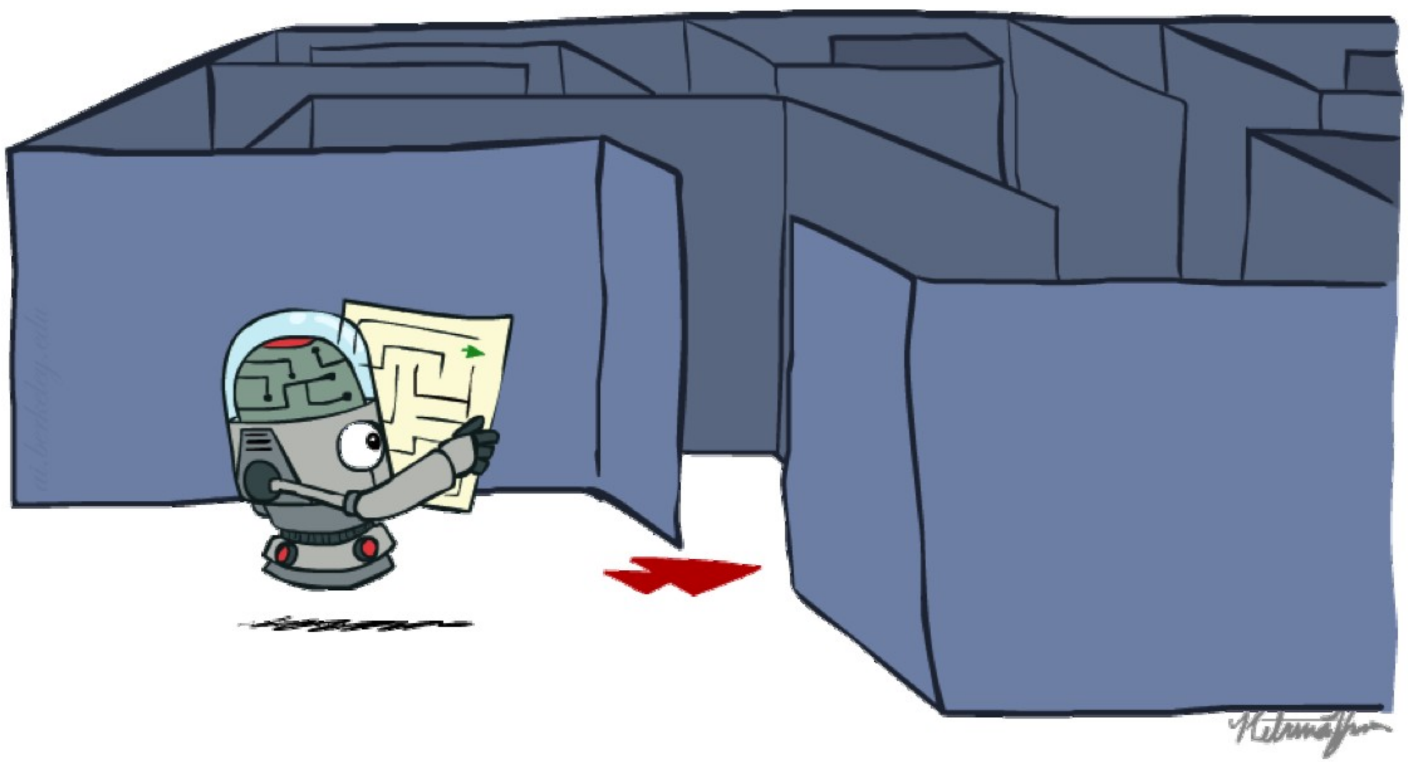
Fundamentals of Artificial Intelligence

Search



Course Topics

Search problems

Markov decision processes

Adversarial games

Constraint satisfaction problems

Bayesian networks

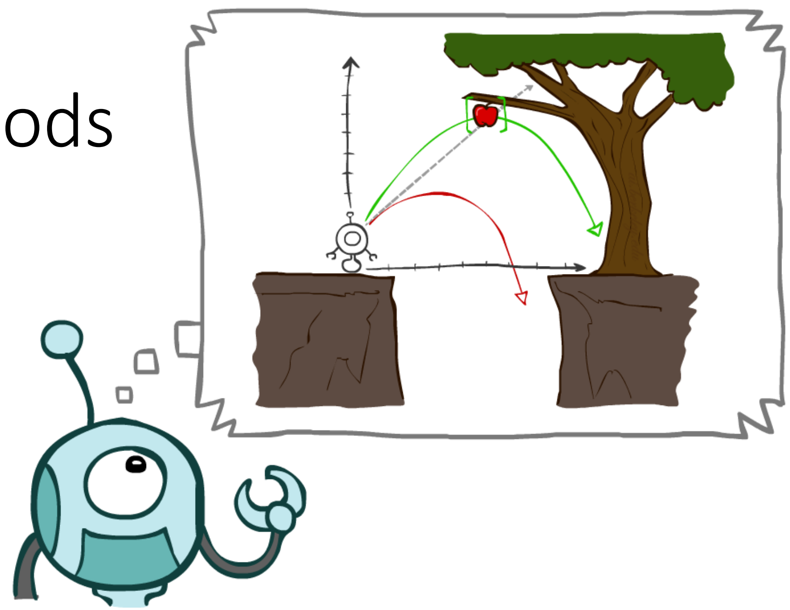
Reflex **States** **Variables** **Logic**

"Low-level intelligence" "High-level intelligence"

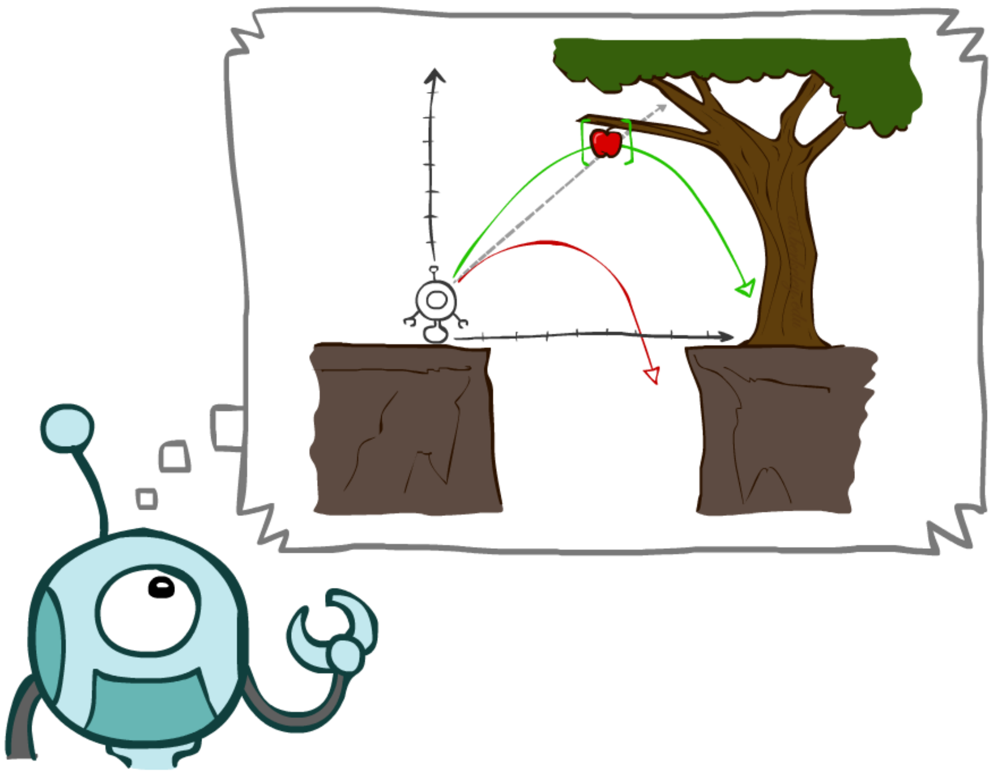
Machine learning

Today

- Agents that Plan Ahead
- Search Problems
  - Concepts
  - Formulation
- Uninformed Search Methods
  - Depth-First Search
  - Breadth-First Search
  - Uniform-Cost Search



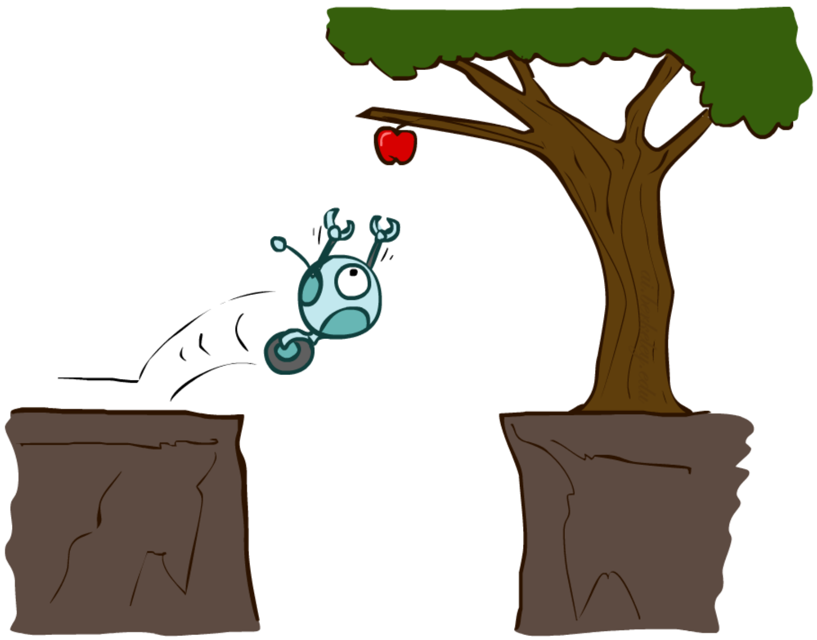
Agents that Plan

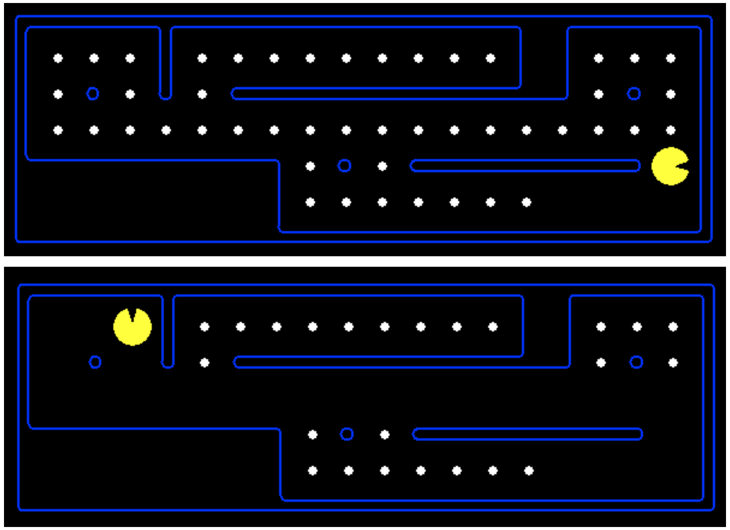


Reflex Agents

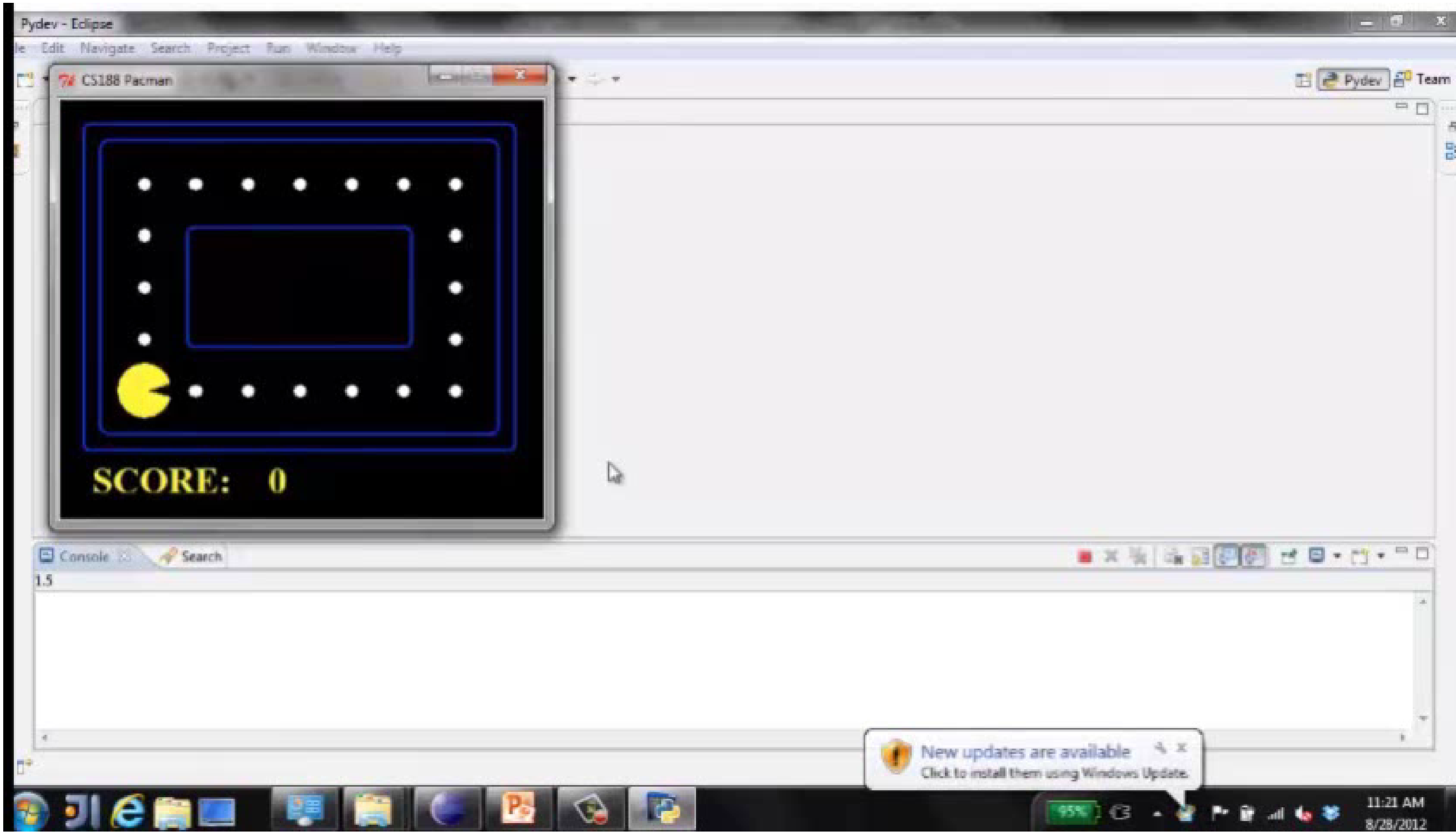
- Reflex agents:
  - Choose action based on current percept (and maybe memory)
  - May have memory or a model of the world's current state
  - Do not consider the future consequences of their actions
  - Consider how the world IS

- Can a reflex agent be rational?

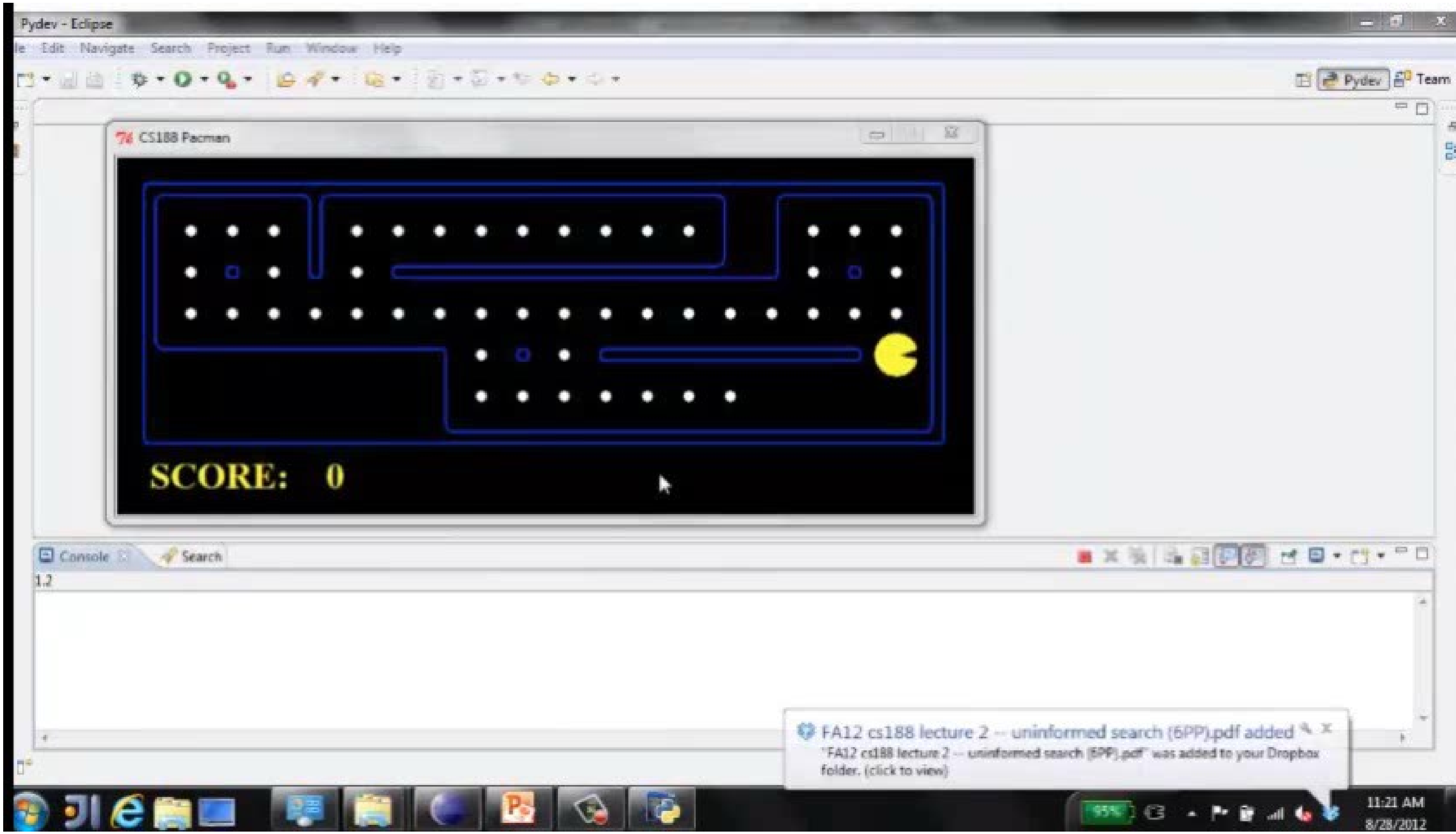




Video of Demo Reflex Optimal

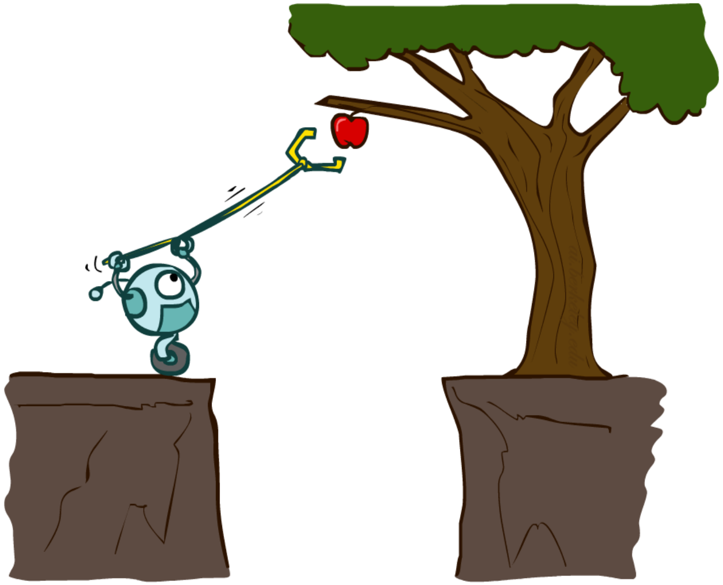


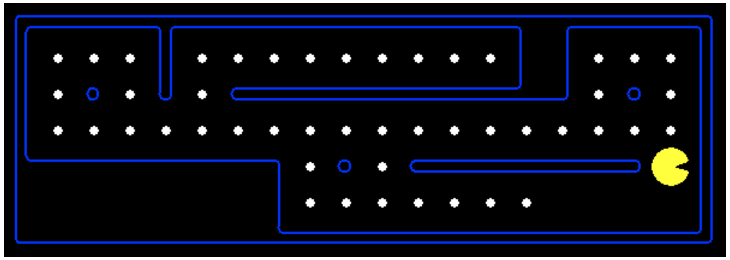
Video of Demo Reflex Odd

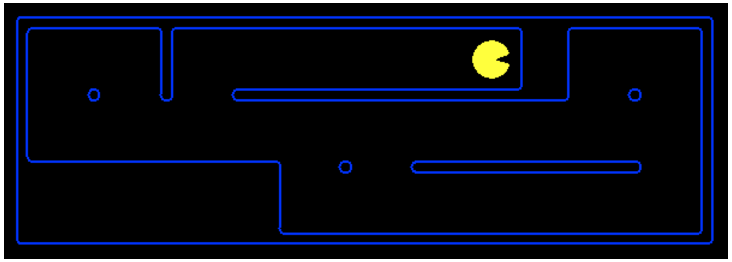


Planning Agents

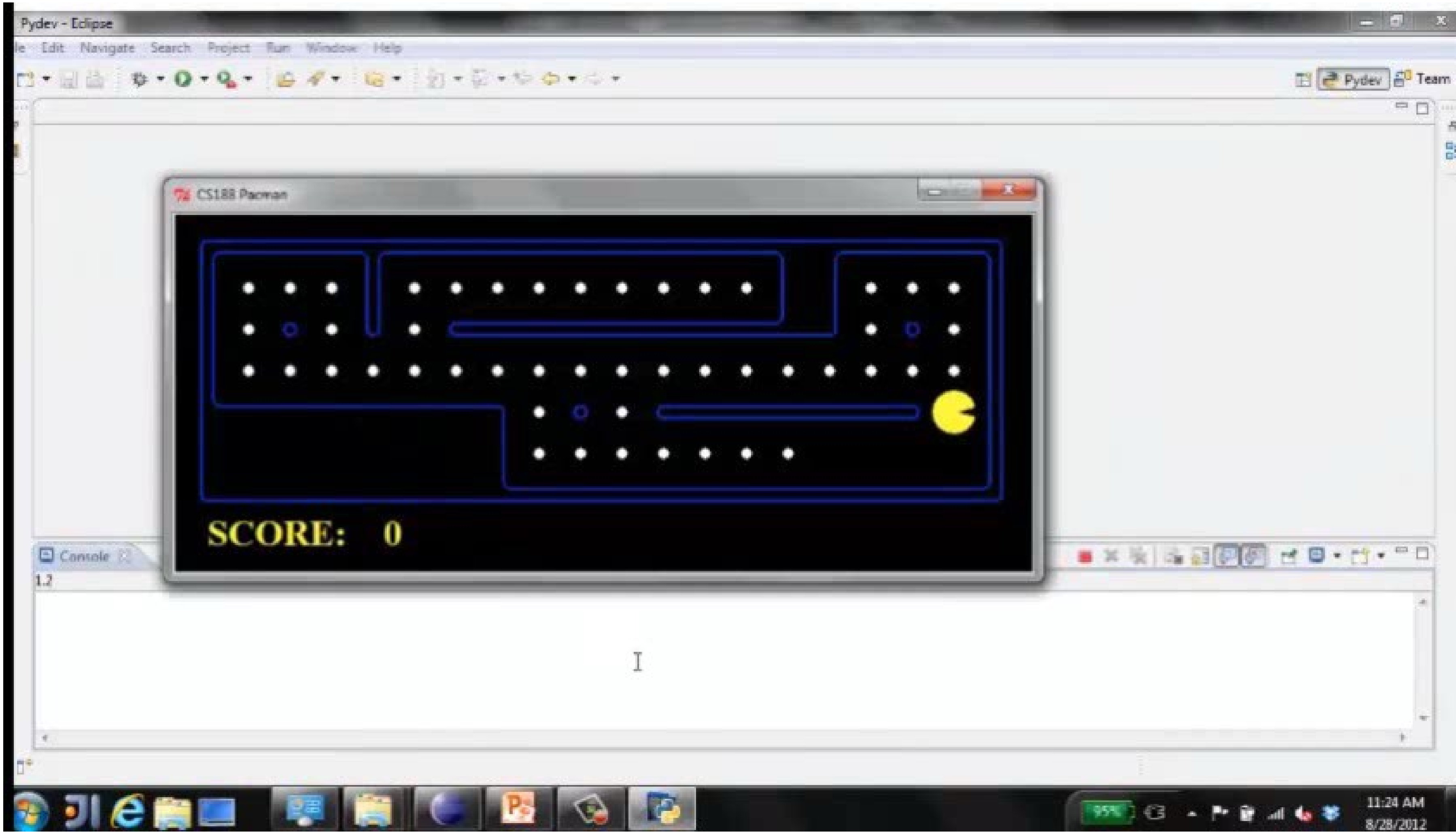
- Planning agents:
  - Ask "what if"
  - Decisions based on (hypothesized) consequences of actions
  - Must have a model of how the world evolves in response to actions
  - Must formulate a goal (test)
  - Consider how the world WOULD BE
- Optimal vs. complete planning
- Planning vs. replanning



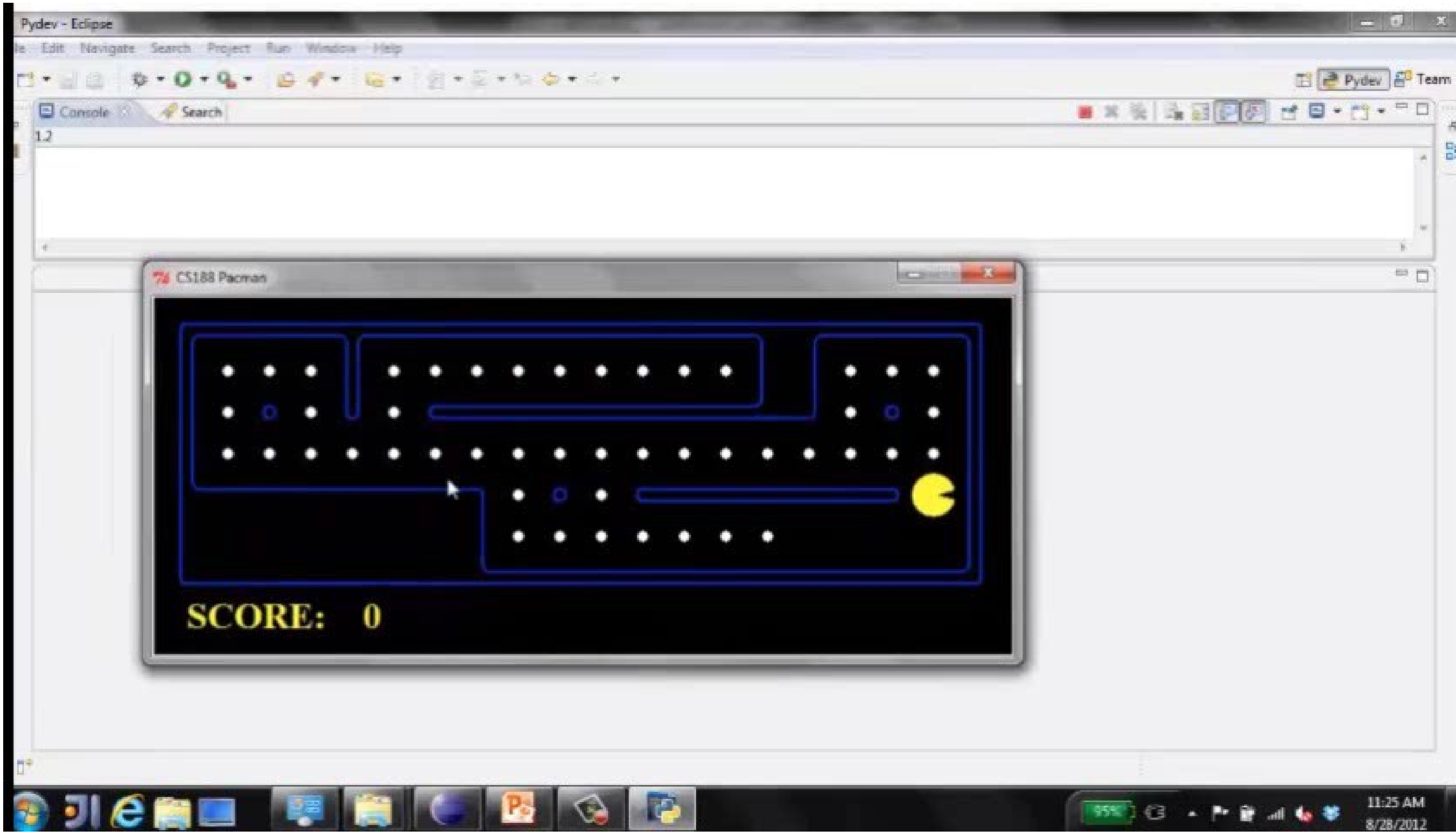




Video of Demo Replanning



Video of Demo Mastermind



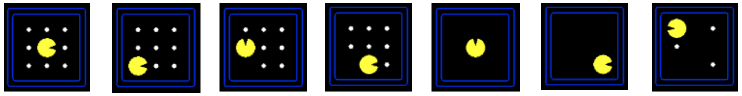
Search Problems: Real Maps

http://www.cs.mun.ca/~dchurchill/starcraftaicomp/

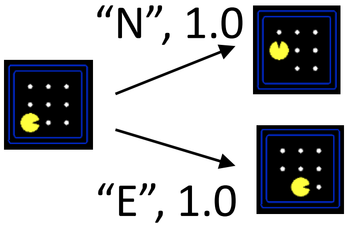
Search Problems: Looking Ahead

Search Problems: Concepts

- A search problem consists of:
  - A state space



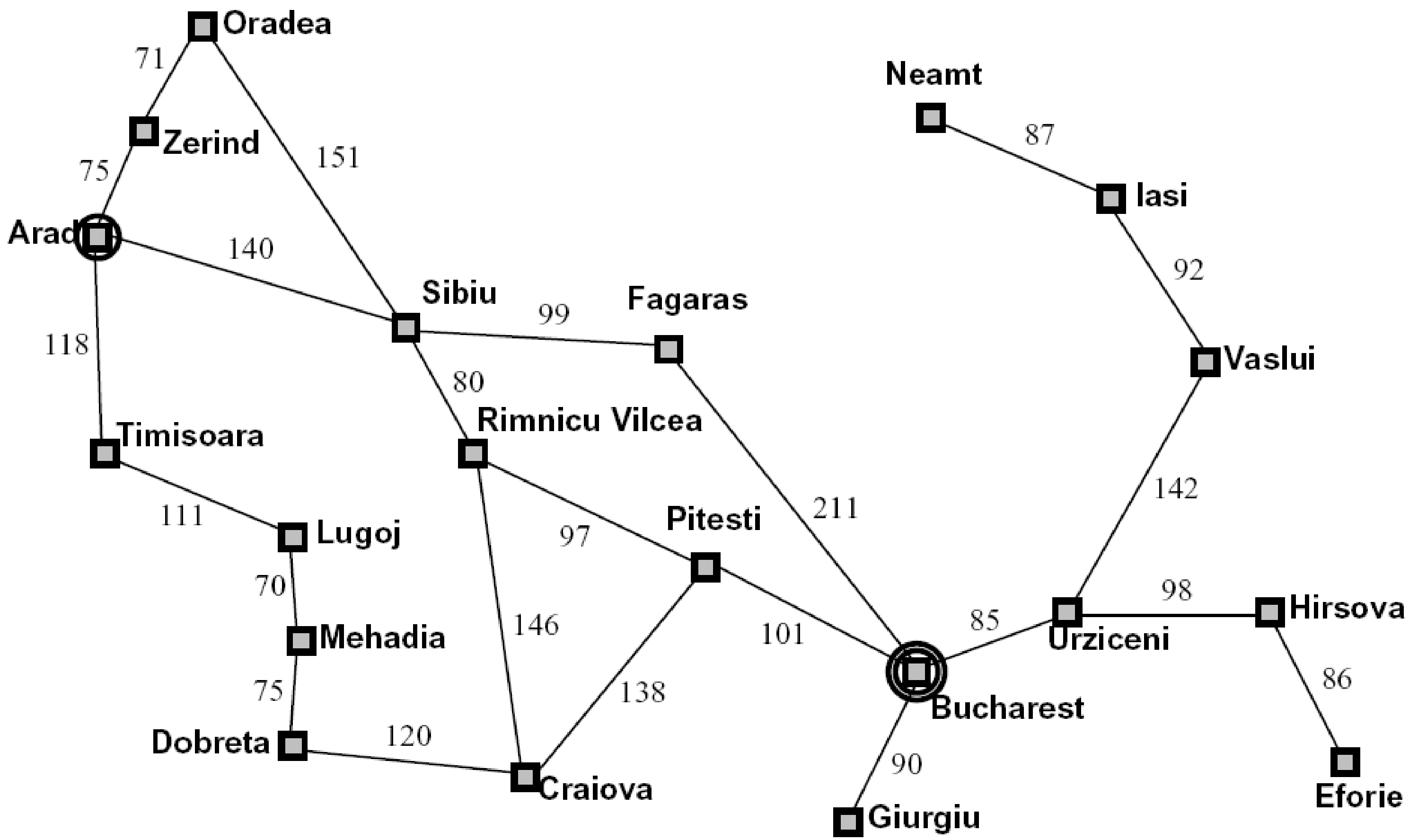
  - A successor function (with actions, costs)



  - A start state and a goal test

- A solution is a sequence of actions (a plan) which transforms the start state to a goal state

Example: Traveling in Romania

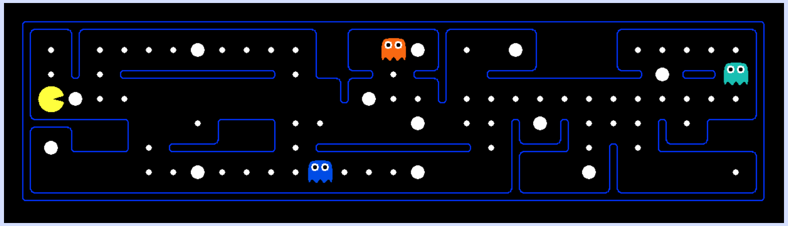


- State space:
  - Cities
- Successor function:
  - Roads: Go to adjacent city with cost = distance

- Start state:
  - Arad
- Goal test:
  - Is state == Bucharest?
- Solution?

What's in a State Space?

The world state includes every last detail of the environment



A search state keeps only the details needed for planning (abstraction)

- Problem: Pathing
  - States: (x,y) location
  - Actions: NSEW
  - Successor: update location only
  - Goal test: is (x,y)=END
- Problem: Eat-All-Dots
  - States: {(x,y), dot booleans}
  - Actions: NSEW
  - Successor: update location and possibly a dot boolean
  - Goal test: dots all false

State Space Sizes?

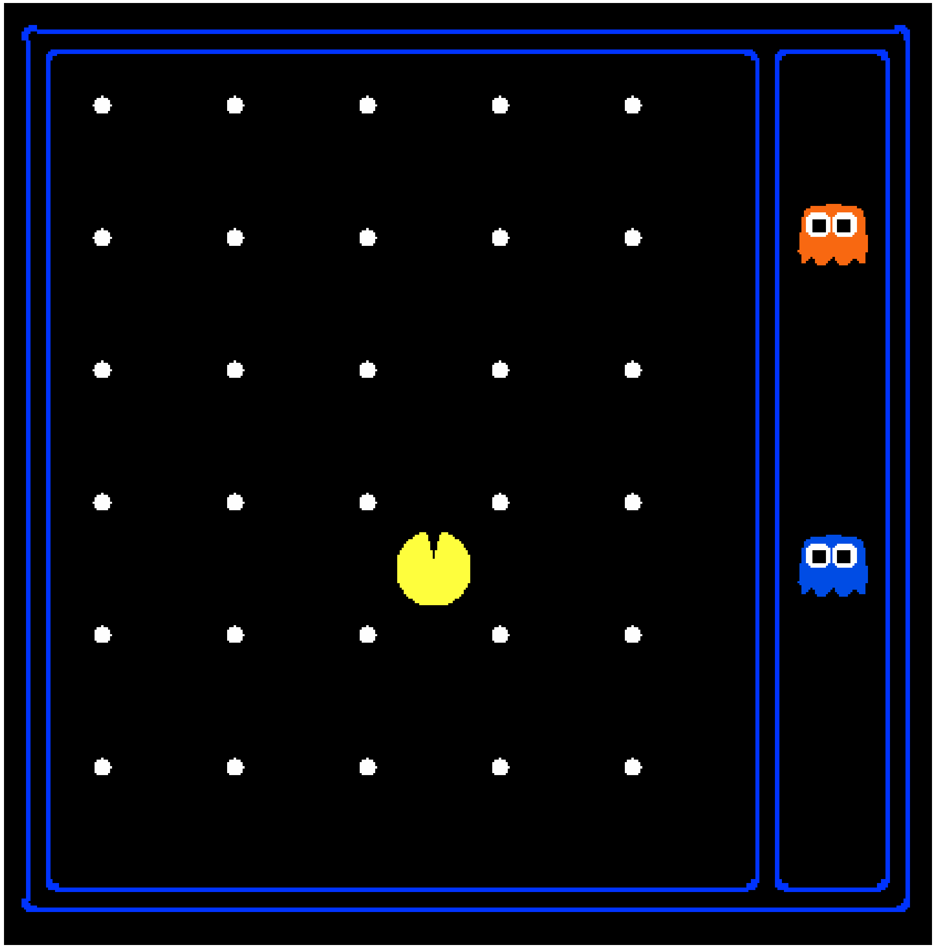
- World state:
  - Agent positions: 120
  - Food count: 30
  - Ghost positions: 12
  - Agent facing: NSEW

- How many
  - World states?

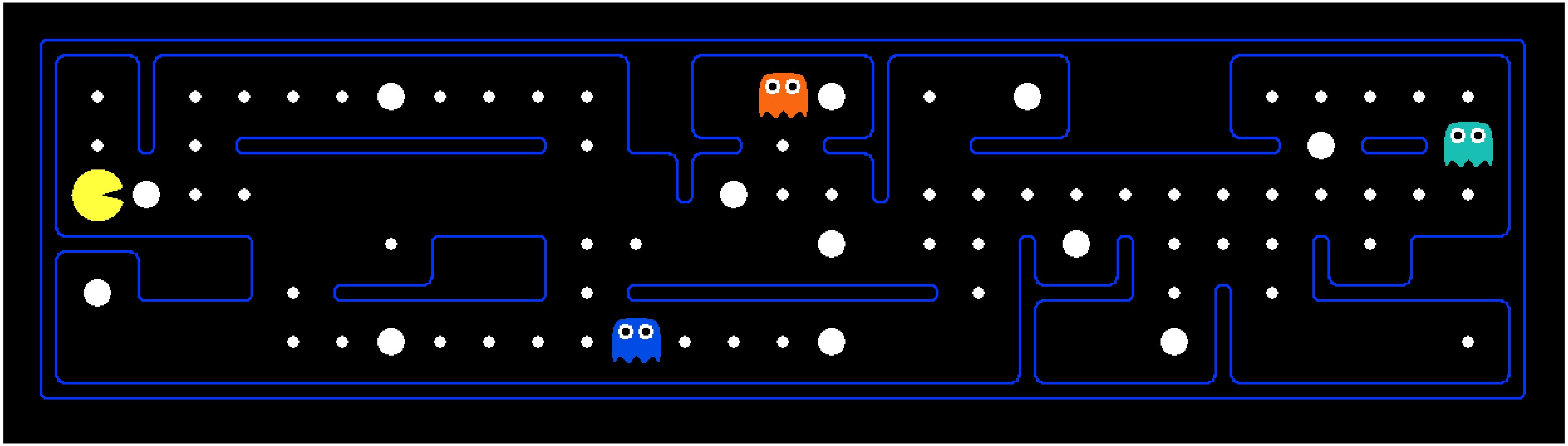
    $120\text{x}(2^{30})\text{x}(12^2)\text{x}4$
  - States for pathing?

    120
  - States for eat-all-dots?

    $120\text{x}(2^{30})$



Quiz: Safe Passage



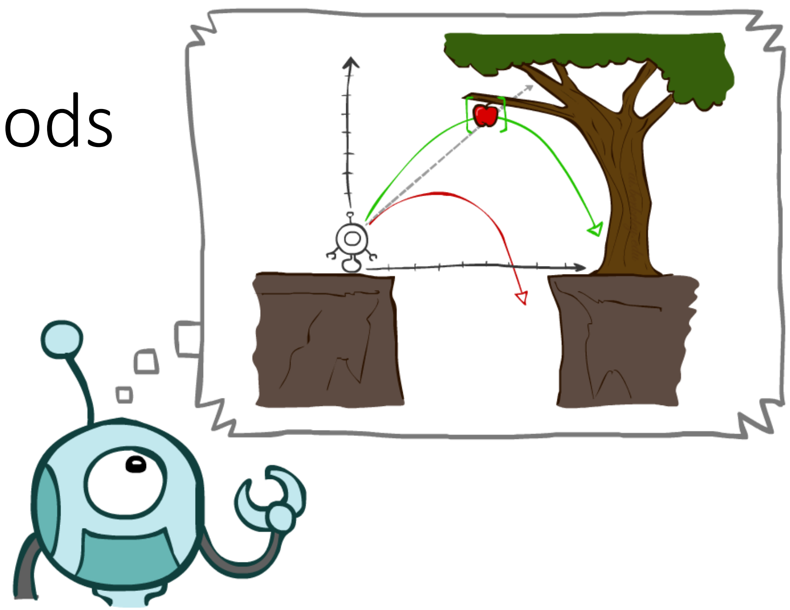
- Problem: eat all dots while keeping the ghosts scared
- What does the state space have to specify?
  - (agent position, dot booleans, power pellet booleans, remaining scared time)

Today

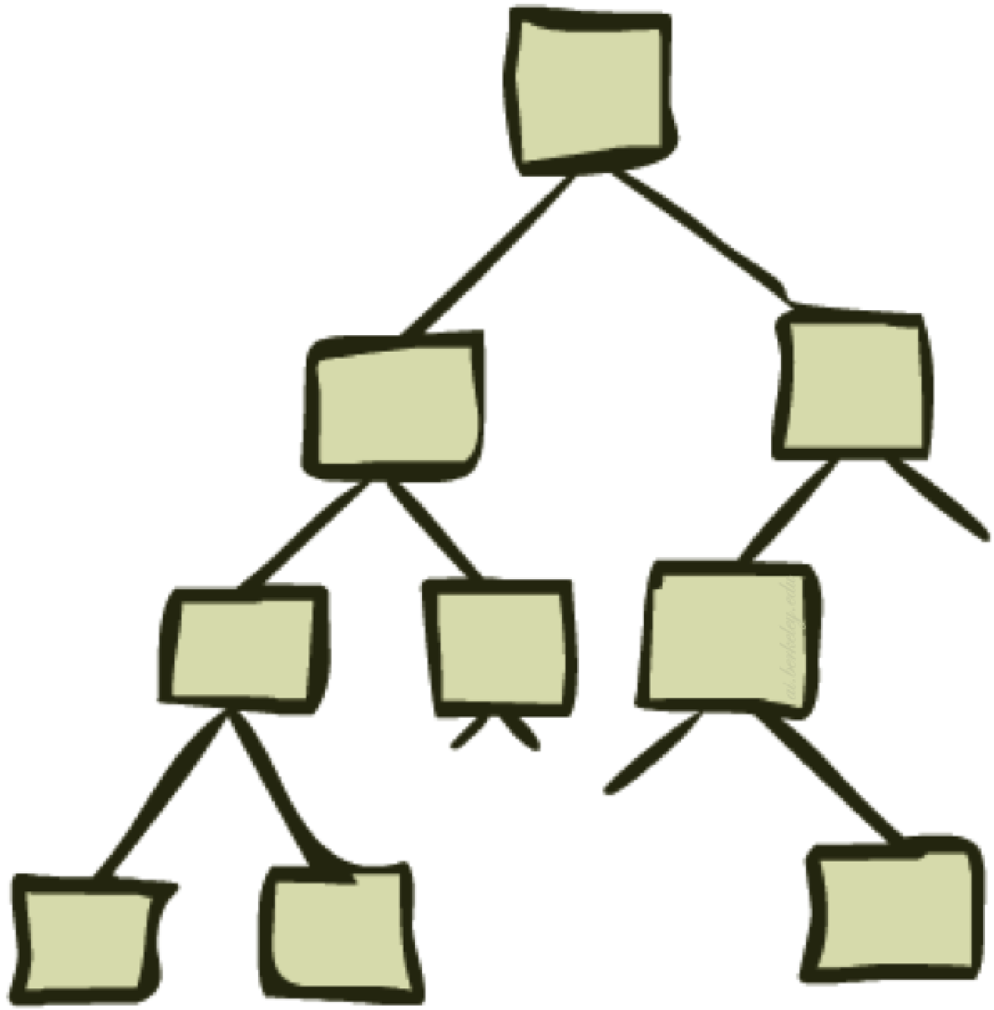
- Agents that Plan Ahead

- Search Problems
  - Concepts
  - Formulation

- Uninformed Search Methods
  - Depth-First Search
  - Breadth-First Search
  - Uniform-Cost Search

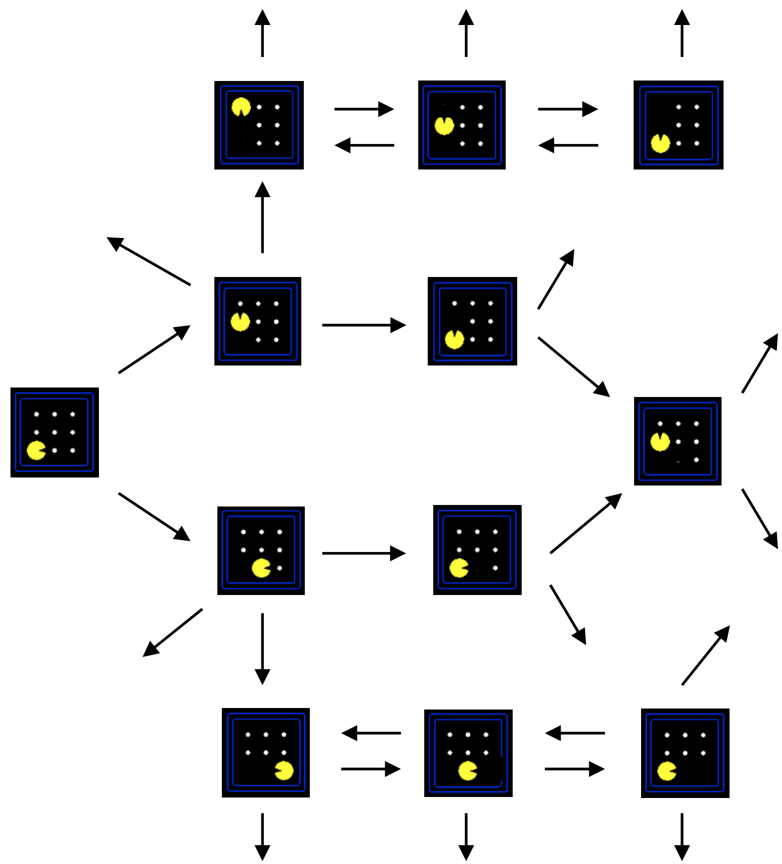


State Space Graphs and Search Trees



State Space Graphs

- State space graph: A mathematical representation of a search problem
  - Nodes are (abstracted) world configurations
  - Arcs represent successors (action results)
  - The goal test is a set of goal nodes (maybe only one)
- In a state space graph, each state occurs only once!
- We can rarely build this full graph in memory (it's too big), but it's a useful idea



World states? $120 \mathrm{x}(2^{30})\mathrm{x}(12^2)\mathrm{x}4$

State Space Graphs

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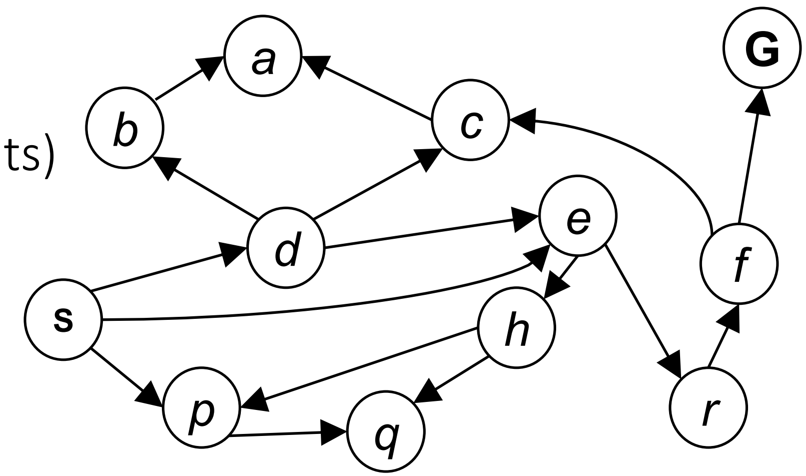
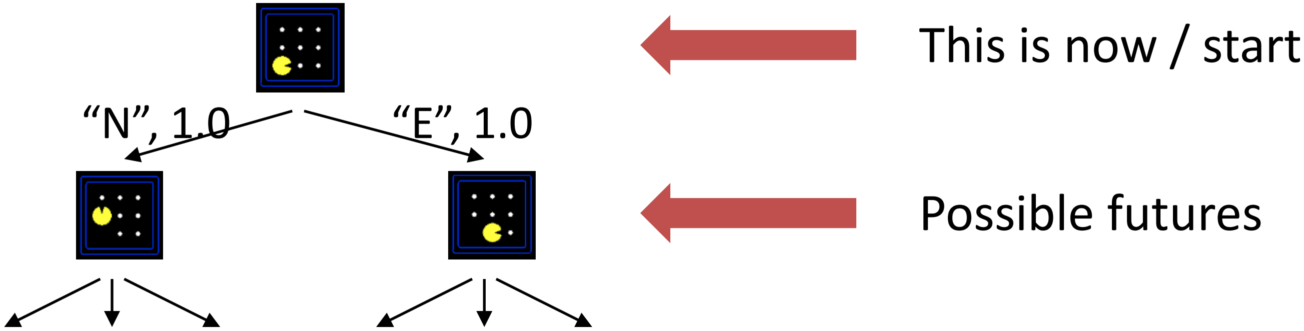


Tiny search graph for a tiny search problem

Looks familiar?
COMP 2011, 2012, 2012H

Search Trees

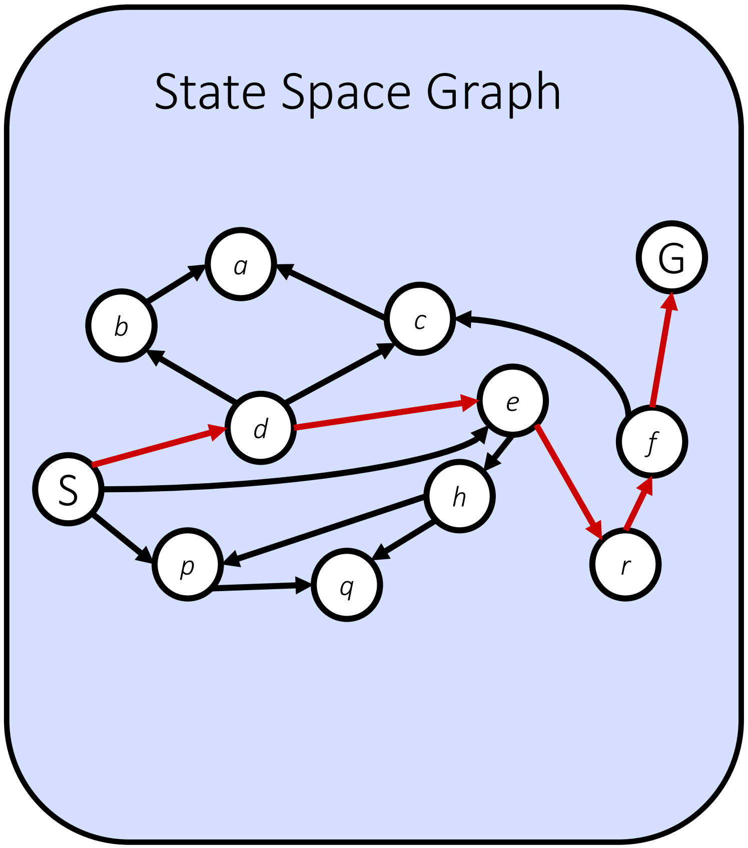


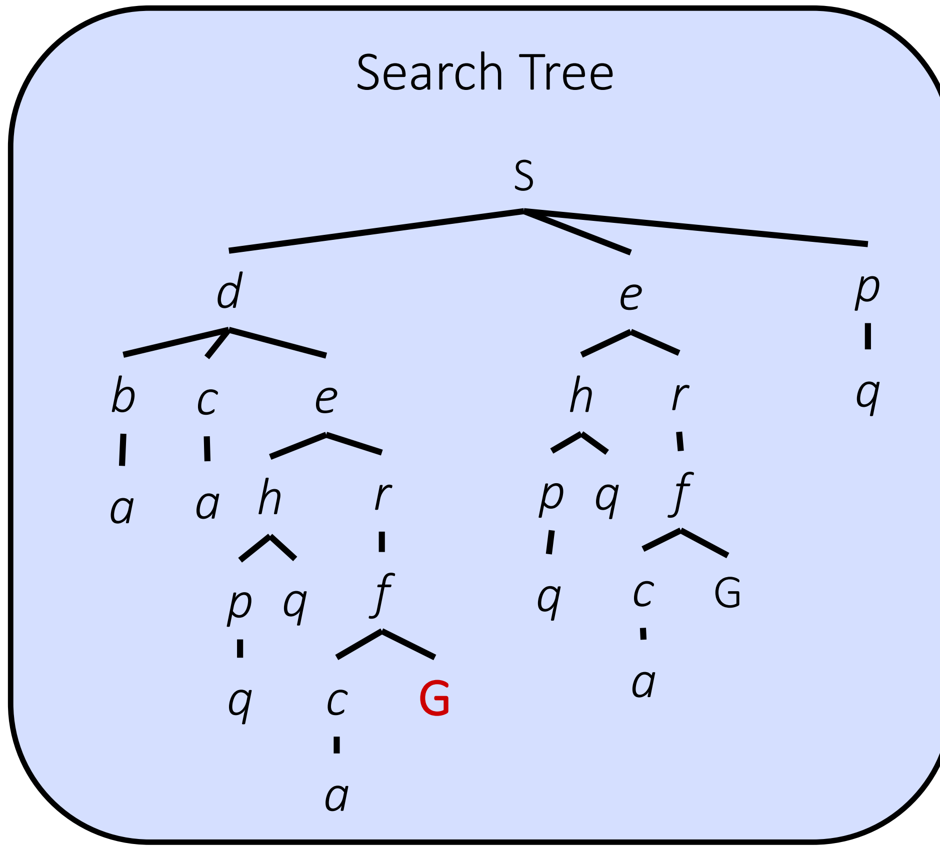
- A search tree:
  - A "what if" tree of plans and their outcomes
  - The start state is the root node
  - Children correspond to successors
  - Nodes show states, but correspond to PLANS that achieve those states
  - For most problems, we can never actually build the whole tree

State Space Graphs vs. Search Trees

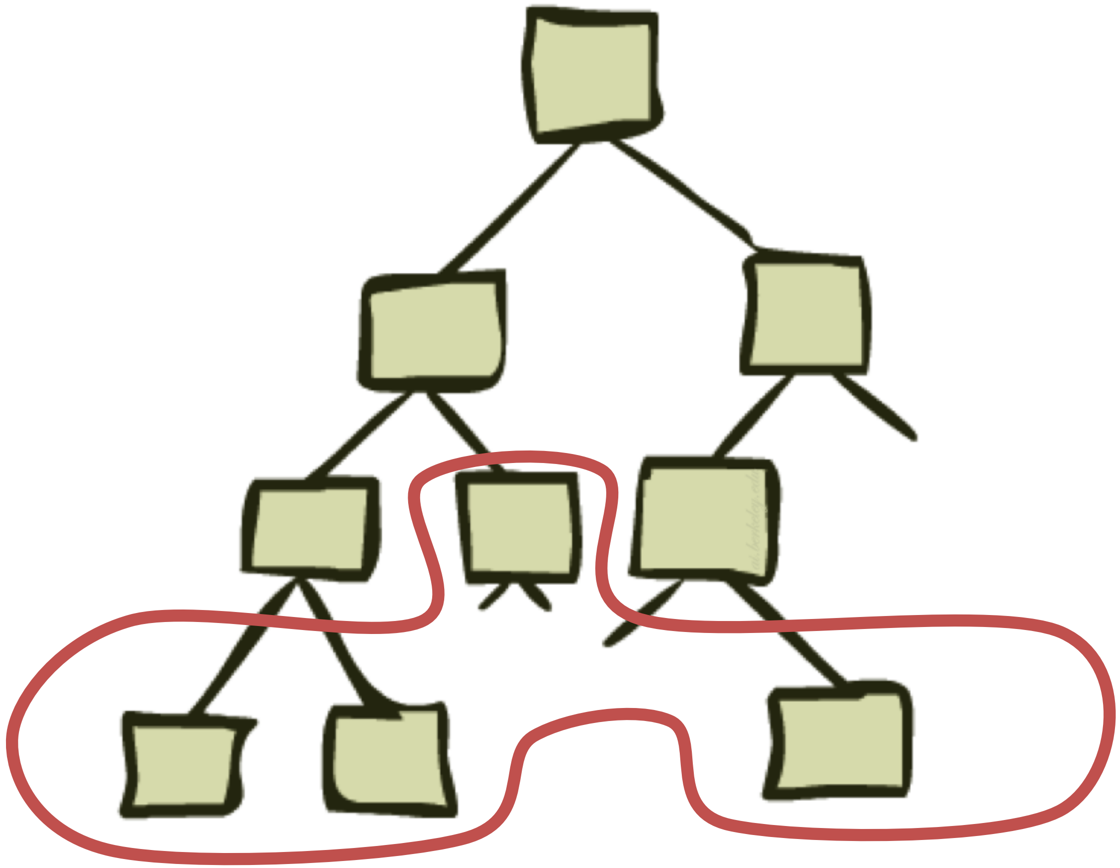
Each NODE in in the search tree is an entire PATH in the state space graph.

We construct both on demand – and we construct as little as possible.

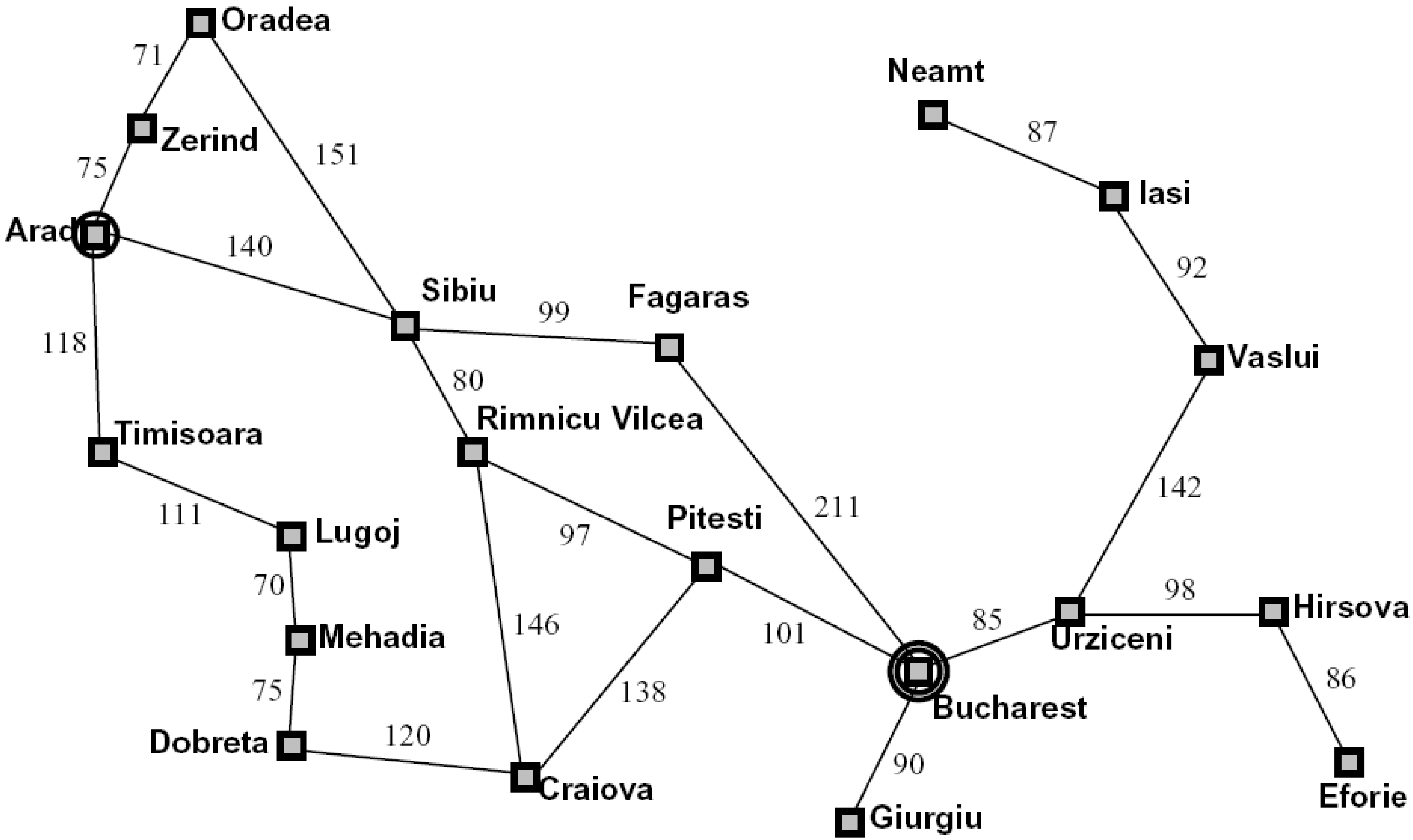




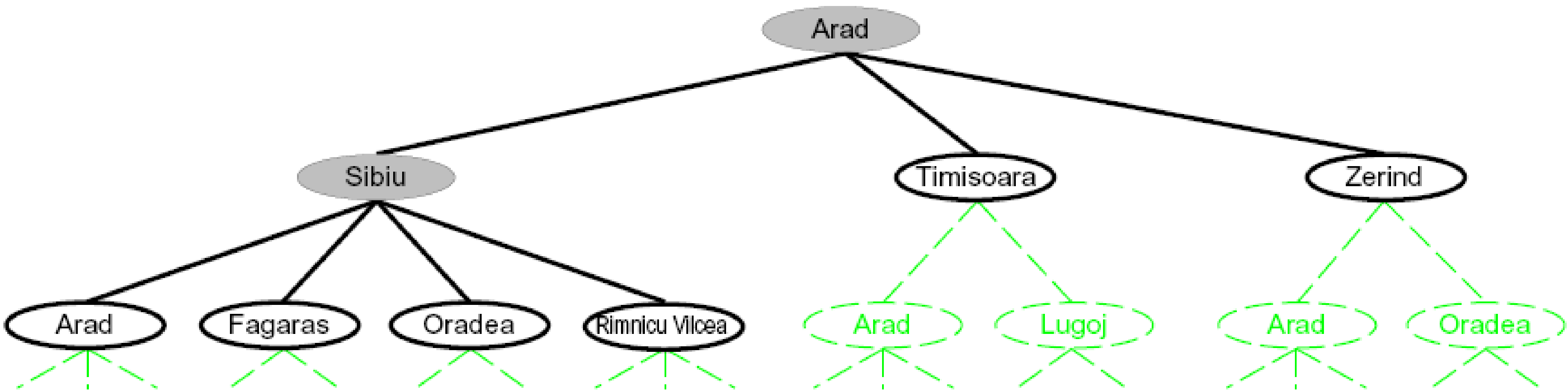
Tree Search

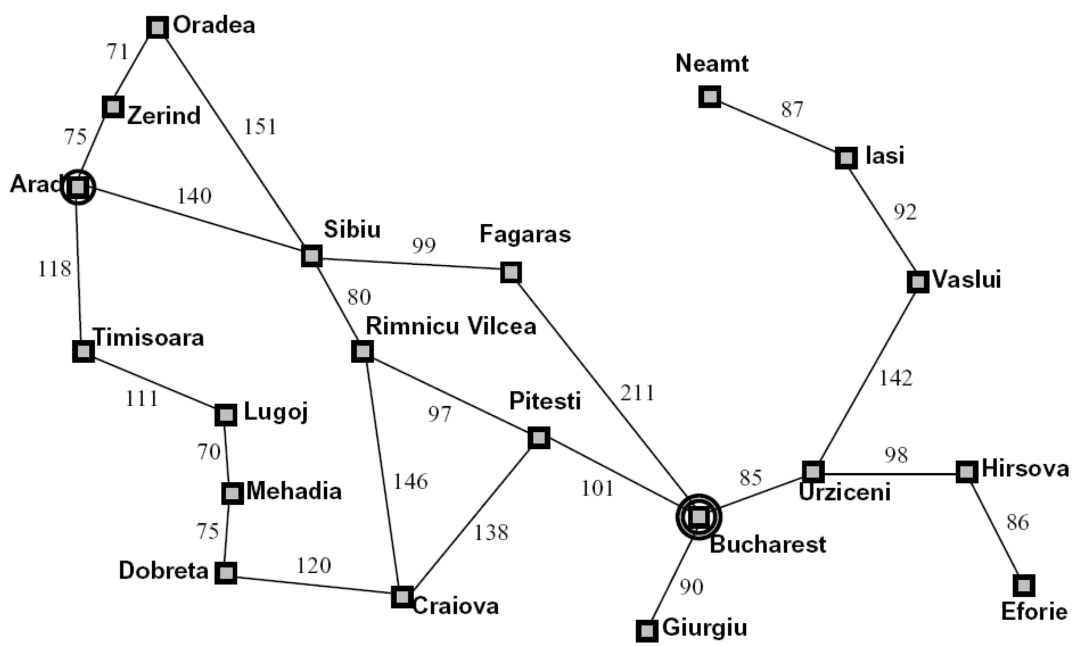


Search Example: Romania



Searching with a Search Tree

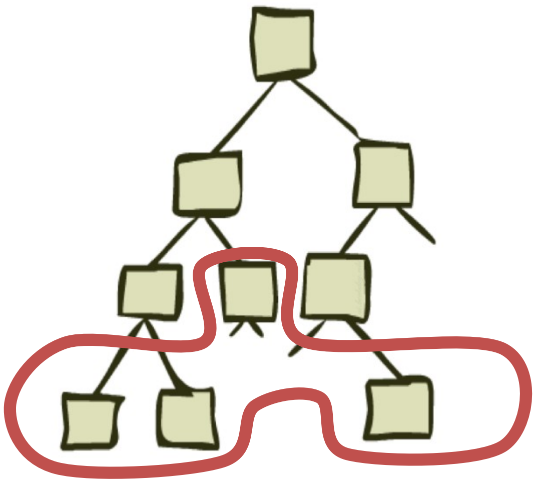




General Tree Search

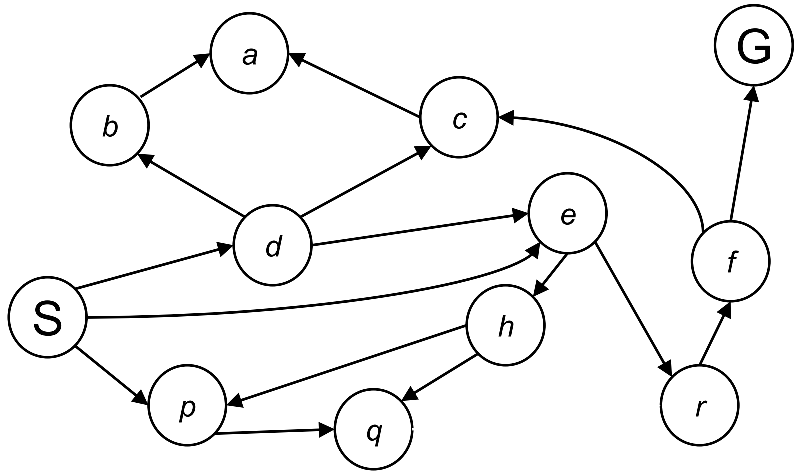
- Search:
  - Expand out potential plans (tree nodes)
  - Maintain a fringe of partial plans under consideration
  - Try to expand as few tree nodes as possible

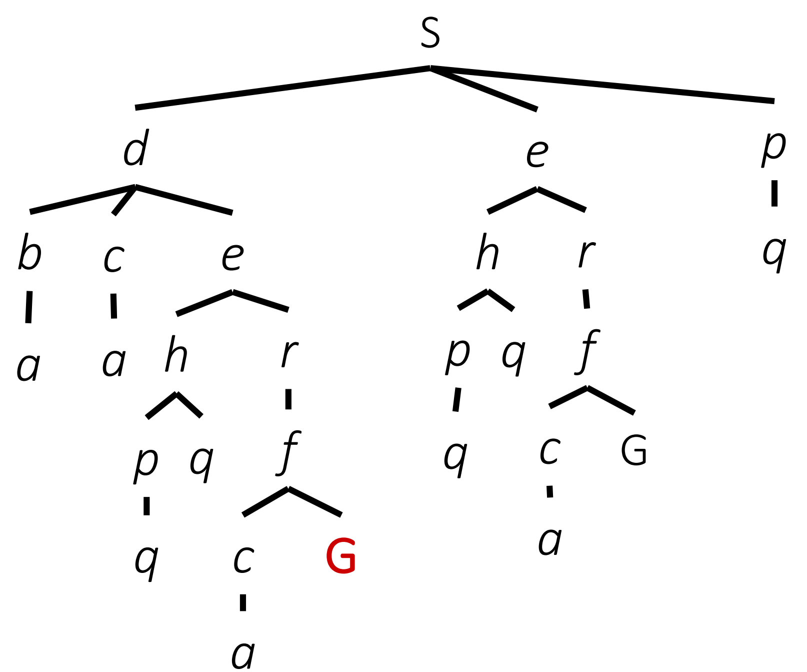
- Important ideas:
  - Fringe
  - Expansion
  - Exploration strategy



- Main question: which fringe nodes to explore?

Example: Tree Search



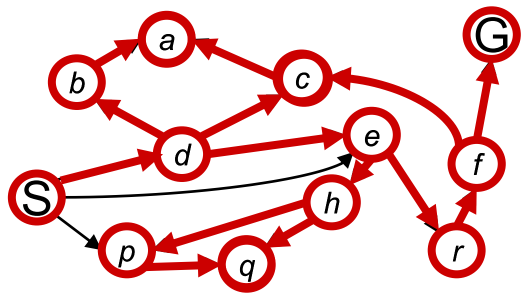


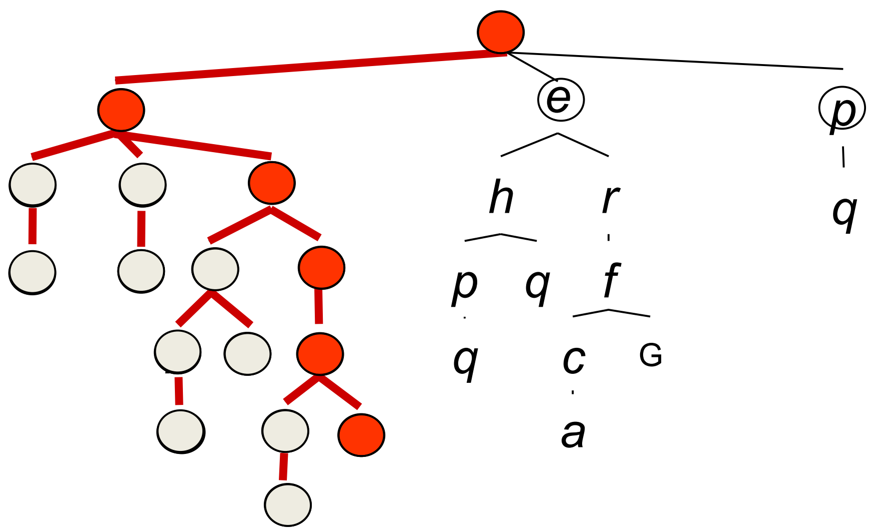
Depth-First Search

Depth-First Search

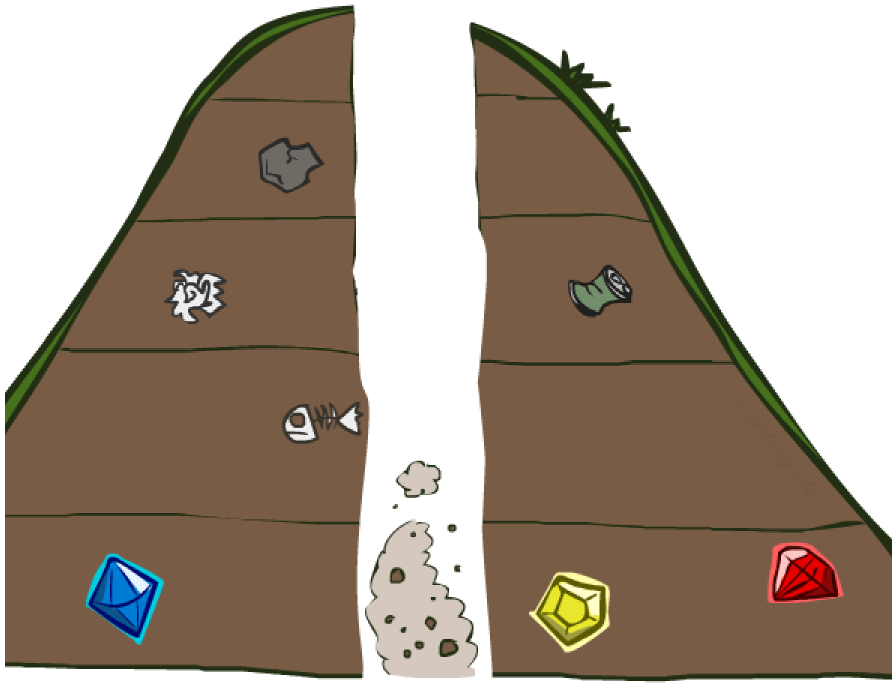
Strategy: expand a deepest node first

Implementation: Fringe is a LIFO stack





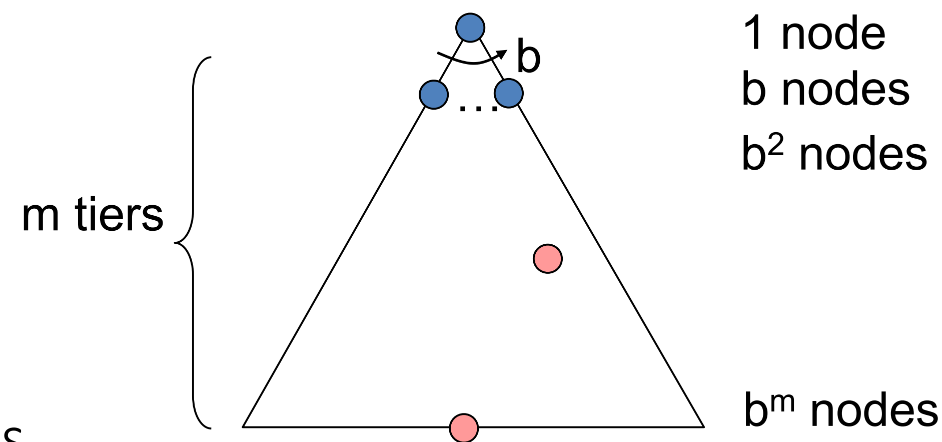
Search Algorithm Properties



Search Algorithm Properties

- Complete: Guaranteed to find a solution if one exists?
- Optimal: Guaranteed to find the least cost path?
- Time complexity?
- Space complexity?

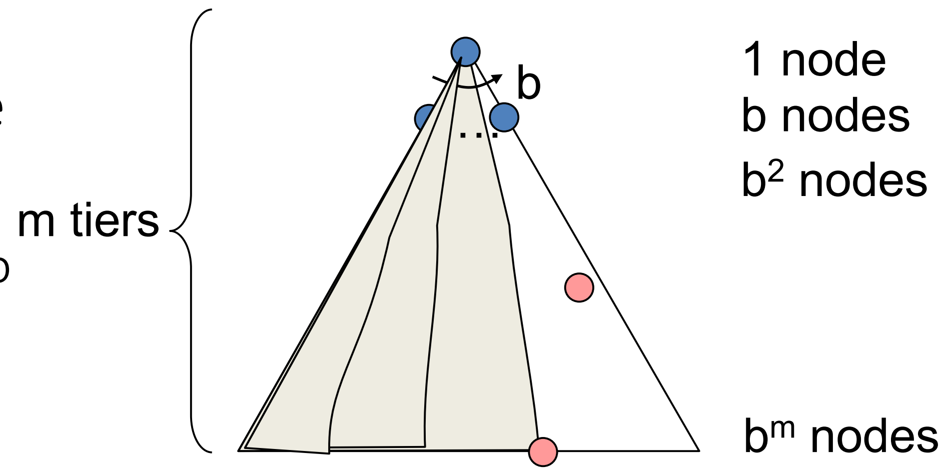
- Cartoon of search tree:
  - b is the branching factor
  - m is the maximum depth
  - solutions at various depths



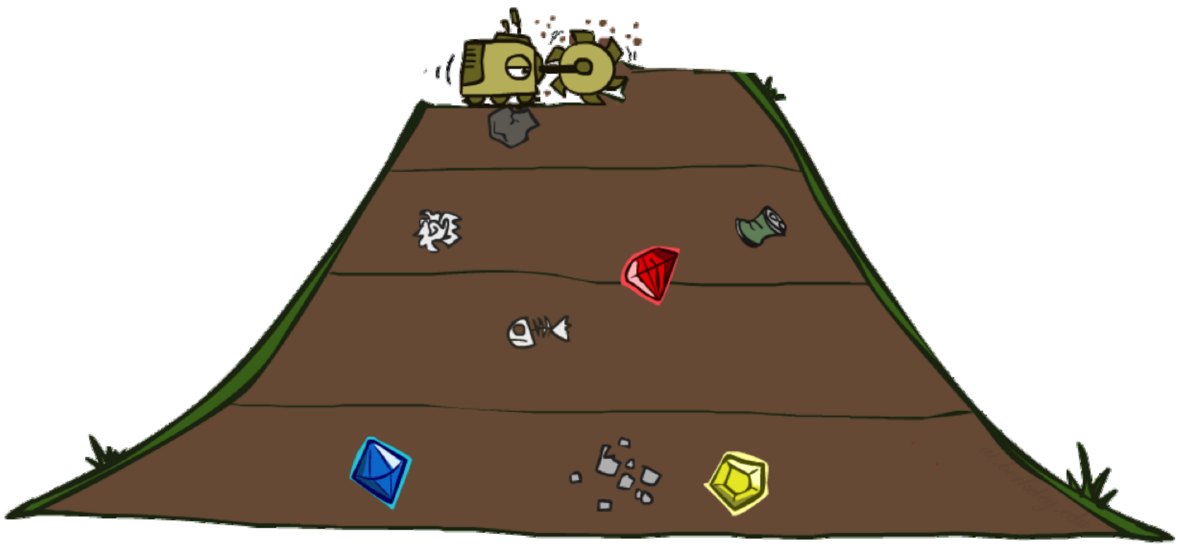
- Number of nodes in entire tree?
  - $1 + b + b^2 + ... b^m = O(b^m)$

Depth-First Search (DFS) Properties

- What nodes DFS expand?
  - Some left prefix of the tree.
  - Could process the whole tree!
  - If m is finite, takes time $O(b^m)$
- How much space does the fringe take?
  - Only has siblings on path to root, so $O(bm)$
- Is it complete?
  - m could be infinite, so only if we prevent cycles (more later)
- Is it optimal?
  - No, it finds the “leftmost” solution, regardless of depth or cost



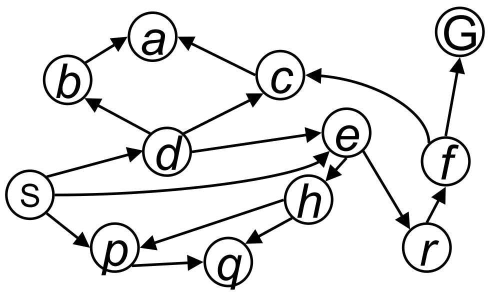
Breadth-First Search

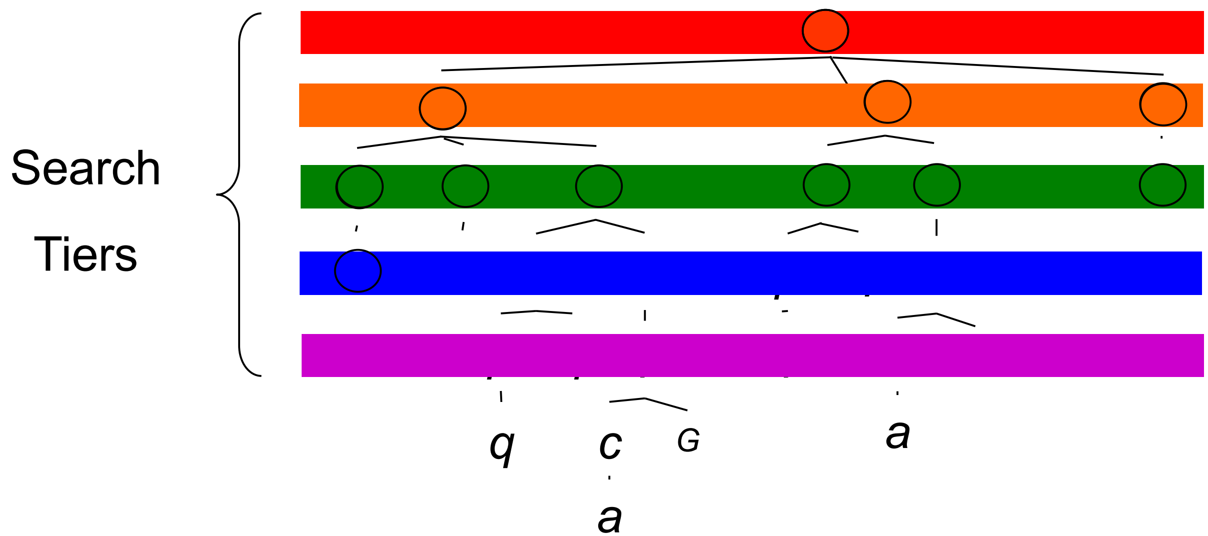


Breadth-First Search

Strategy: expand a shallowest node first

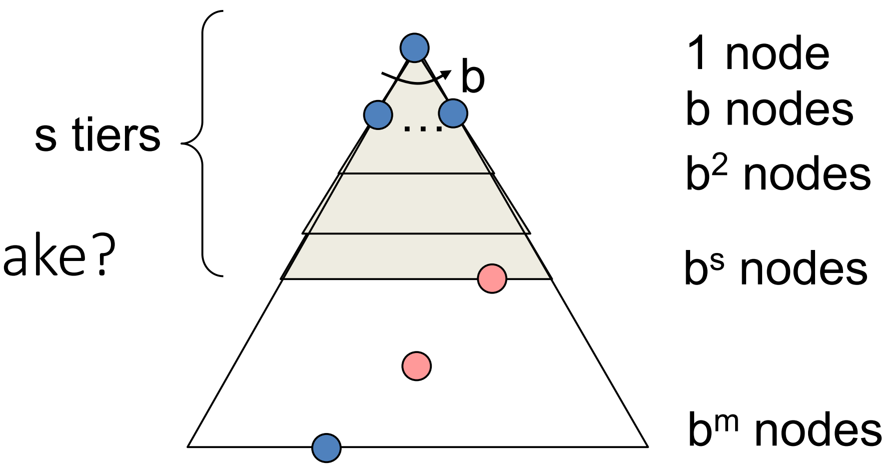
Implementation: Fringe is a FIFO queue



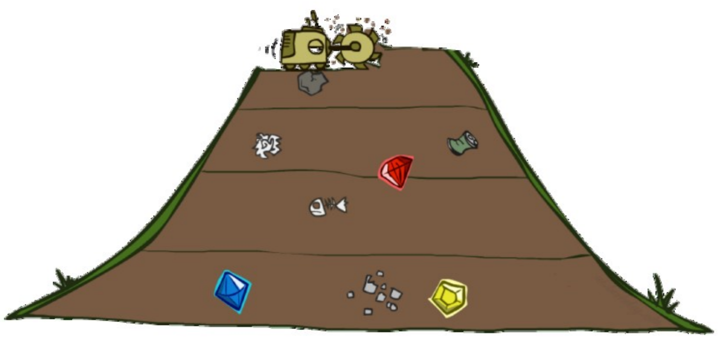


Breadth-First Search (BFS) Properties

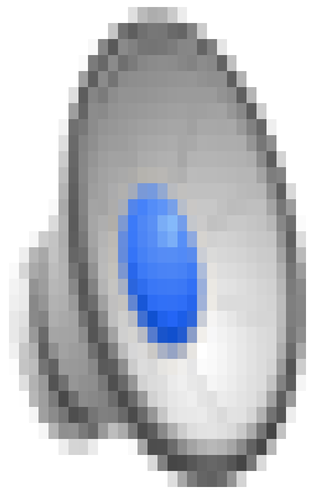
- What nodes does BFS expand?
  - Processes all nodes above shallowest solution
  - Let depth of shallowest solution be s
  - Search takes time $O(b^s)$
- How much space does the fringe take?
  - Has roughly the last tier, so $O(b^s)$
- Is it complete?
  - s must be finite if a solution exists, so yes!
- Is it optimal?
  - Only if costs are all 1 (more on costs later)



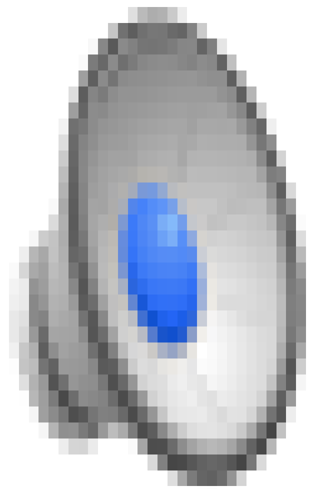
DFS vs BFS



Video of Demo Maze Water DFS/BFS (part 1)

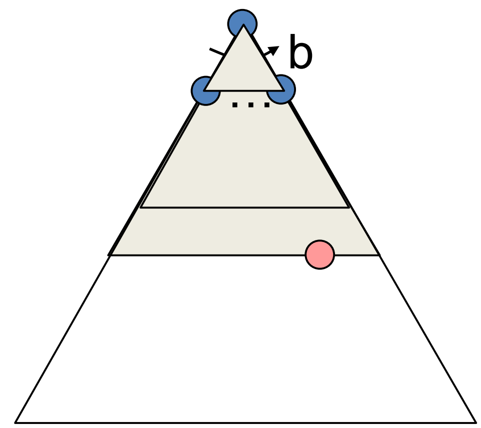


Video of Demo Maze Water DFS/BFS (part 2)



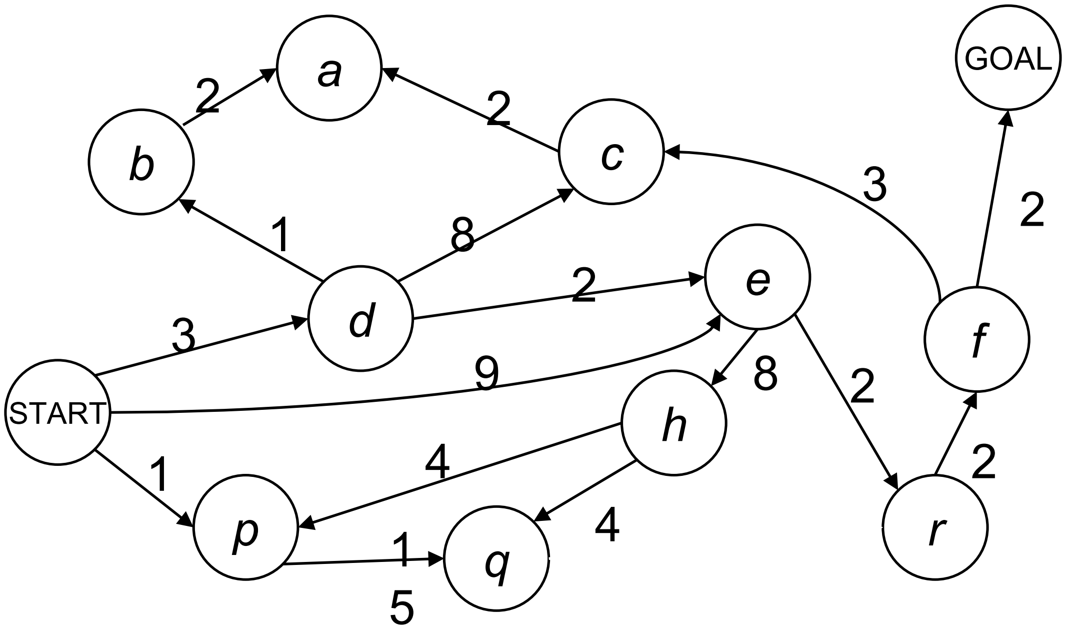
Iterative Deepening

- Idea: get DFS's space advantage with BFS's time / shallow-solution advantages
  - Run a DFS with depth limit 1. If no solution…
  - Run a DFS with depth limit 2. If no solution…
  - Run a DFS with depth limit 3. …..



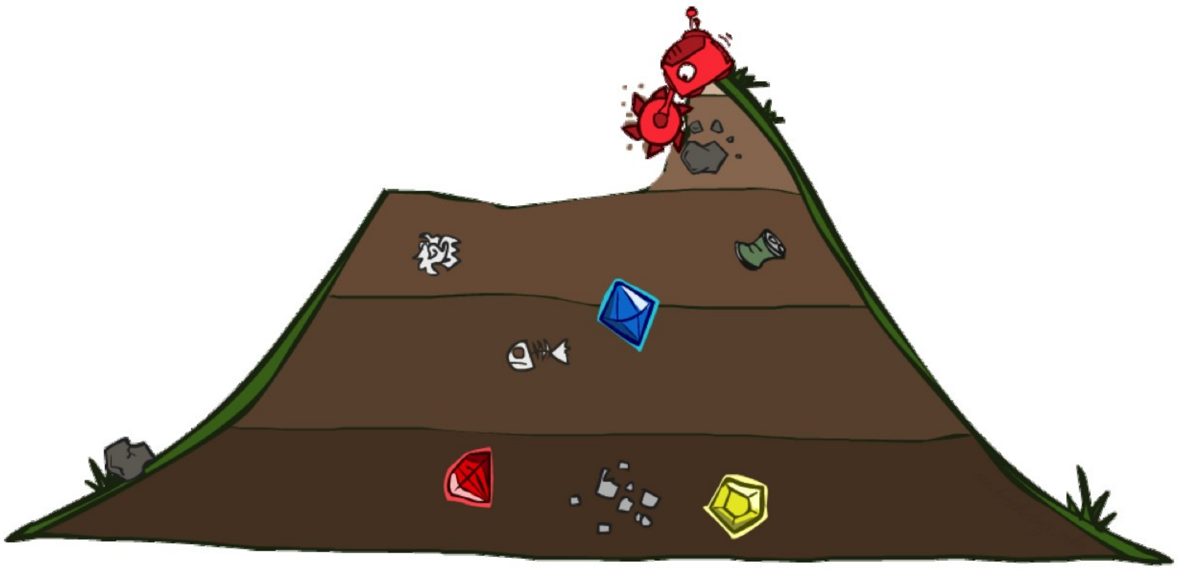
- Isn't that wastefully redundant?
  - Generally most work happens in the lowest level searched, so not so bad!

Cost-Sensitive Search



BFS finds the shortest path in terms of number of actions. It does not find the least-cost path. We will now cover a similar algorithm which does find the least-cost path.

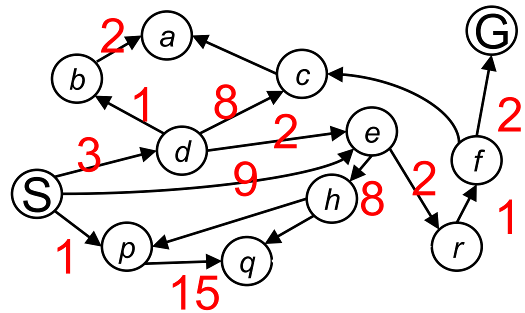
Uniform Cost Search



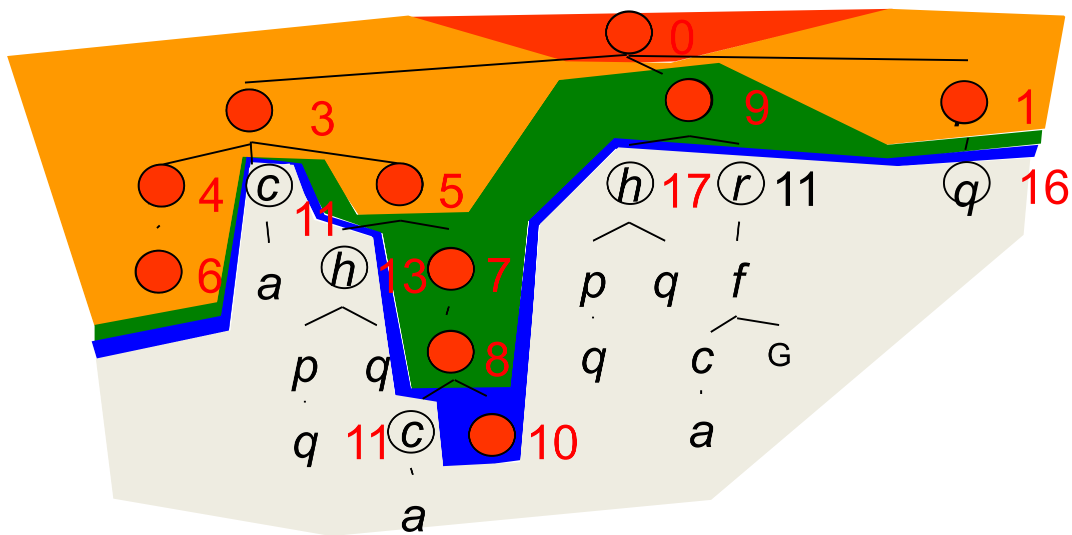
Uniform Cost Search

Strategy: expand a cheapest node first:

Fringe is a *priority queue* *(priority: cumulative cost)*

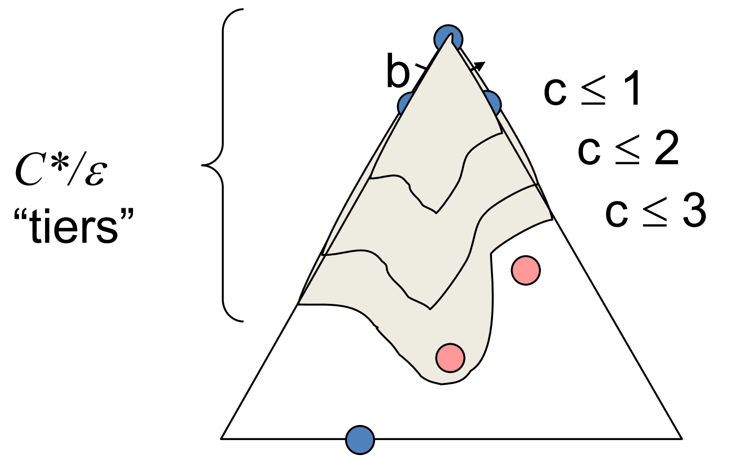


Cost contours



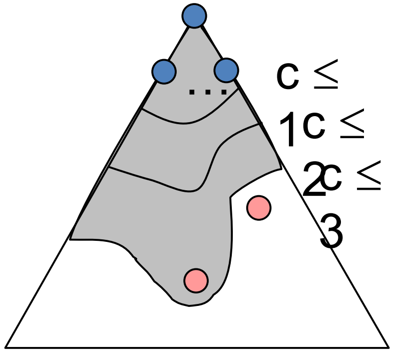
Uniform Cost Search (UCS) Properties

- What nodes does UCS expand?
  - Processes all nodes with cost less than cheapest solution!
  - If that solution costs C^* and arcs cost at least ε, then the "effective depth" is roughly C^*/ε
  - Takes time $O(b^{C^*/\varepsilon})$ (exponential in effective depth)
- How much space does the fringe take?
  - Has roughly the last tier, so $O(b^{C^*/\varepsilon})$
- Is it complete?
  - Assuming best solution has a finite cost and minimum arc cost is positive, yes!
- Is it optimal?
  - Yes! (Proof next lecture via A*)



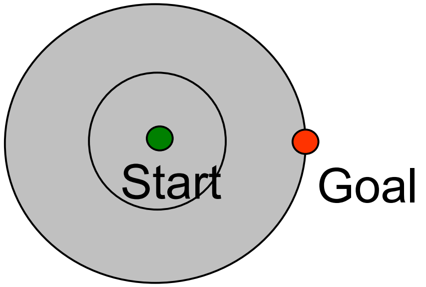
Uniform Cost Issues

- Remember: UCS explores increasing cost contours



- The good: UCS is complete and optimal!

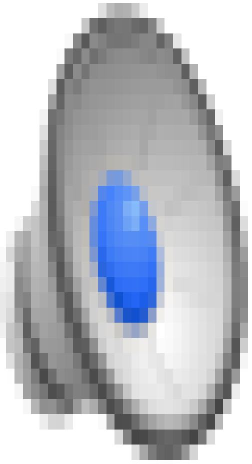
- The bad:
  - Explores options in every “direction”
  - No information about goal location



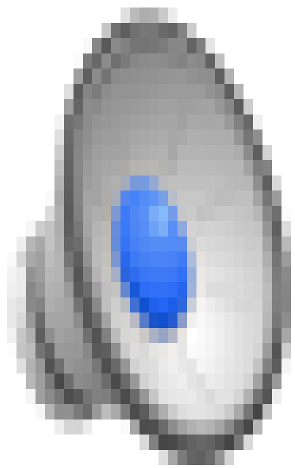
[Demo: empty grid UCS (L2D5)]
[Demo: maze with deep/shallow water DFS/BFS/UCS (L2D7)]

- We’ll fix that soon!

Video of Demo Empty UCS

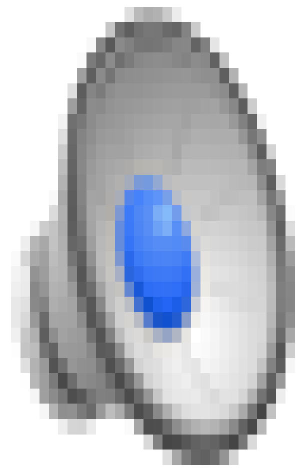


Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 1)



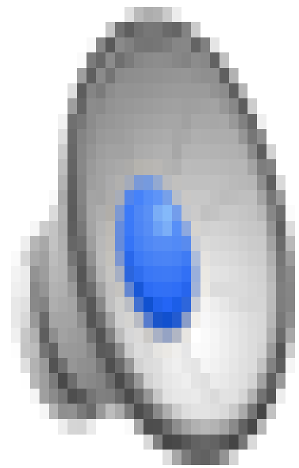
Darker color means more cost

Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 2)



Darker color means more cost

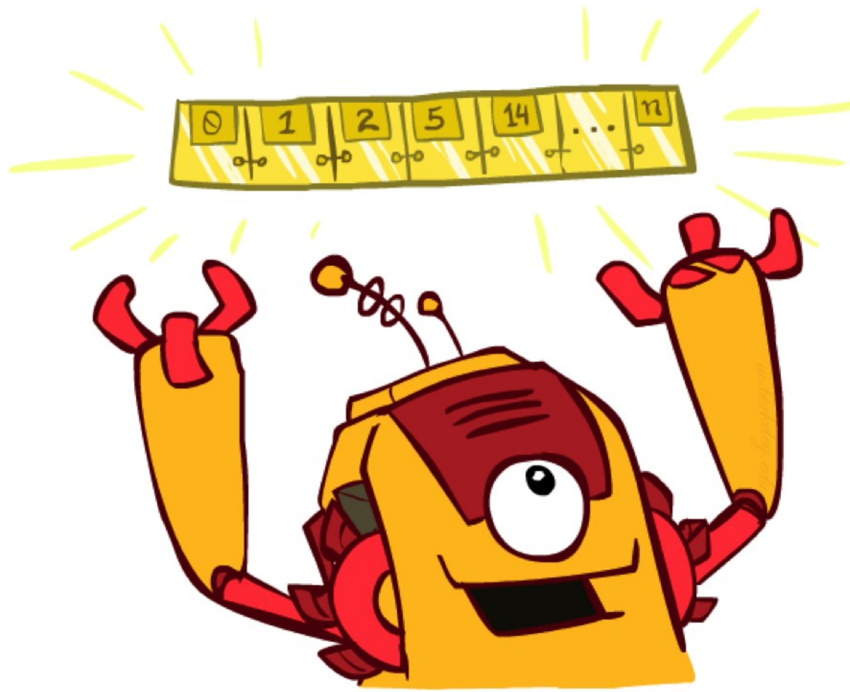
Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 3)



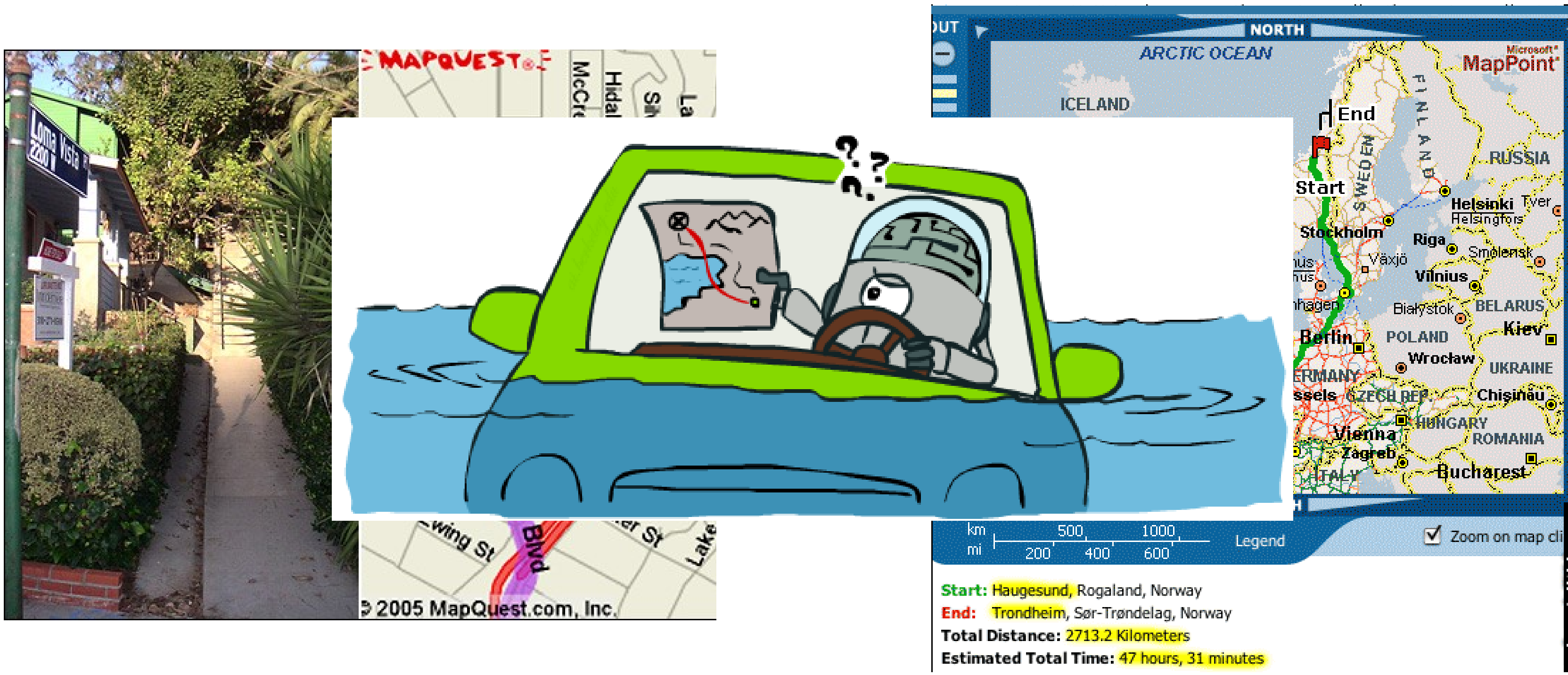
Darker color means more cost

The One Queue

- All these search algorithms are the same except for fringe strategies
  - Conceptually, all fringes are priority queues (i.e. collections of nodes with attached priorities)
  - Practically, for DFS and BFS, you can avoid the log(n) overhead from an actual priority queue, by using stacks and queues
  - Can even code one implementation that takes a variable queuing object



Search Gone Wrong?



Course Topics

Search problems

Markov decision processes

Adversarial games

Constraint satisfaction problems

Bayesian networks

Reflex **States** **Variables** **Logic**

"Low-level intelligence" "High-level intelligence"

Machine learning