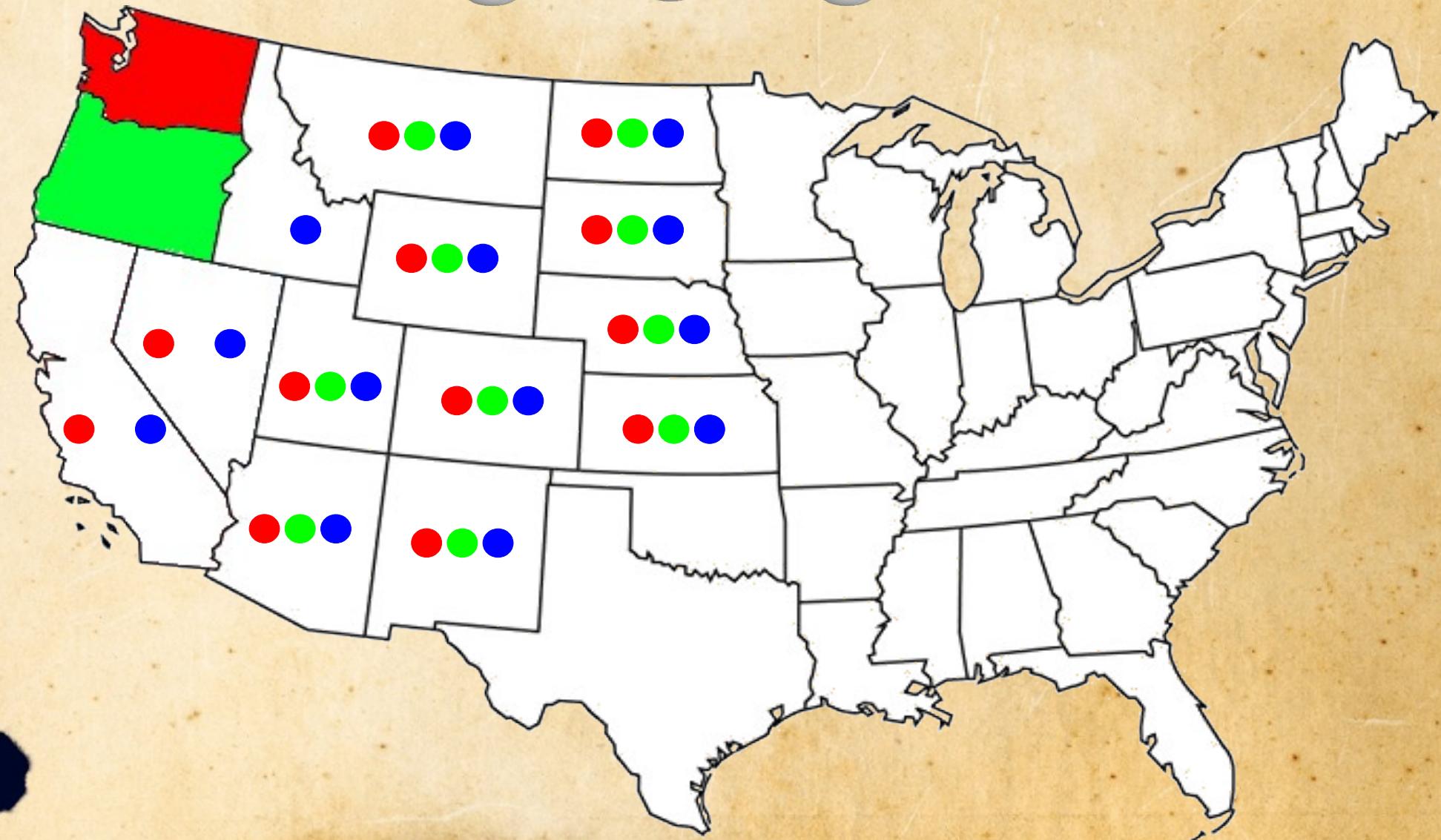
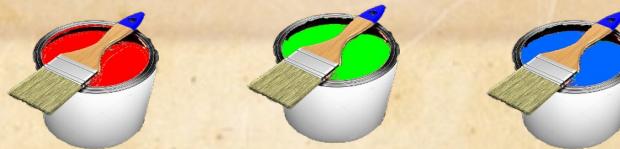
Domein specifiek prunen



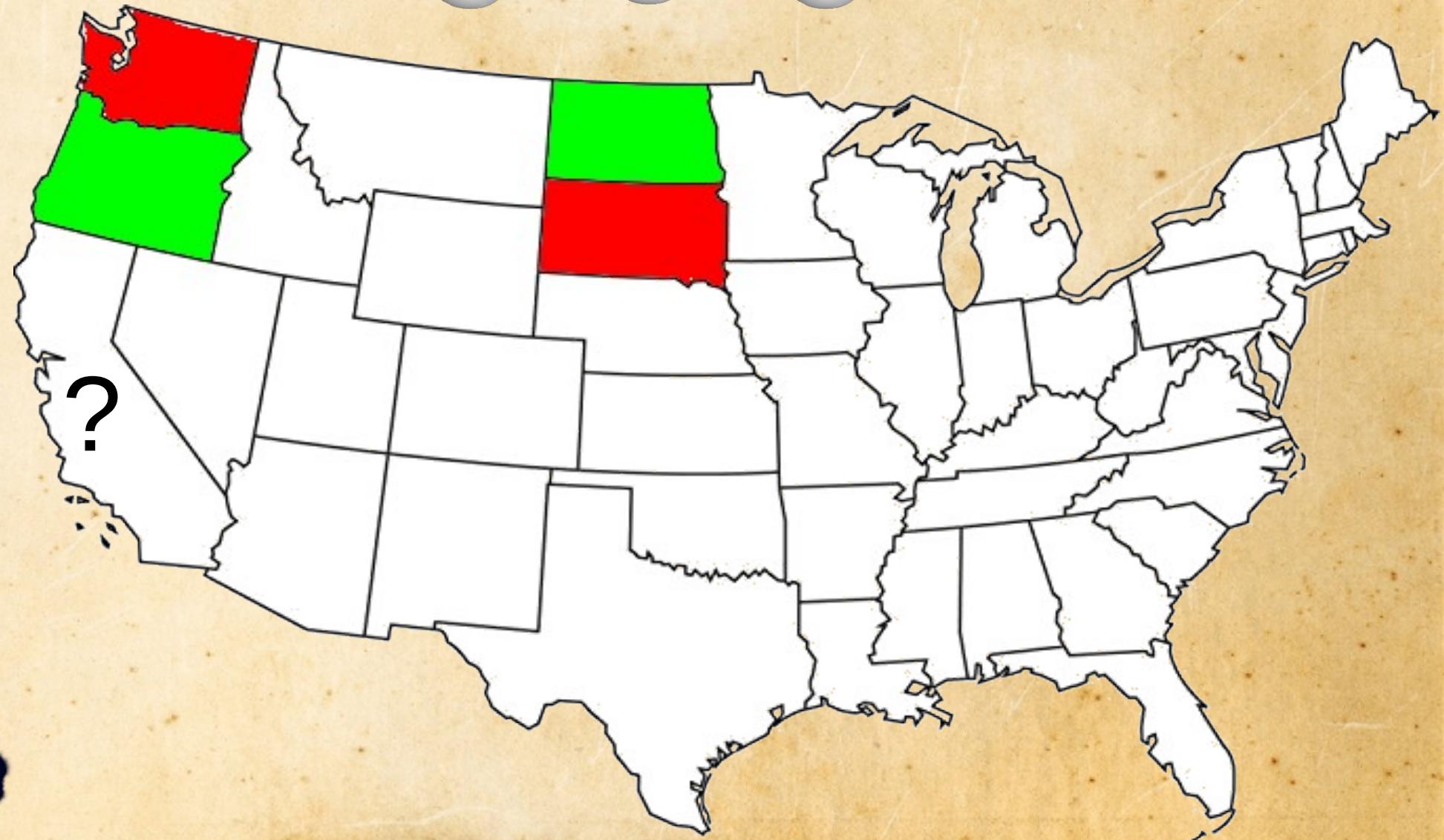
Domein specifiek prunen



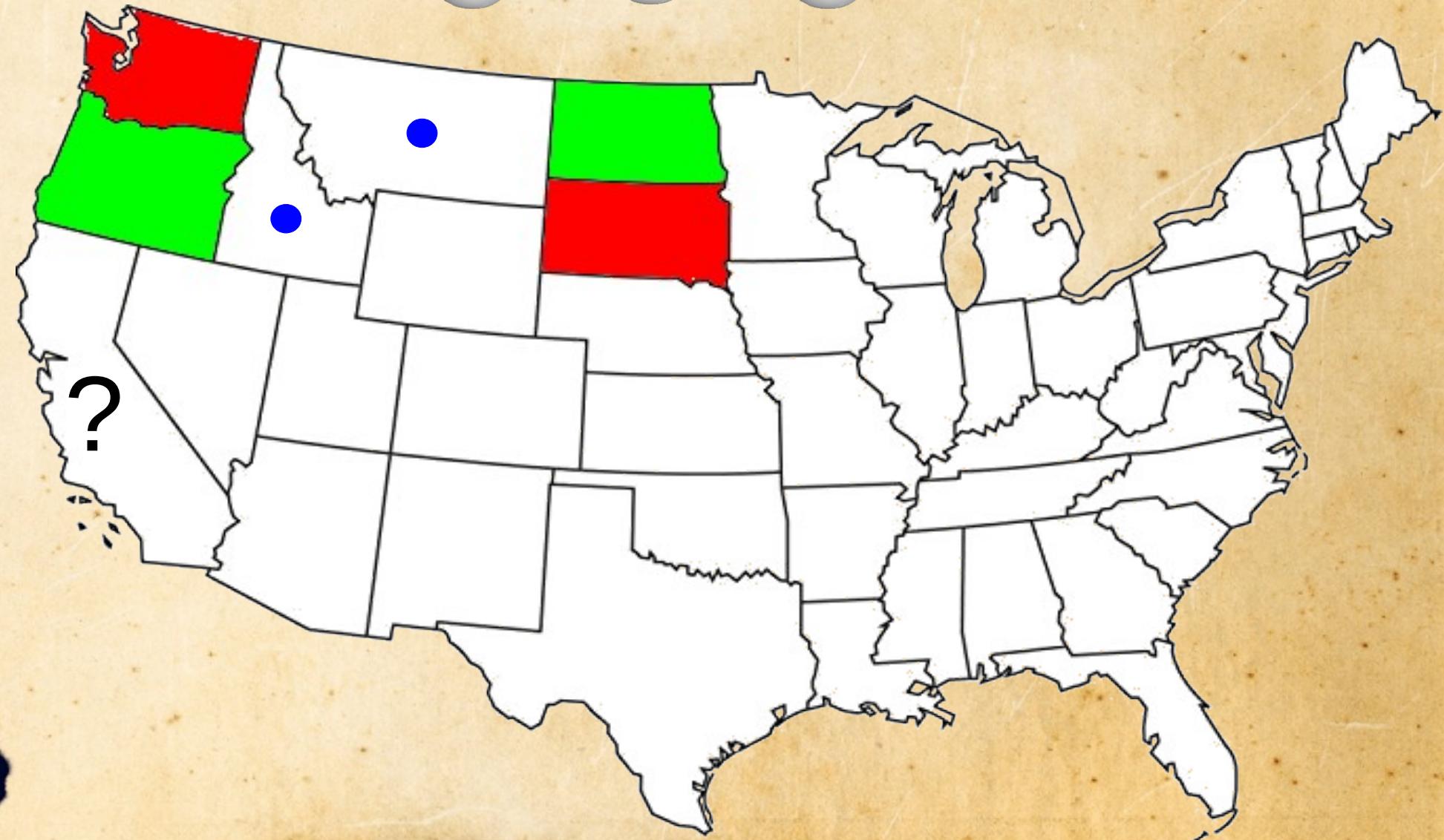
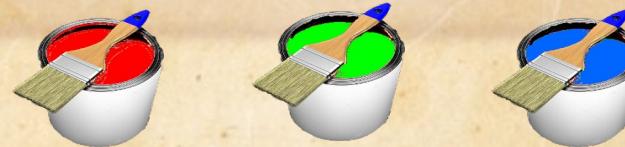
Domein specifiek prunen



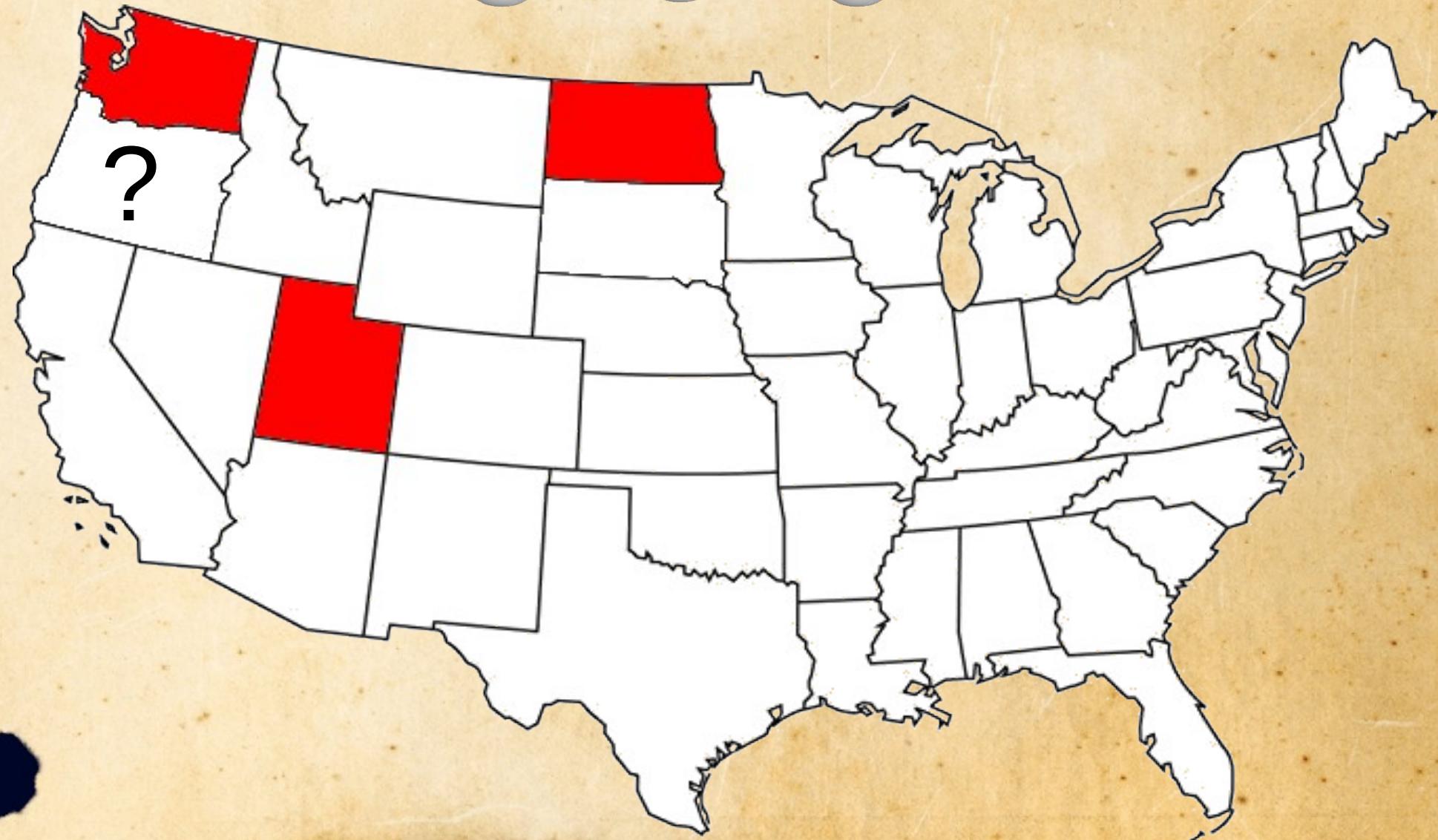
Domein specifiek prunen



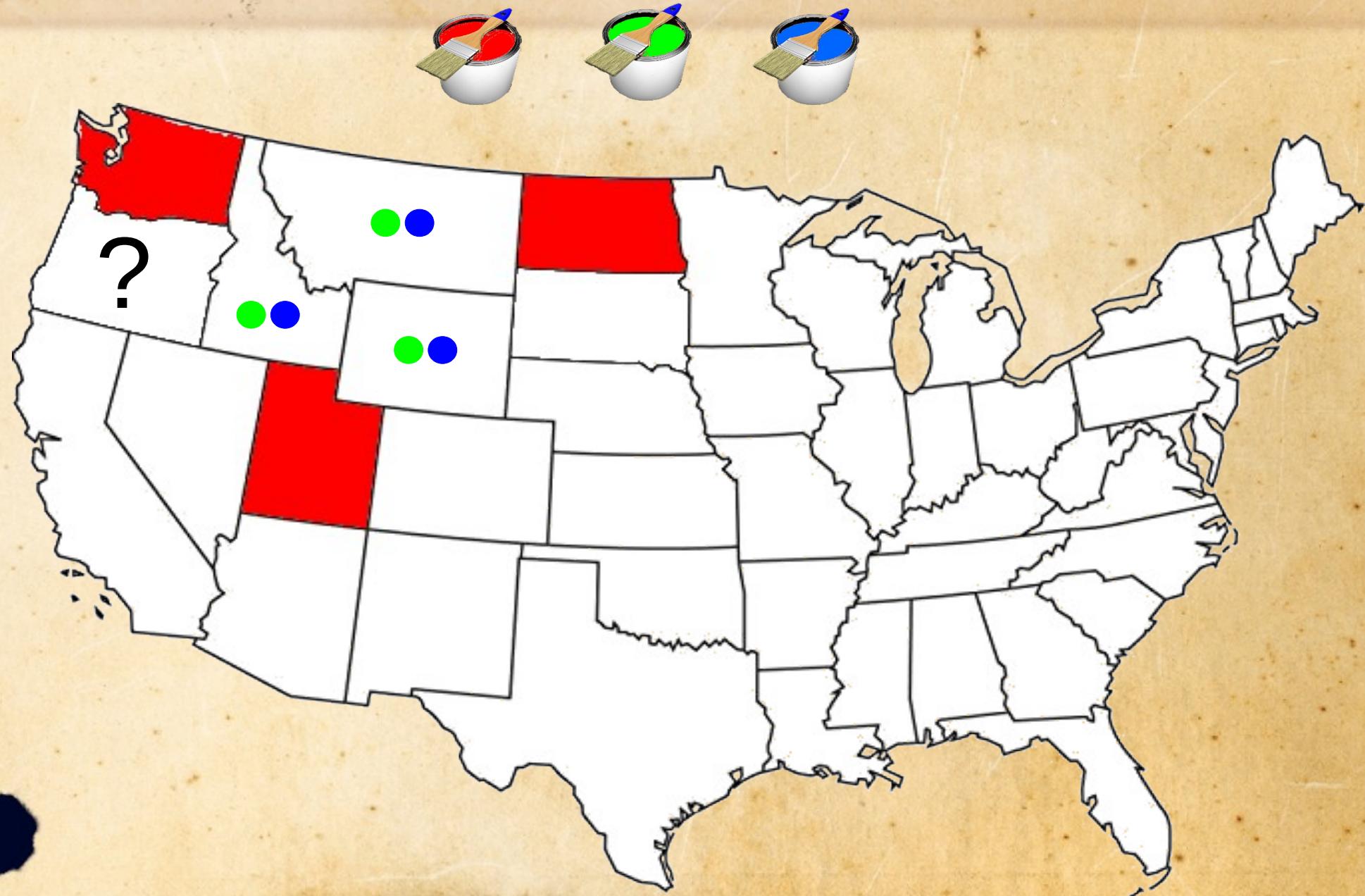
Domein specifiek prunen



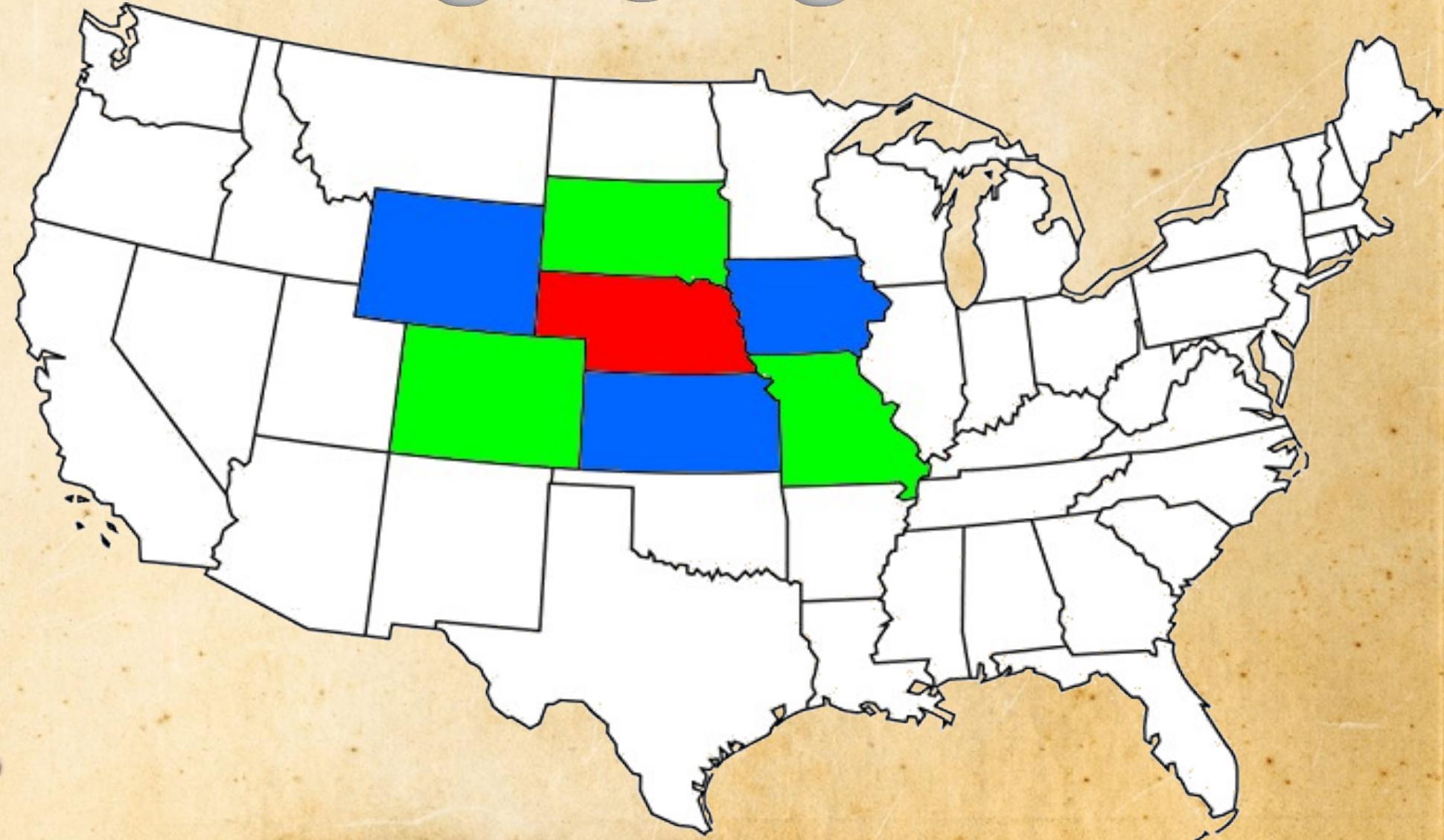
Domein specifiek prunen



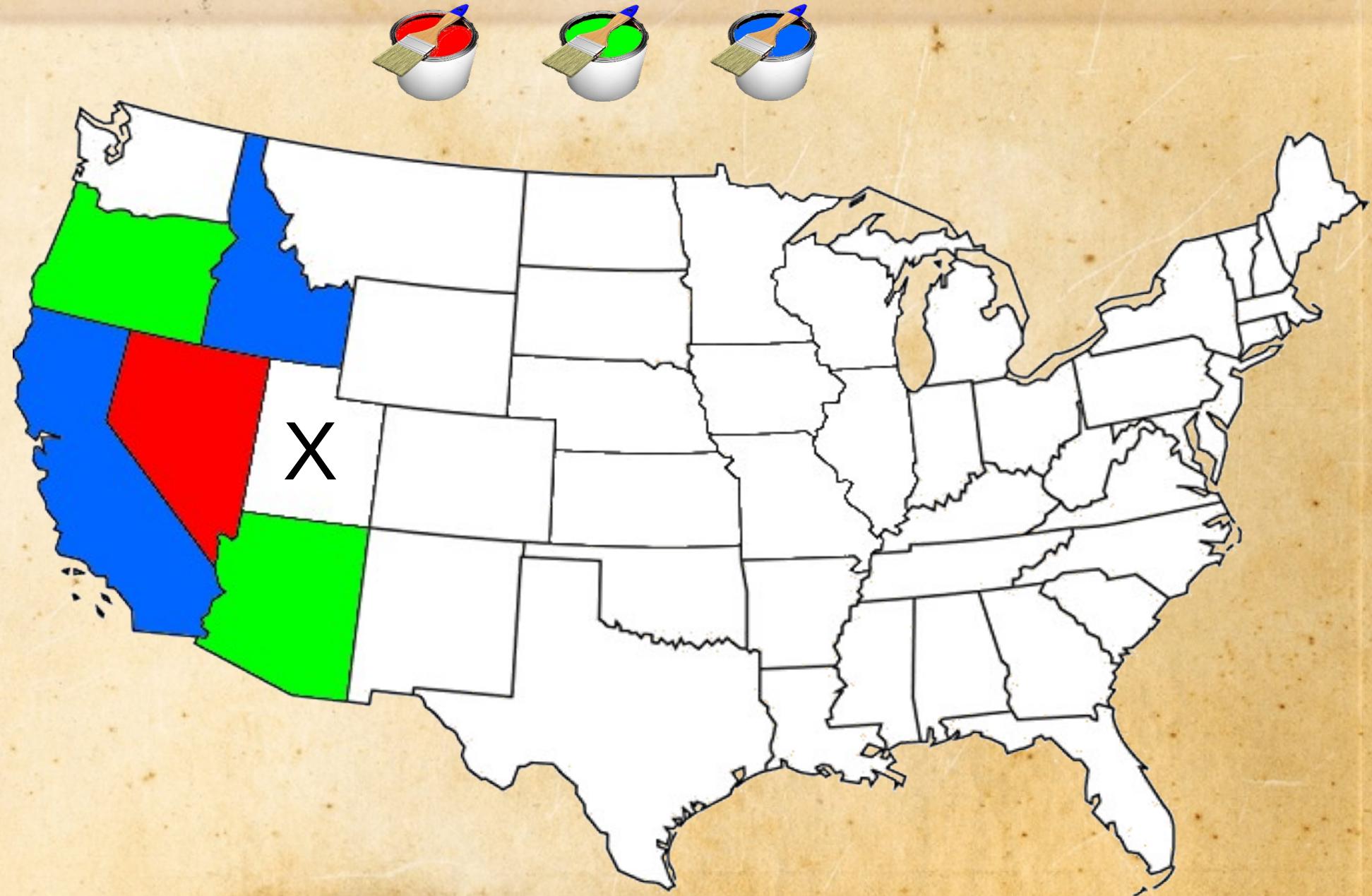
Domein specifiek prunen



Domein specifiek prunen

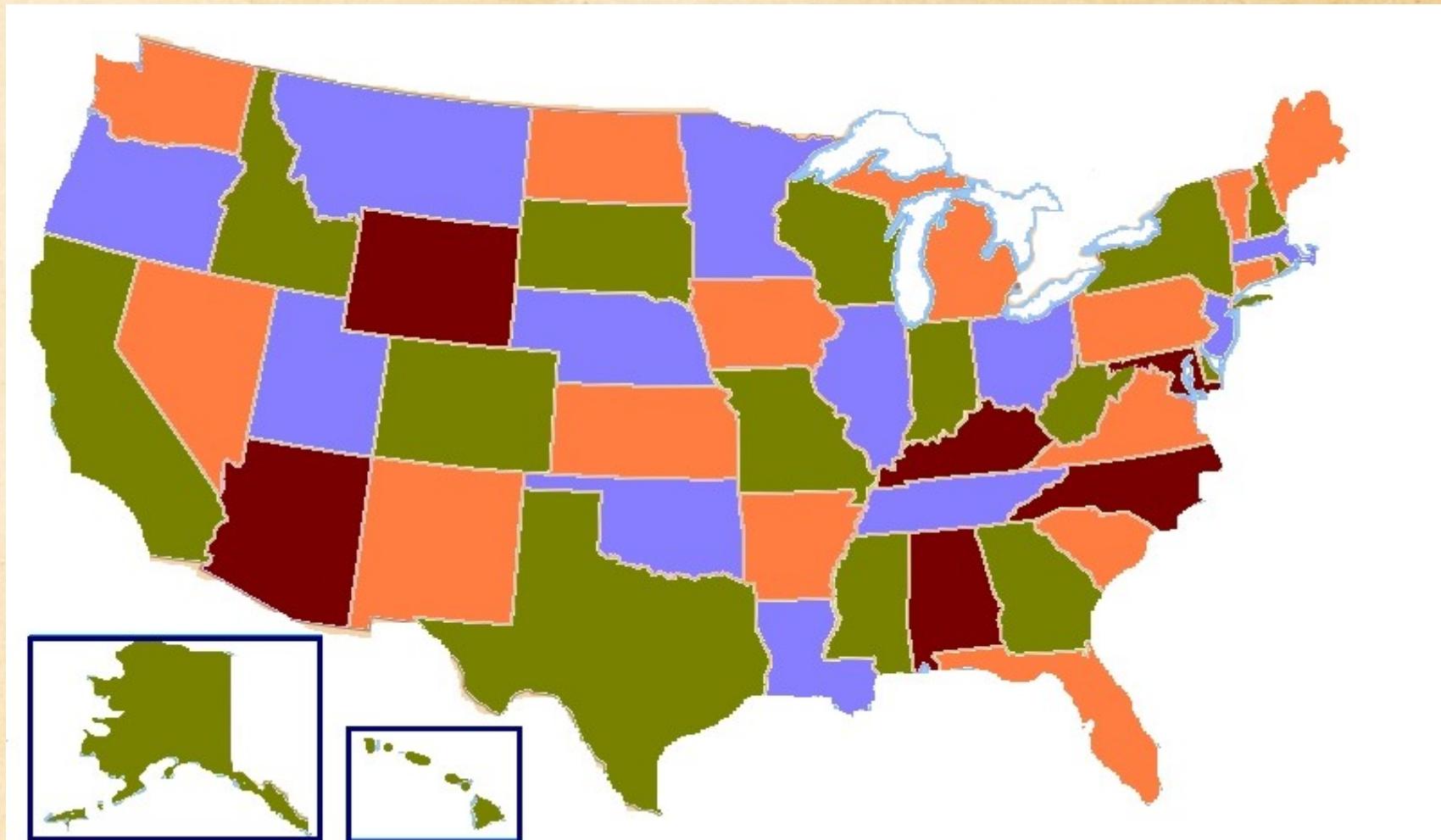


Domein specifiek prunen



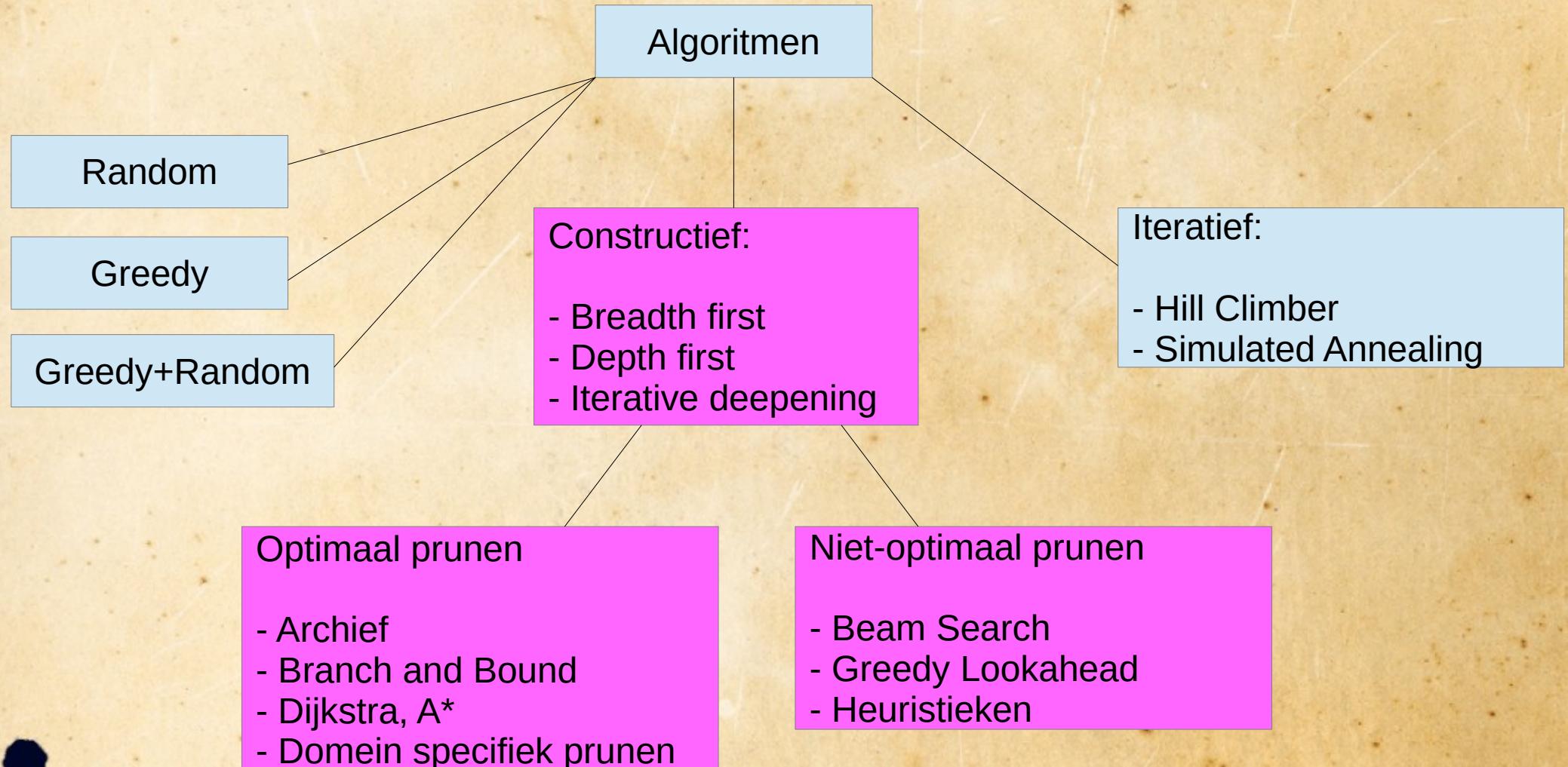
Domein specifiek prunen

Met 4 kleuren kan het wel



https://en.wikipedia.org/wiki/Four_color_theorem

Algoritmen

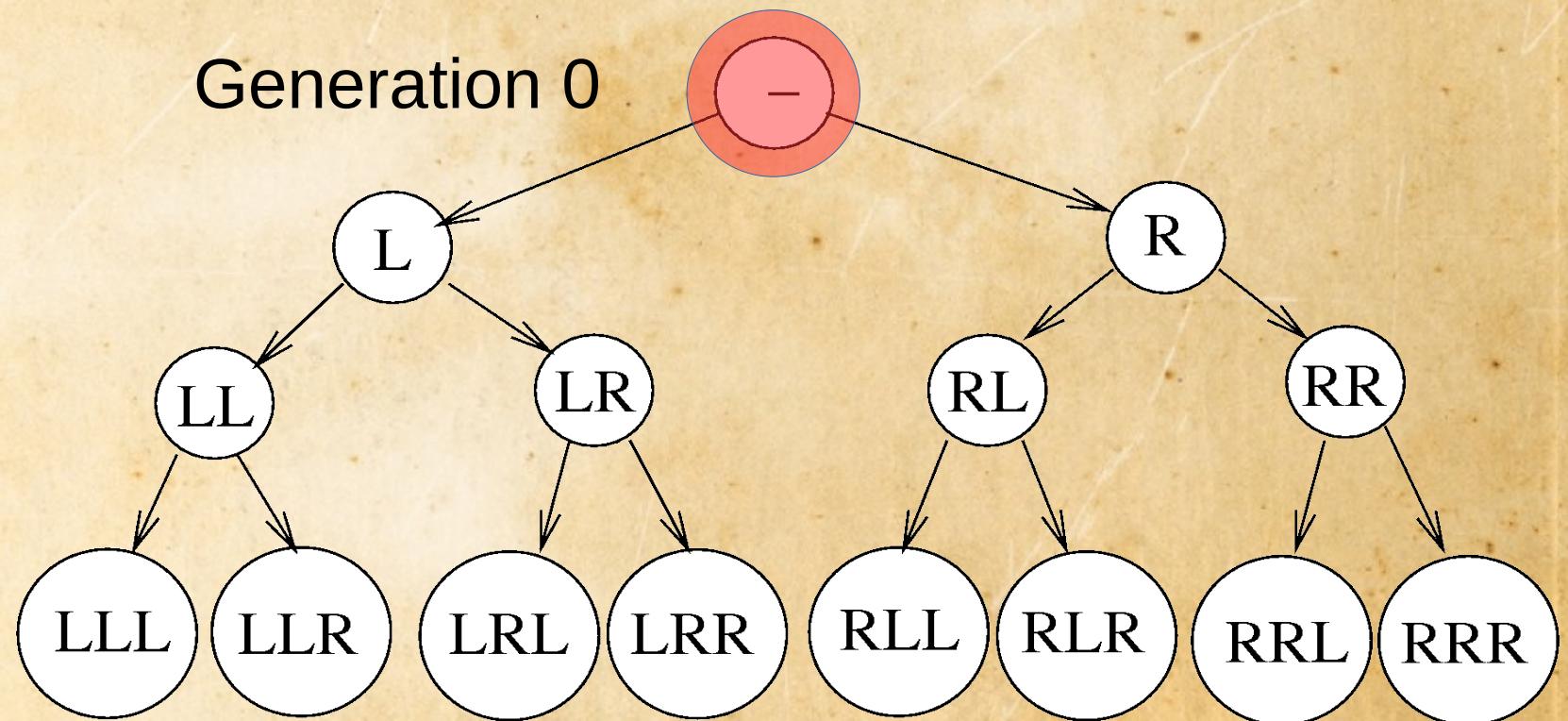


Niet-optimaal prunen



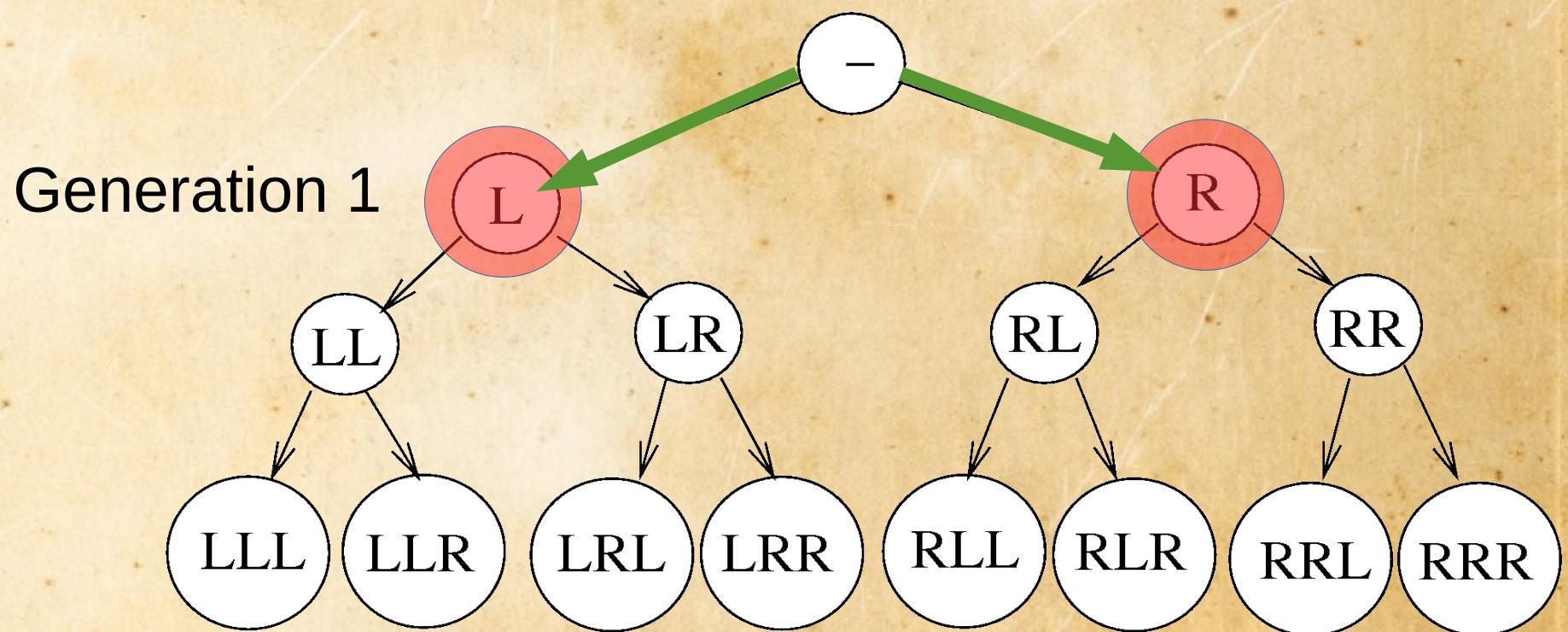
Beam Search

- Breadth First met Beam Search
 - Zoek verder met alleen de **beste** Beam=3 states



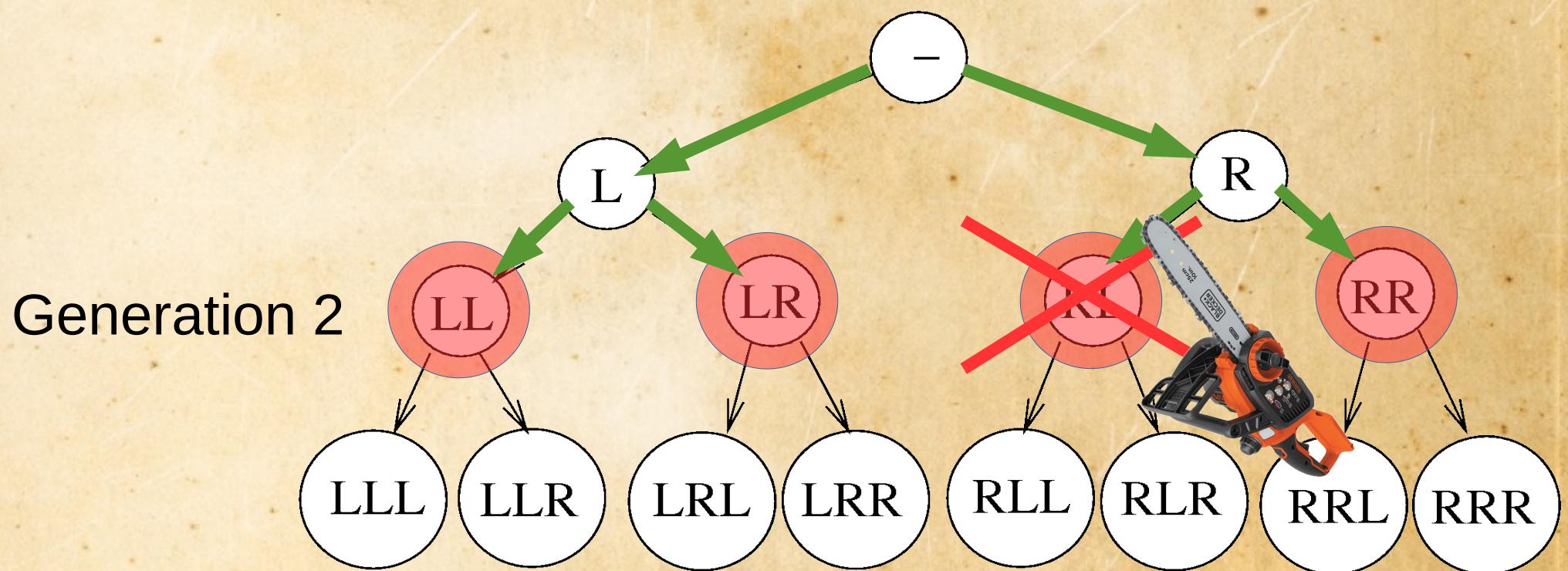
Beam Search

- Breadth First met Beam Search
 - Zoek verder met alleen de **beste** Beam=3 states



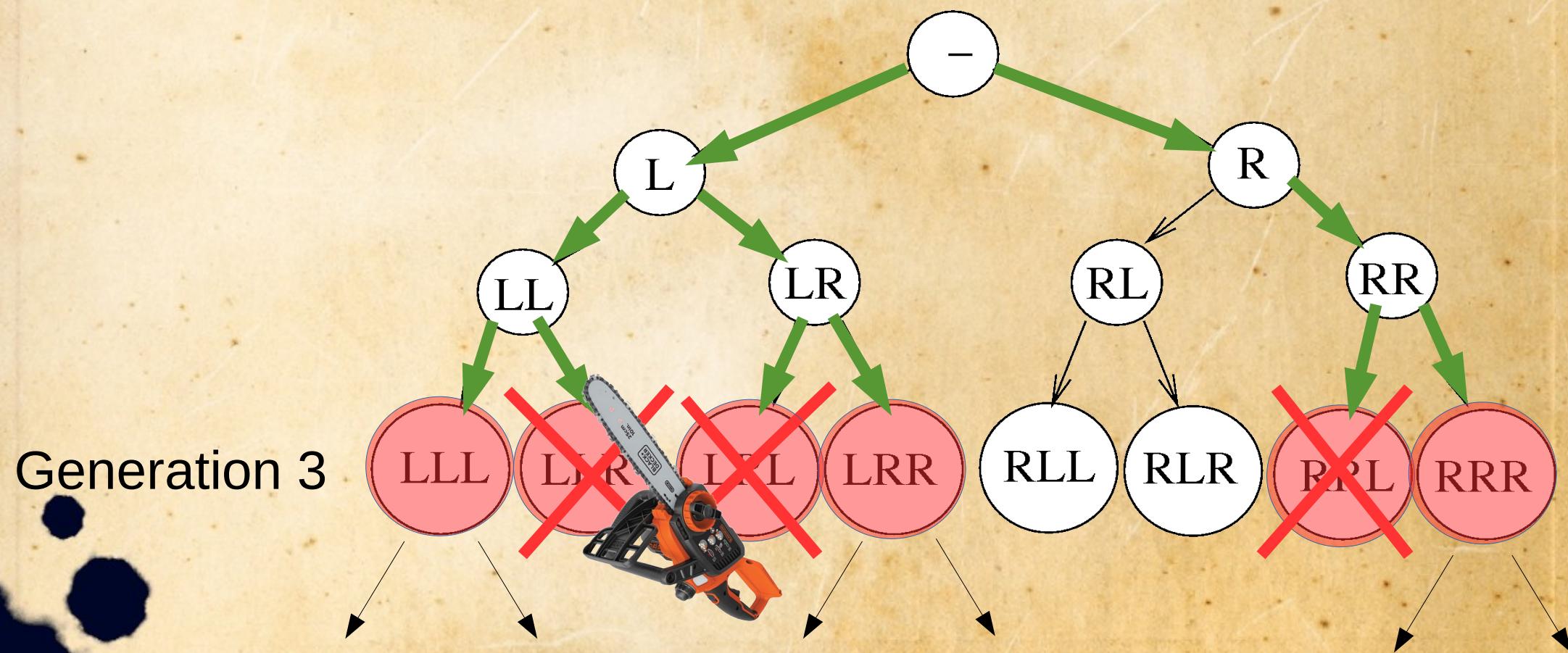
Beam Search

- Breadth First met Beam Search
 - Zoek verder met alleen de **beste** Beam=3 states



Beam Search

- Breadth First met Beam Search
 - Zoek verder met alleen de **beste** Beam=3 states

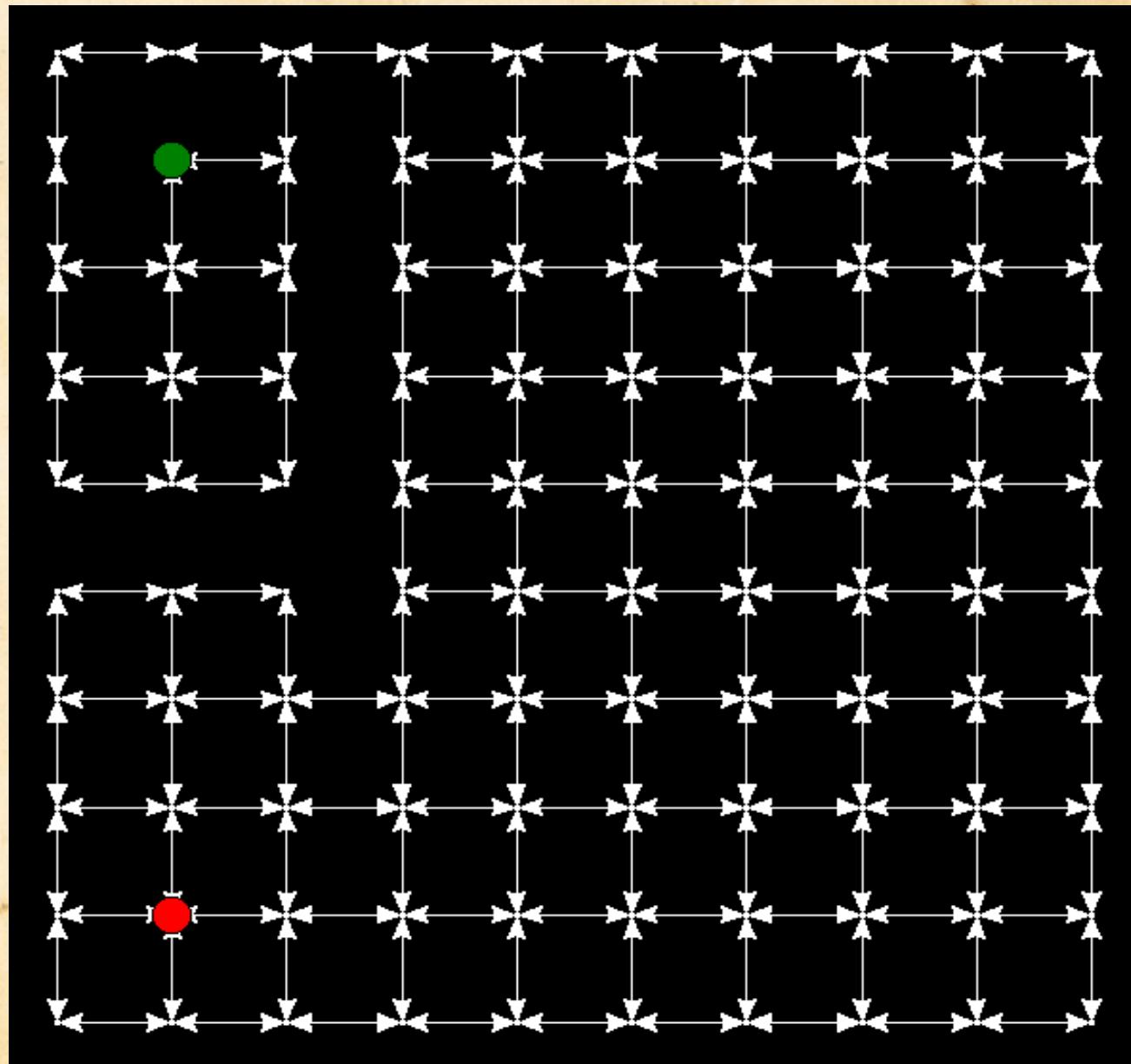


Beam Search

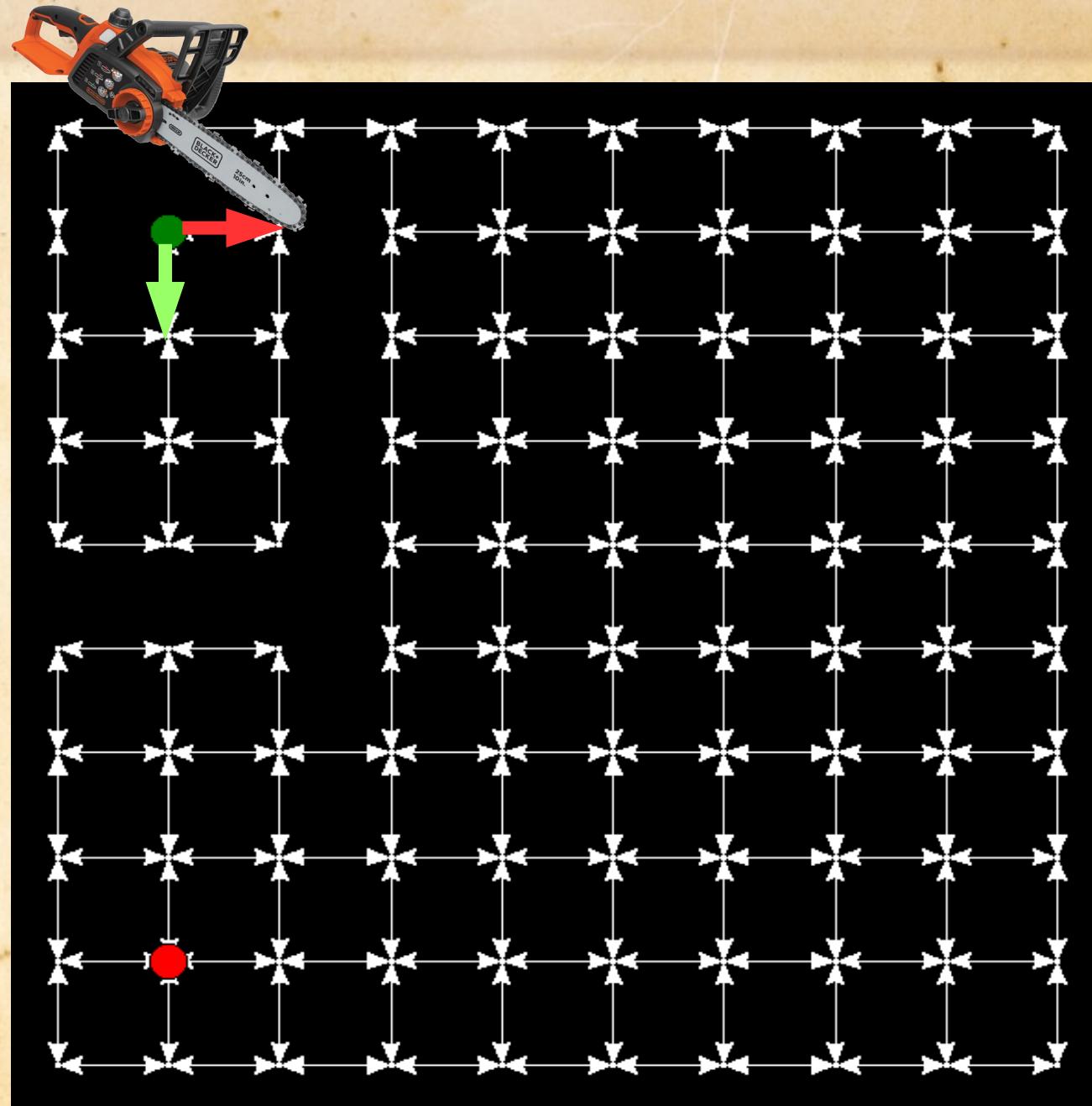
- Hoe groot kiezen we de Beam?
 - Beam=1 state (Greedy)
 - Super snel maar waarschijnlijk slechte oplossing
 - Beam= ∞ states (Breadth first)
 - Super traag en geheugen problemen maar optimale oplossing



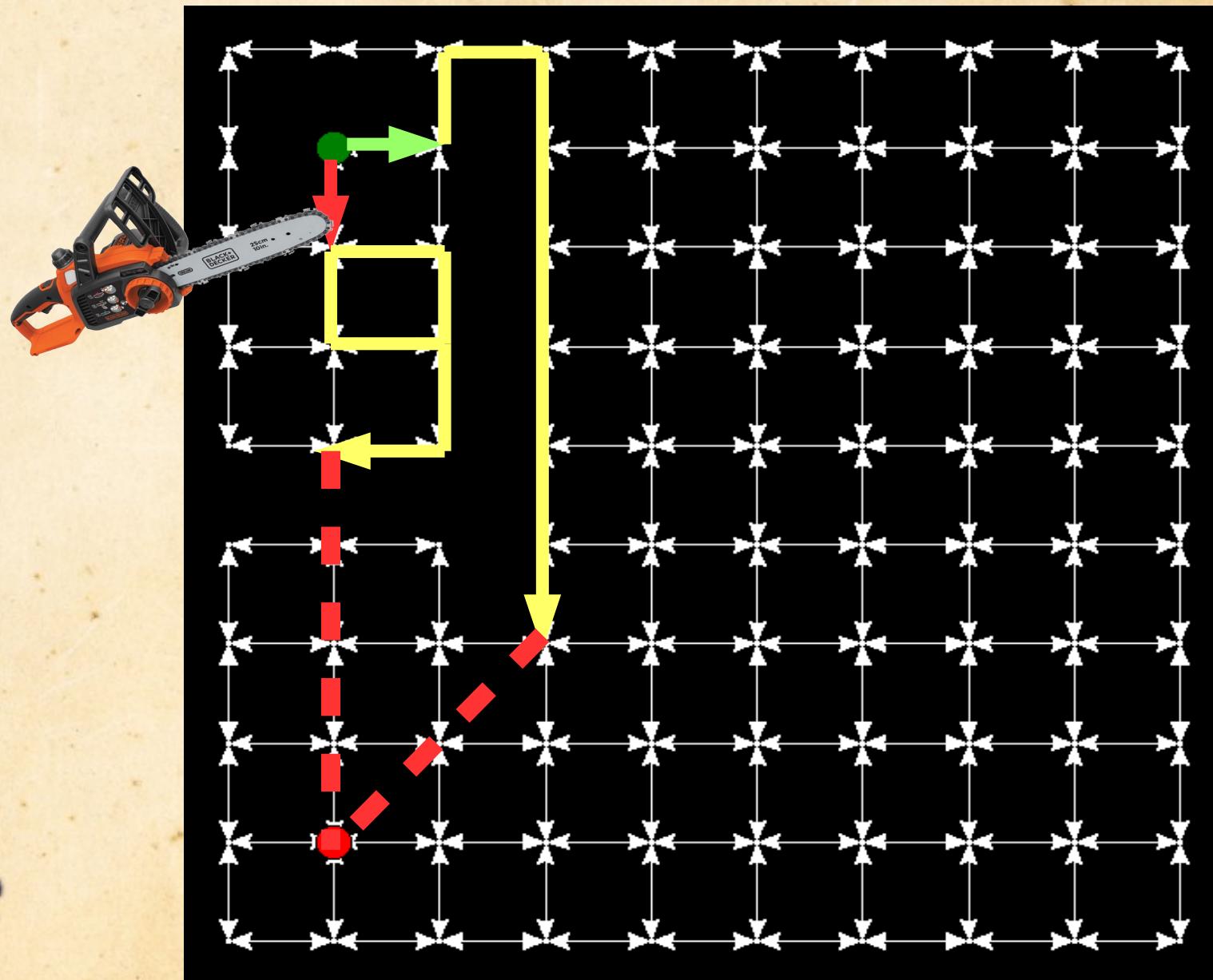
Greedy without look-ahead



Greedy without look-ahead



Greedy with 8 step look-ahead



Greedy with look-ahead

- Hoe ver look-en we ahead?
 - Steps=0 stappen (Greedy)
 - Super snel maar waarschijnlijk slechte oplossing
 - Steps= ∞ stappen (Depth first)
 - Super traag maar optimale oplossing



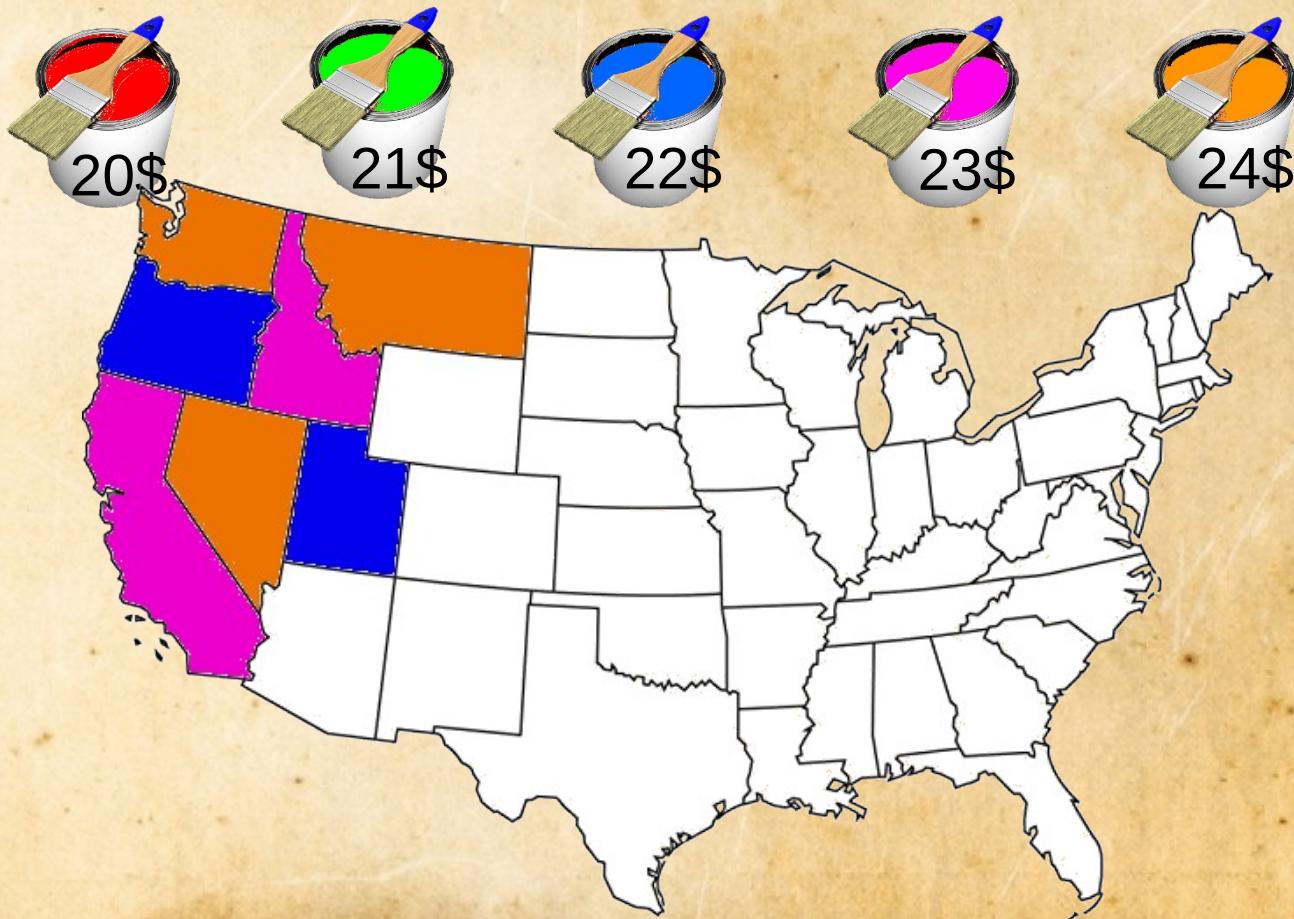
Combinaties?



- Breadth first + Beam search + look-ahead?
- Depth first + pruning?

Combinaties?

- Breadth first + Beam search + look-ahead?
- Depth first + pruning?



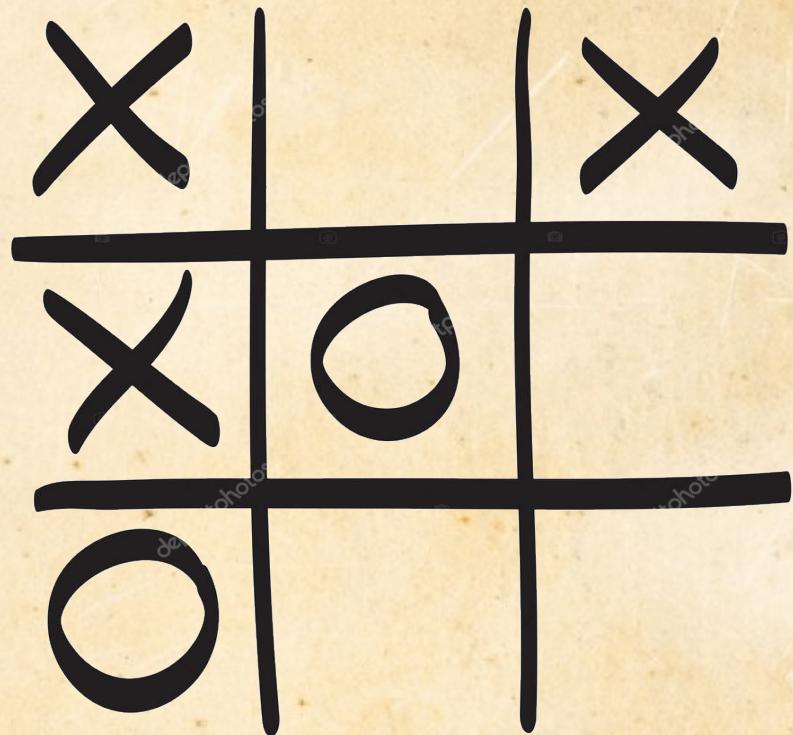
Heuristieken



- Oud Grieks:
 - *heurískō*: vinden, vergelijk
 - *heurèka*: ik heb het gevonden
- Wikipedia:
 - Is any approach to problem solving or self-discovery that employs a practical method that is not guaranteed to be optimal, perfect or rational, but which is nevertheless sufficient for reaching an immediate, short-term goal.
- Bas:
 - Praktische vuistregel waarmee je (sneller) tot een (betere maar) (misschien) niet optimale oplossingen komt.

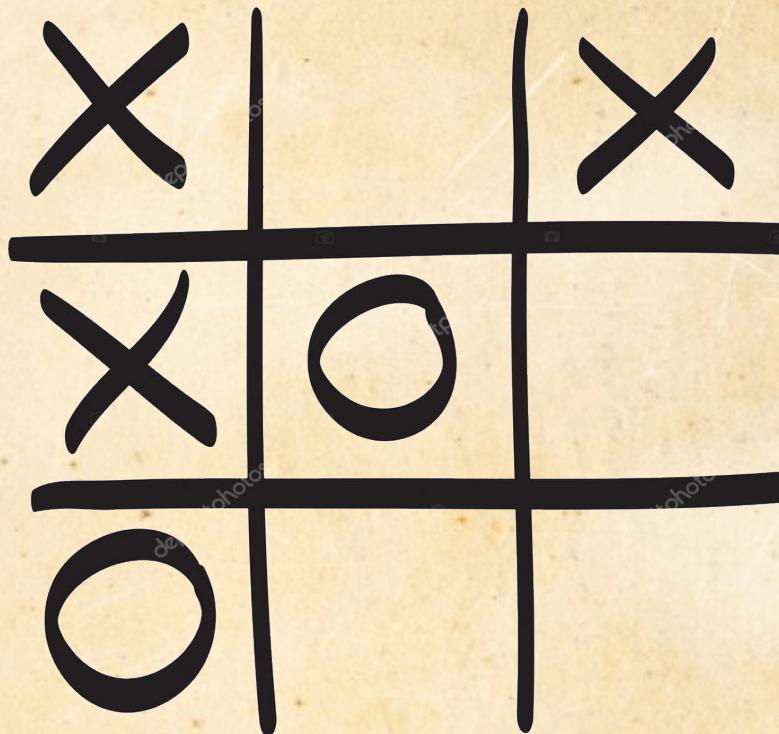
Heuristieken

- Spelletjes: eerste zet doe ik in het midden



Heuristieken

- Spelletjes: eerste zet doe ik in het midden



A Knowledge-based Approach of Connect-Four
The Game is Solved: White Wins
Victor Allis, Vrije Universiteit, 1988

Numberphile:
<https://www.youtube.com/watch?v=yDWPi1pZ0Po>



Heuristieken

- Spelletjes: hoe goed is een positie?

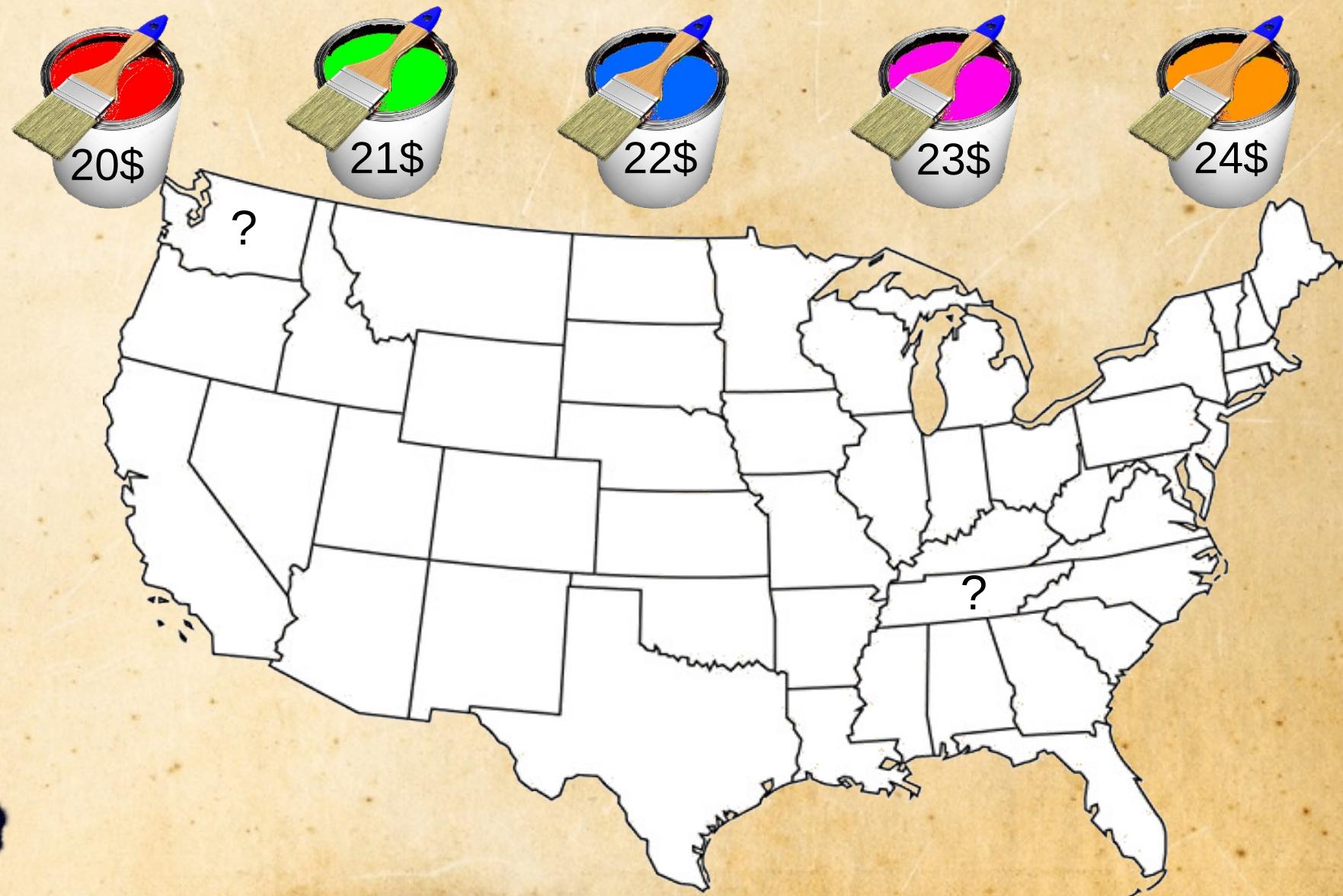


Heuristieken

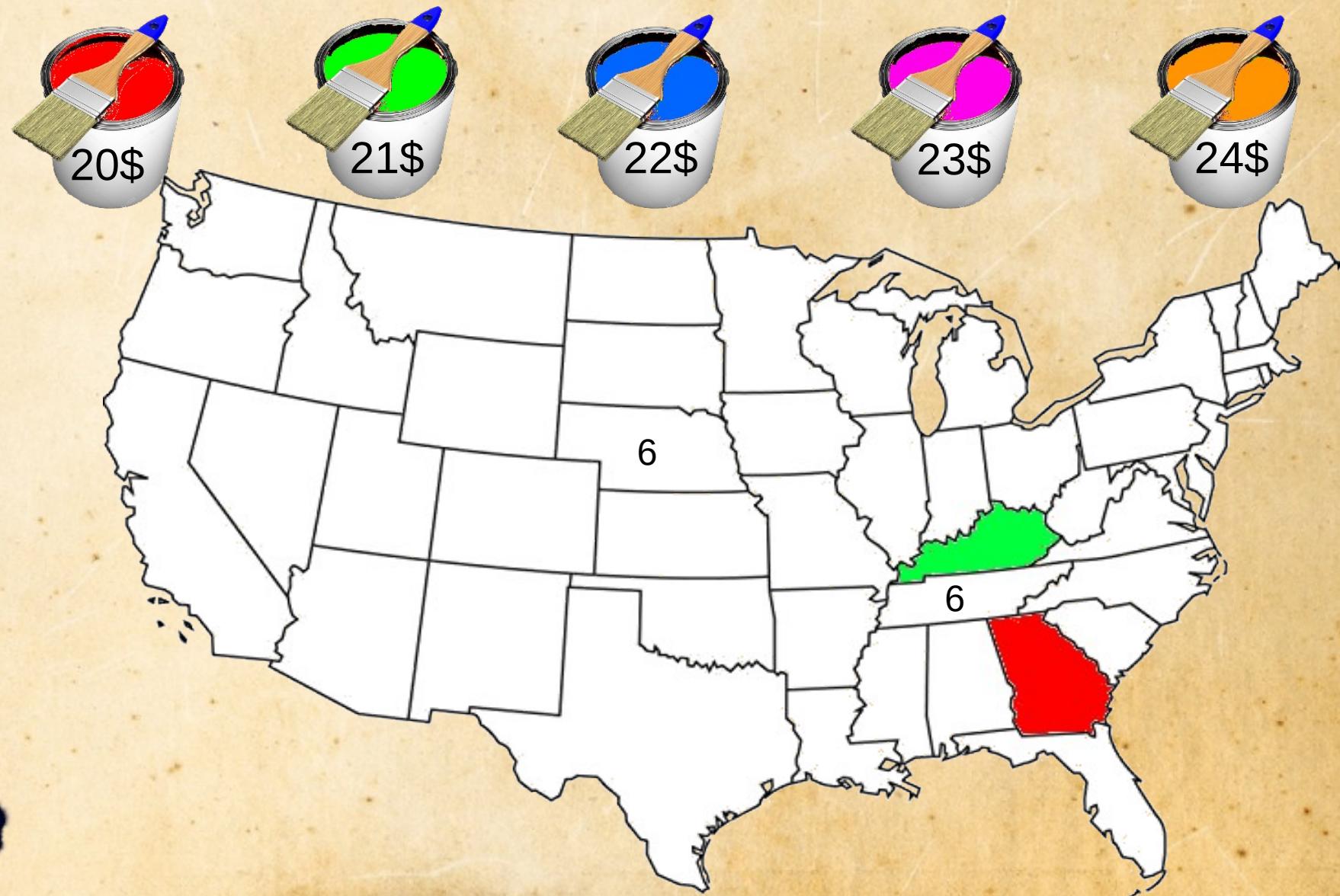
- Inpakken: grootste spullen eerst



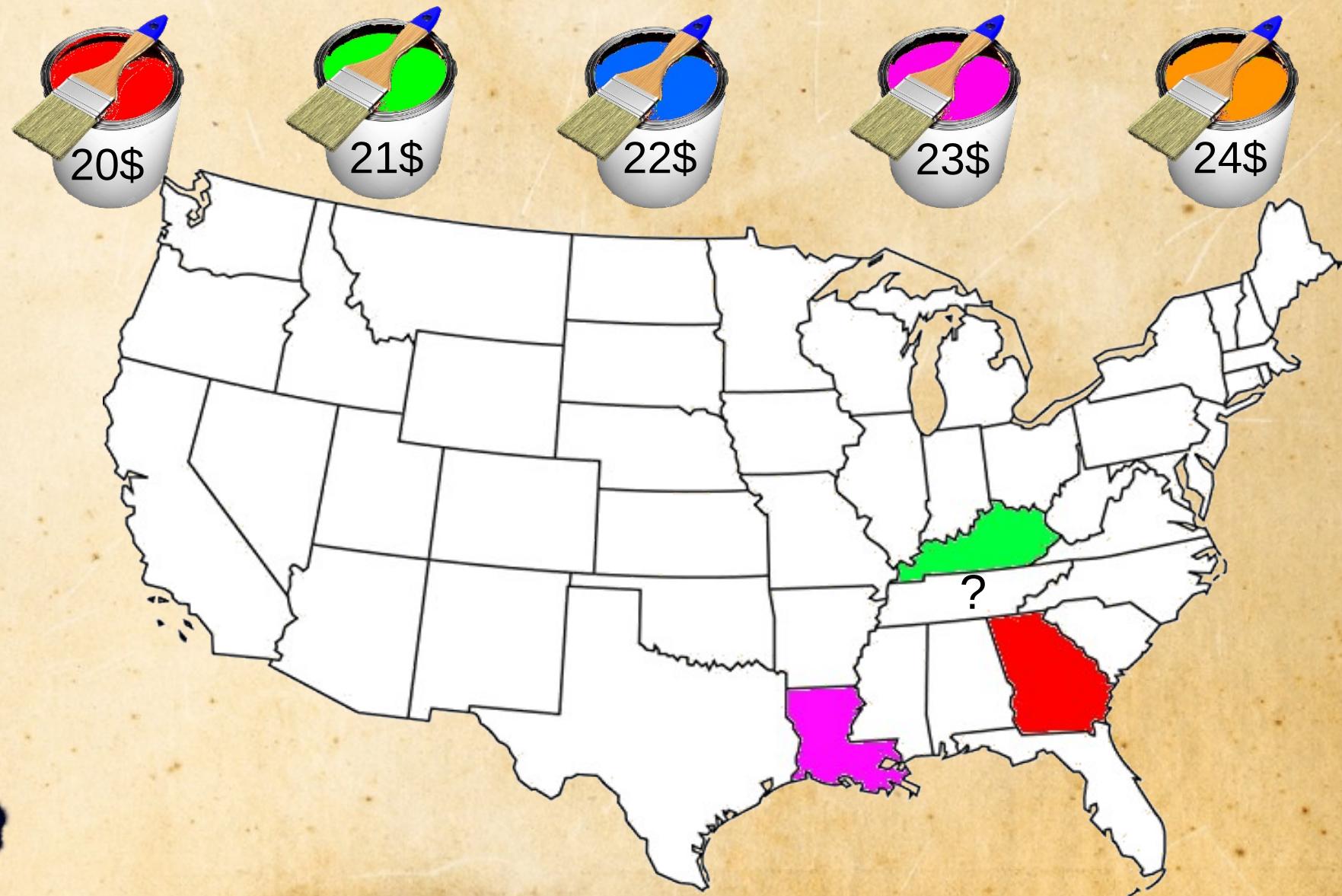
Kaart kleuren



Kaart kleuren



Kaart kleuren

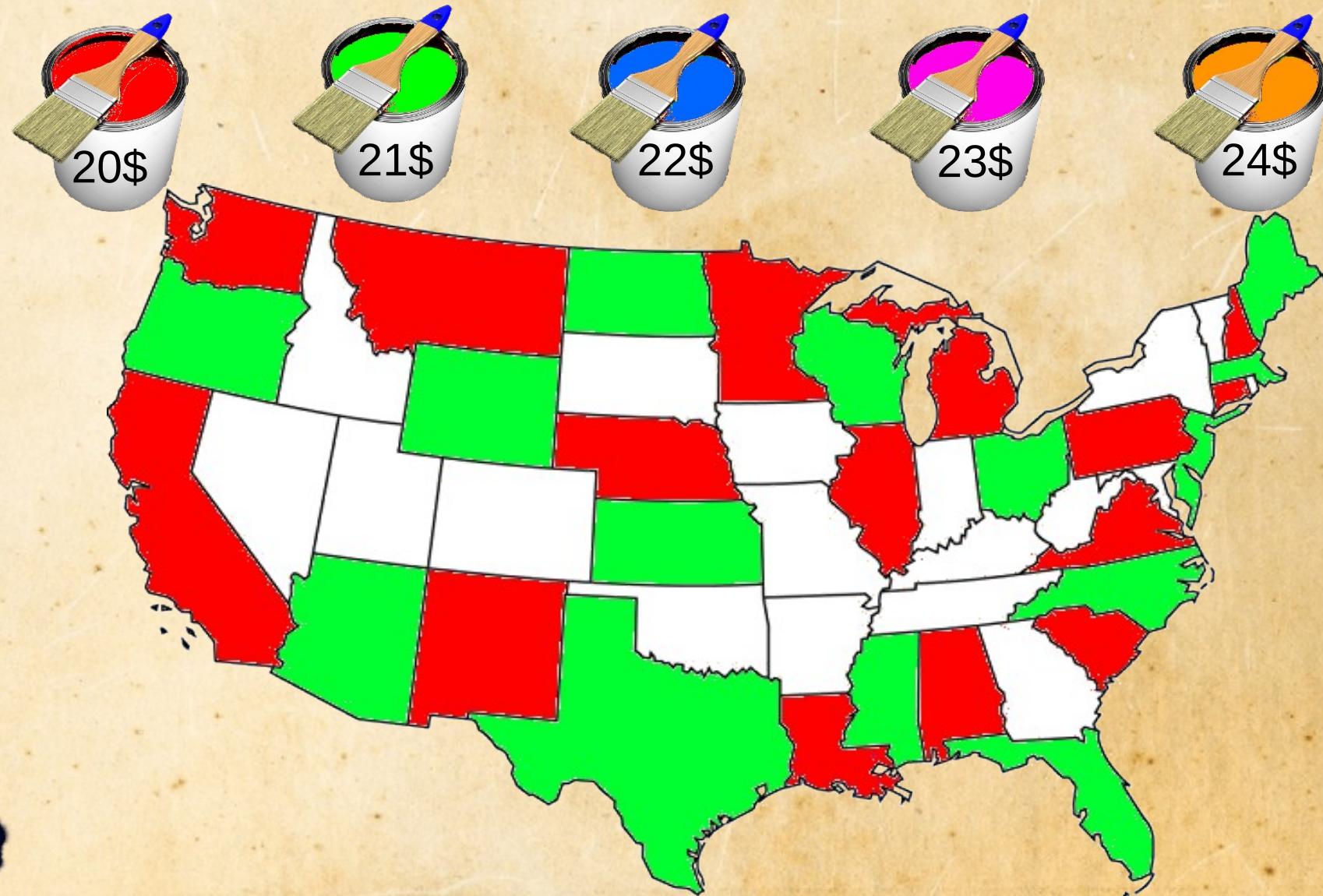


Heuristiek

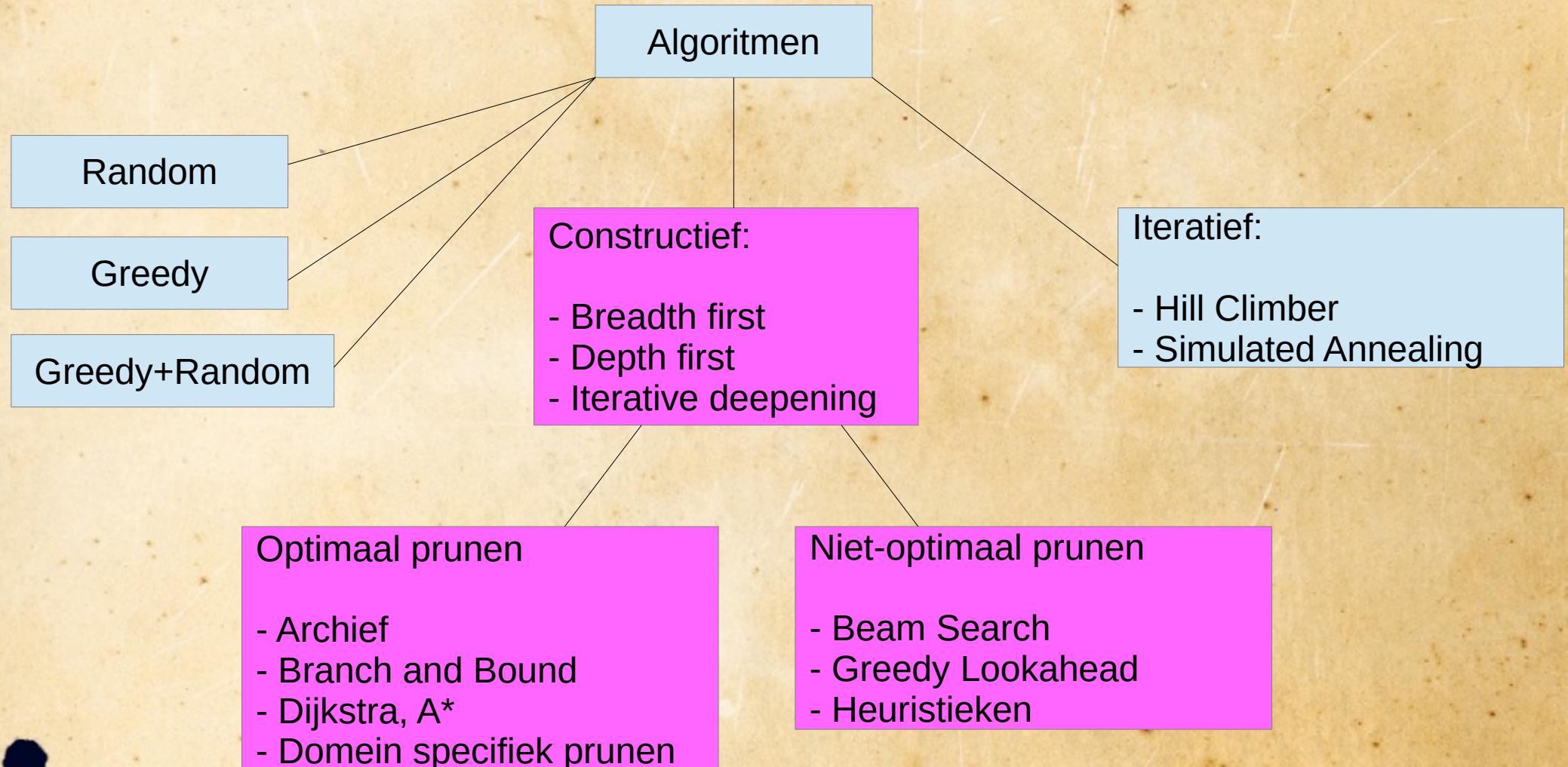


- Most Constraint Variable (MCV)
 - Meeste constraints met andere variabele
 - Minst aantal mogelijke waarden over
- Least Constraint Value (LCV)

Heuristiek: goedkoopste eerst?



Algoritmen

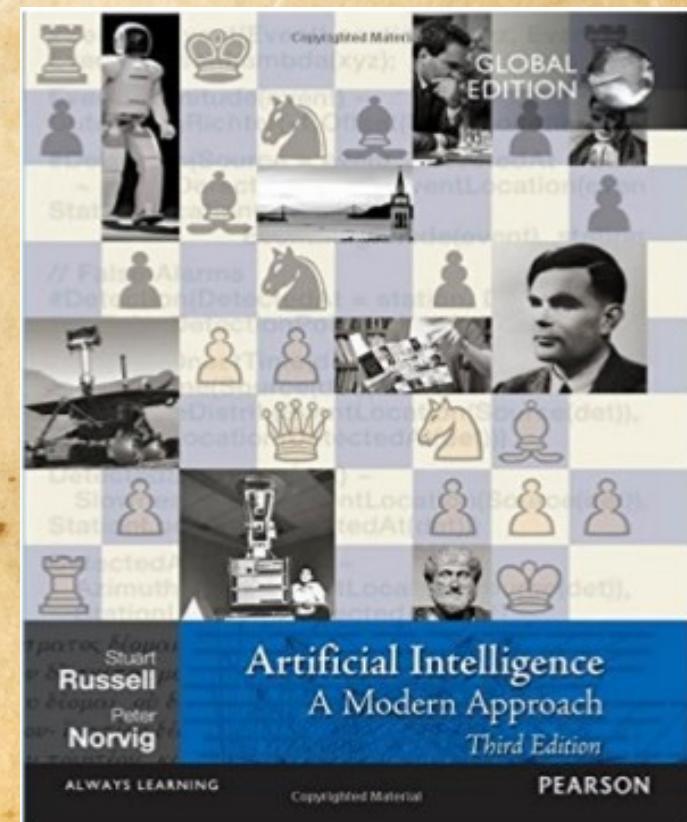


Literatuur

Artificial Intelligence: A Modern Approach Third Edition

Stuart J. Russell and Peter Norvig

- prgrf 3.4 Breadth first, Depth first
- prgrf 3.5 A*
- prgrf 6.3 Most Constraint Variable heuristic

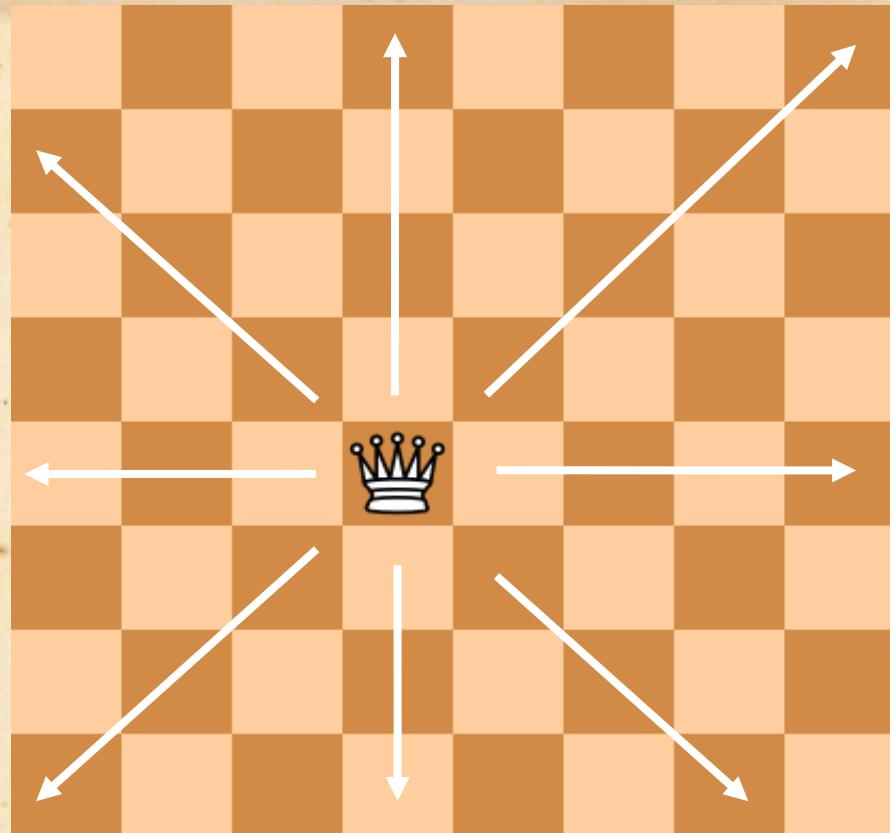


Lecture video 2020, terugkijken



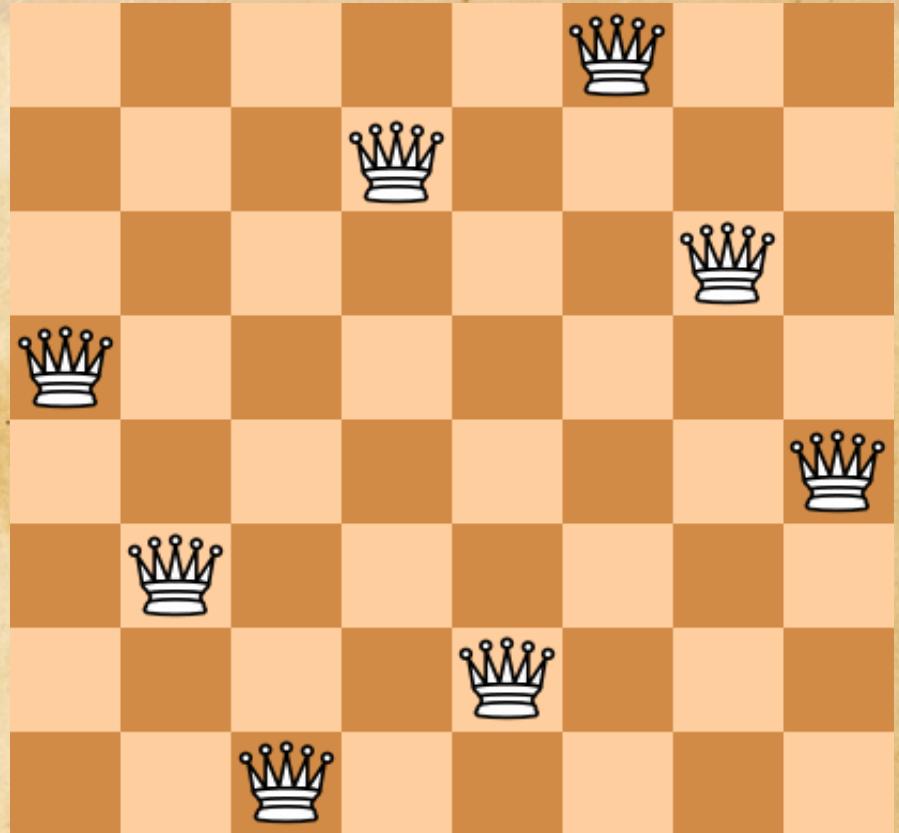
- Youtube playlist, Constructieve algoritme
 - <https://www.youtube.com/playlist?list=PLJBtJTYGPSzIfEzXpszM8Ewsllwfa0d6T>

Toetje: N-Queens



State space?

Order: no Repetition: no



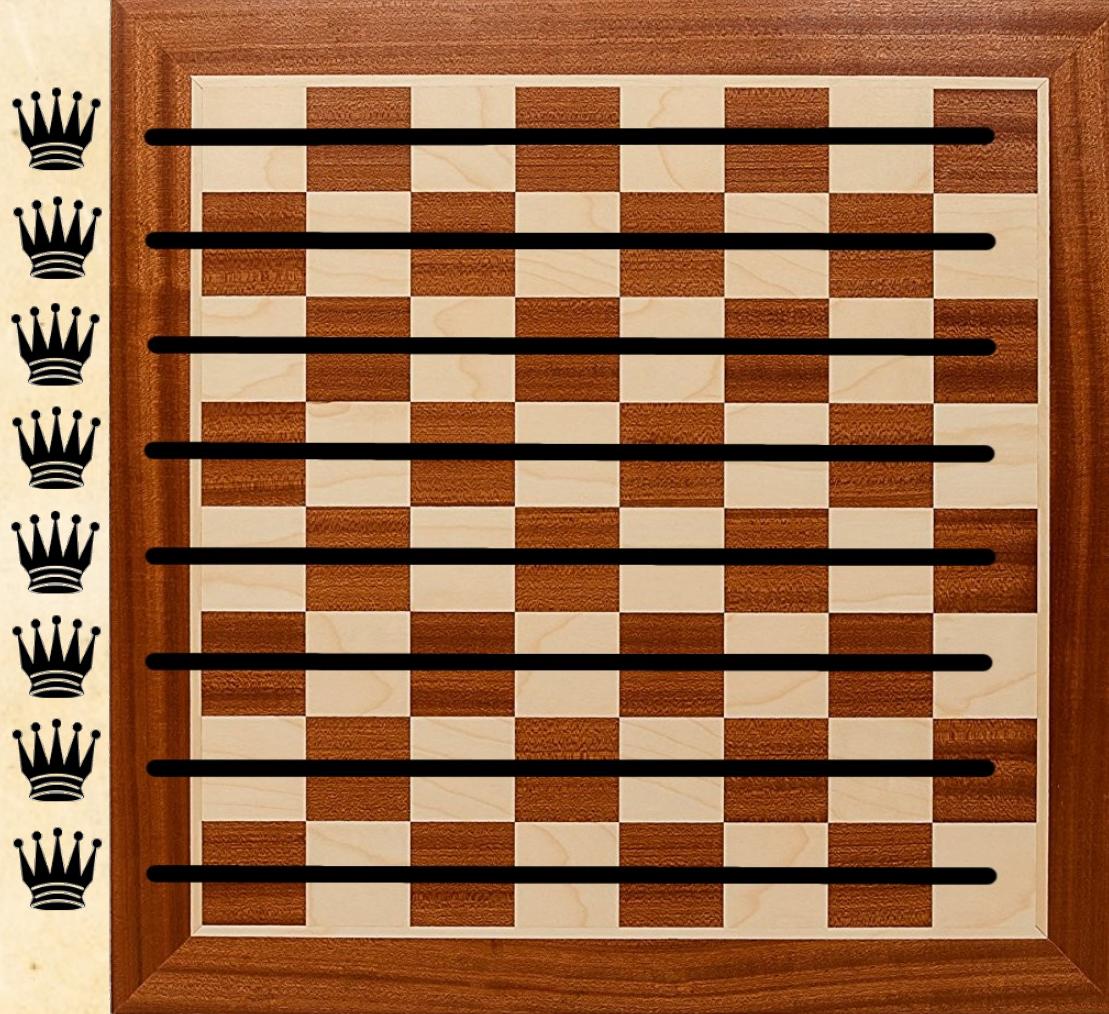
$$\frac{(N \times N)!}{(N! \times (N \times N - N)!)}$$

$$N=8: \frac{(8 \times 8)!}{(8! \times (8 \times 8 - 8)!) } = \frac{64 \times 63 \times 62 \times 61 \times 60 \times 59 \times 58 \times 57}{8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1} = 4426165368$$

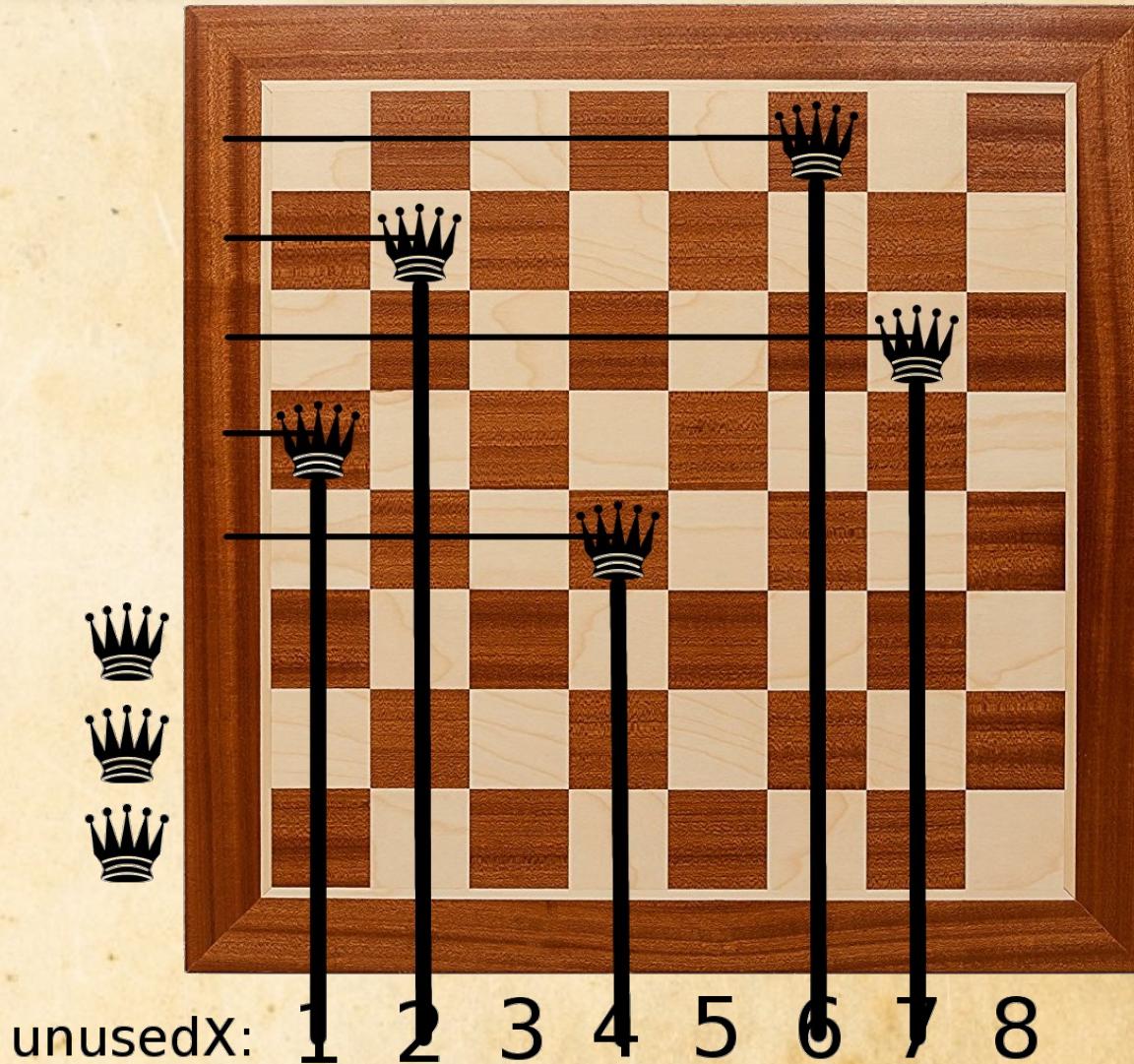
N-Queens

Queens	Squares	State Space	Approximate Time to Solve
8	64	4426165368	4.42 Seconds
9	81	260887834350	4.34 Minutes
10	100	17310309456440	4.8 Hours
11	121	1276749965026540	14.77 Days
12	144	103619293824707000	39.40 Months
13	169	9176358300744340000	290.78 Years
14	196	880530516383349000000	27 902.92 Years
15	225	9100556781177500000000	2 883 854.02 Years
16	256	10078751602022300000000000	319 383 187 Years
17	289	1190739044344490000000000000	$3.77330493 \times 10^{10}$ Years
18	324	149482492334195000000000000000	$4.73691552 \times 10^{12}$ Years
19	361	19870867053543800000000000000000	$6.29683229 \times 10^{14}$ Years
20	400	278836098367090000000000000000000	$8.83597149 \times 10^{16}$ Years

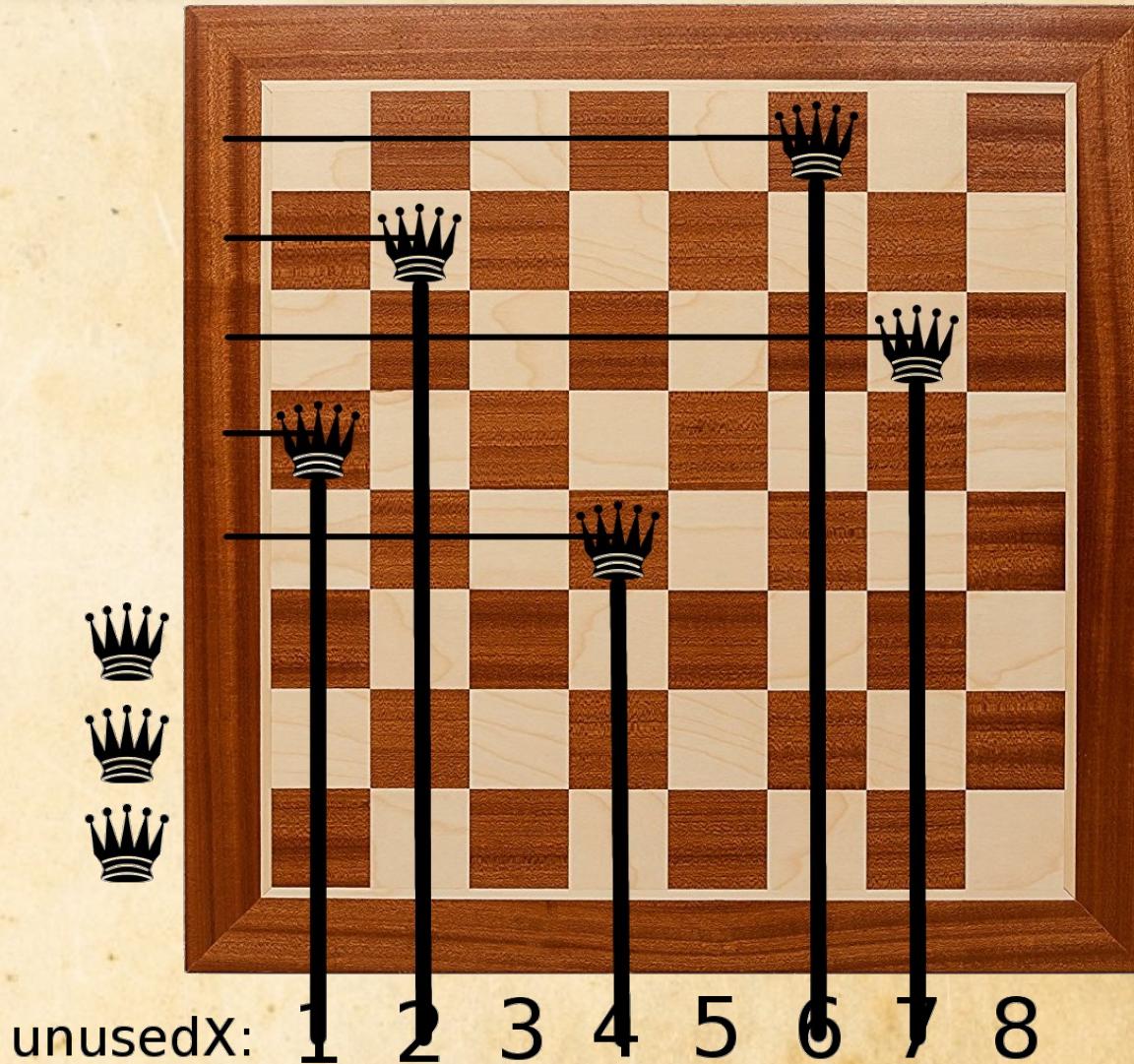
N-Queens, representatie



N-Queens, representatie



N-Queens, representatie

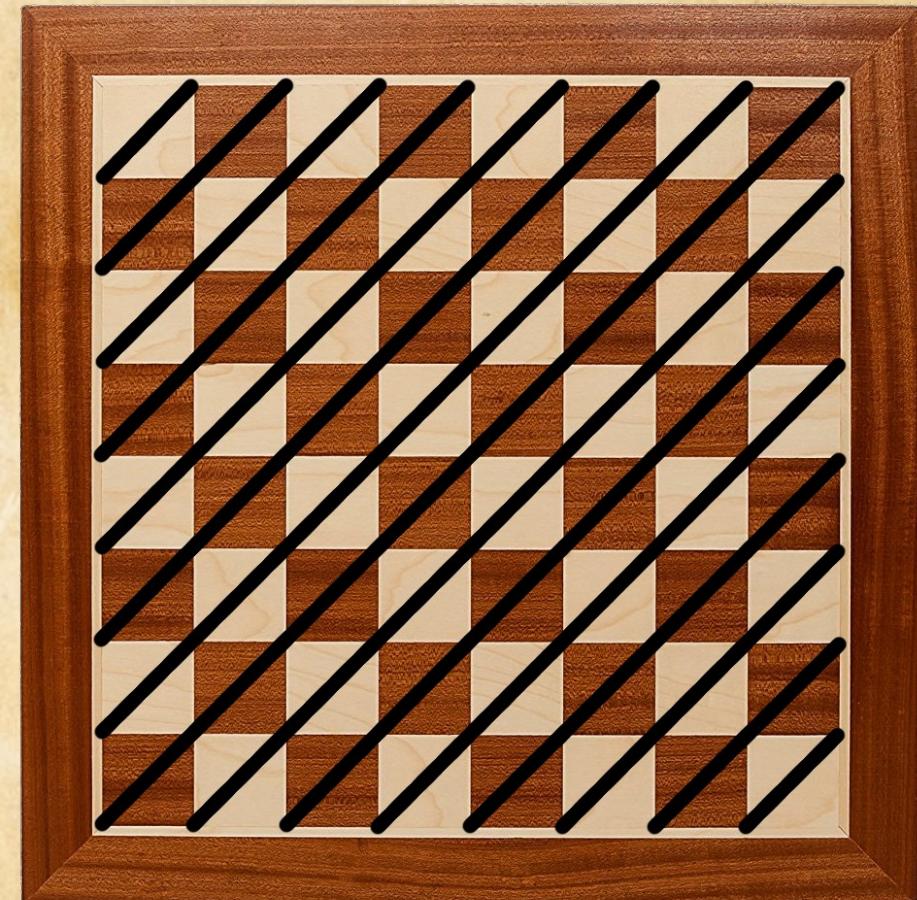
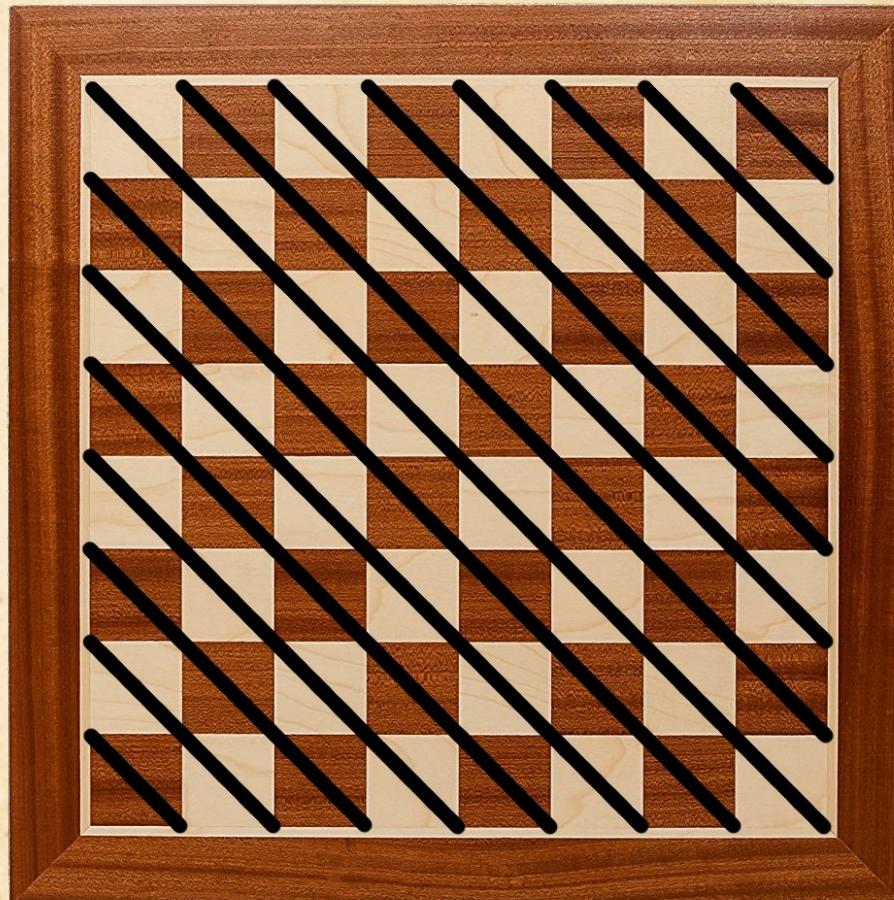


State space: $N!$ (symmetrie?)

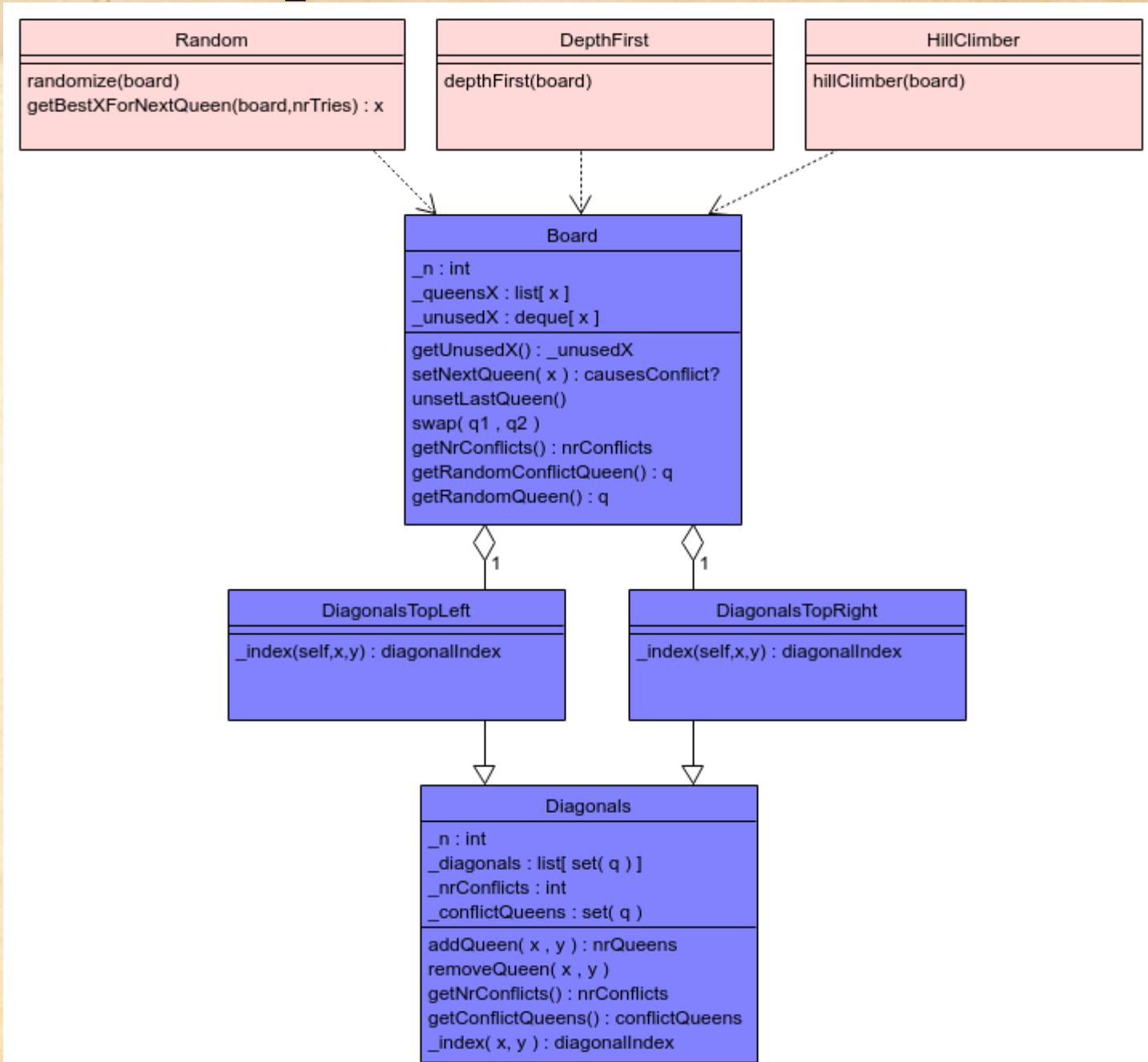
N-Queens, representatie



Alleen nog conflicten op de $N+N-1$ 'Top-Left' en $N+N-1$ 'Top-Right' diagonalen



N-Queens, representatie



N-Queens, Demo



GitHub: <https://github.com/bterwijn/NQueens>