

**Universidade do Minho**  
Escola de Engenharia  
Departamento de Informática

# Introdução à Inteligência Artificial

## Licenciatura em Engenharia Informática



# ISLab

Synthetic Intelligence  
Lab

## Summary

- AI – solving problems:
  - Search algorithms;
- Graphs:
  - Representing graphs;
- Search in Graphs:
  - Uninformed search;
    - Depth first Search (DFS)
- Python:
  - Graphs representation;
  - Algorithms.



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# AI - Solving Problems

- Representing problems using graphs;
- States as nodes (vertices);
- Arcs (edges) as actions;
- Solution: path from initial state to goal state;
- Cost of the solution: sum of the paths arcs cost.



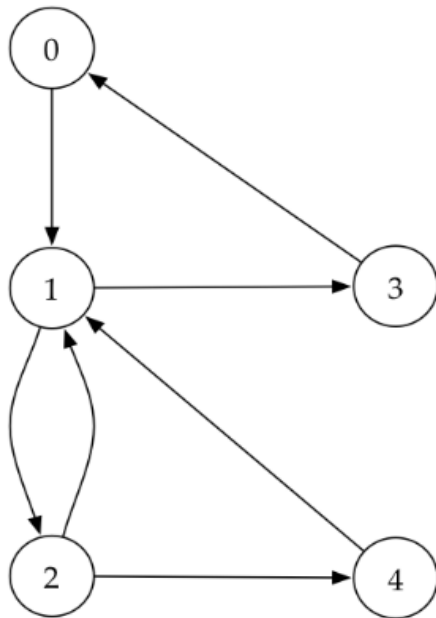
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# Graph Representation

- Adjacency matrices;
- Adjacency lists;
- Lists of edges.



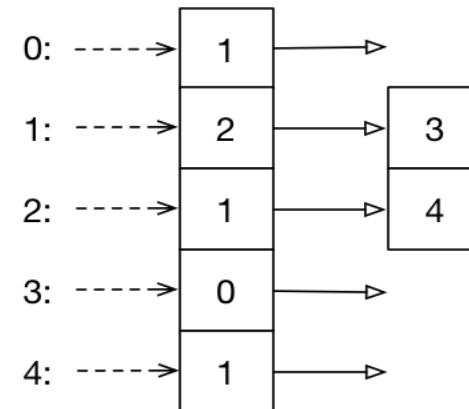
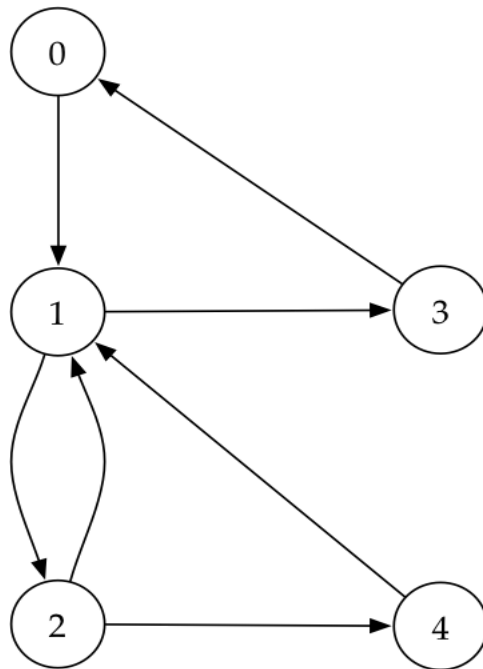
# Adjacency matrices



	0	1	2	3	4
0		1			
1			1	1	
2		1			1
3	1				
4		1			

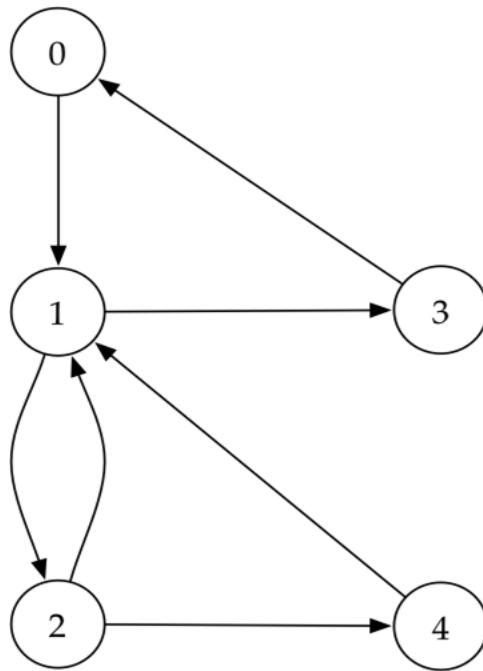


# Adjacency lists





# Lists of edges

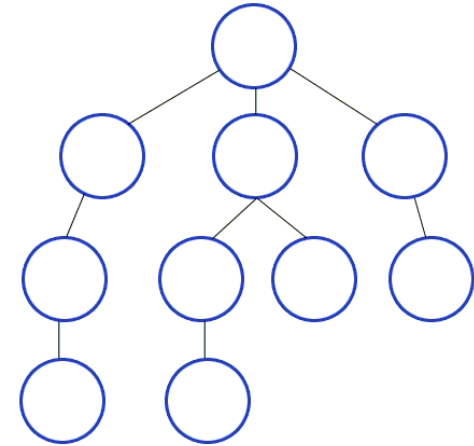


0 , 1  
1 , 2  
1 , 3  
2 , 1  
2 , 4  
3 , 0  
4 , 1



# Uninformed Search - DFS

- Uninformed search algorithms have no additional information about the goal state;
- They do not use any additional knowledge about the problem;
- “Brute force” to find solution
- Depth First Search (DFS) – goes as deep as possible until no more adjacent nodes exist;
- Backtrack and repeat the process;



Fonte: [wikimedia commons](#)

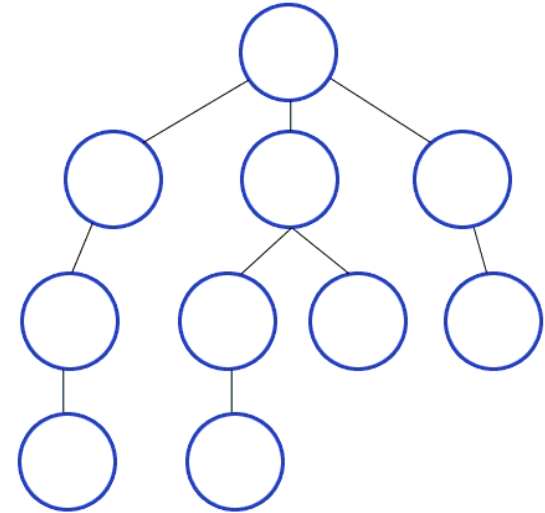




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# Uninformed Search - BFS

- Uninformed search algorithms have no additional information about the goal state,
- They do not use any additional knowledge about the problem;
- “Brute force” to find solution.
- Breadth First Search (BFS) – search level by level.



Fonte [wikimedia commons](#)

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