# Uninformed Search Strategies



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#### Uniform-cost Search 一致代价搜索

☐ Search Strategy 搜索策略

Expand lowest-cost unexpanded node.

扩展最低代价的未扩展节点。

□ Implementation 实现方法

Queue ordered by path cost, lowest first.

队列, 按路径代价排序, 最低优先。

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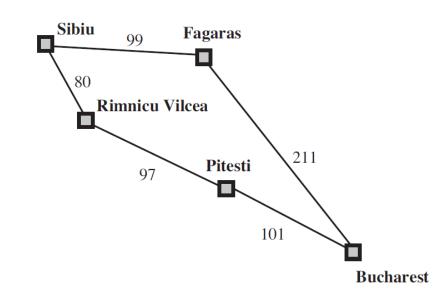
### Uniform-cost Search Algorithm 一致代价搜索算法

```
function UNIFORM-FIRST-SEARCH(problem) returns a solution, or failure
  node \leftarrow a node with STATE = problem.INITIAL-STATE, PATH-TEST = 0
  frontier \leftarrow a priority queue ordered by PATH-COST, with node as the only element
  explored \leftarrow an empty set
  loop do
     if EMPTY ? (frontier) then return failure
     node \leftarrow Pop(frontier) /* chooses the lowest-cost node in frontier */
     if problem.GOAL-TEST(node.STATE) then return SOLUTION(node)
     add node.State to explored
     for each action in problem.ACTIONS(node.STATE) do
       child \leftarrow \text{CHILD-NODE}(problem, node, action)
       if child.STATE is not in explored or frontier then
         frontier \leftarrow INSERT(child, frontier)
       else if child.State is in frontier with higher Path-Cost then
         replace that frontier node with child
```

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#### Example: From Sibiu to Bucharest 举例: 从Sibiu到Bucharest

- From Sibiu to Bucharest, least-cost node, Rimnicu Vilcea, is expanded, next, adding Pitesti with cost 80 + 97 = 177.
  - 从Sibiu到Bucharest,扩展最低代价节点Rimnicu Vilcea,然后加上Pitesti的代价
- The least-cost node is now Fagaras, and adding goal node Bucharest with cost 99 + 211 = 310.
  - 现在最低代价节点为Fagaras,加上目标节点Bucharest的代价
- □ Choosing Pitesti and adding a second path to Bucharest with cost 177 + 101 = 278. 
  选择Pitesti并加上第二条路径到Bucharest的代价
- □ This new path is better, so lowest path cost is 278. 这条新路径较好,故最低路径代价为 278.



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#### Properties of Uniform-cost Search 一致代价搜索的特性

□ Time complexity

$$O(b^{1+\lfloor C^*/\epsilon \rfloor})$$

时间复杂性

□ Space complexity

$$O(b^{1+\lfloor C^*/\epsilon \rfloor})$$

空间复杂性

#### where

- b -- the branching factor 分支因子
- $C^*$  -- the cost of the optimal solution 最优解的代价
- *ϵ* -- every action costs at least 至少每个动作的代价

## Thank you for your affeation!

