



Universidade do Minho
Escola de Engenharia
Departamento de Informática

Introdução à Inteligência Artificial

Licenciatura em Engenharia Informática

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

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.

Graph Representation

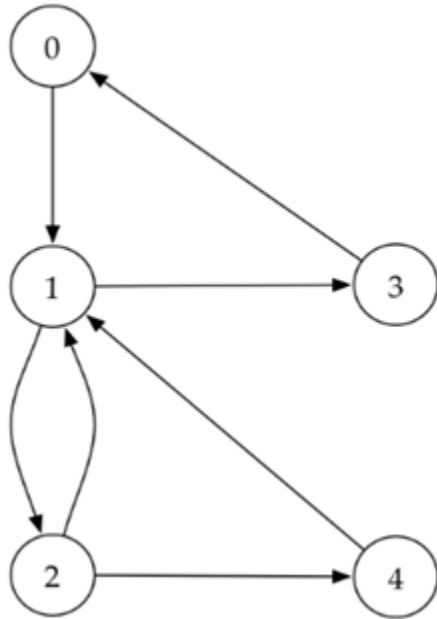
- Adjacency matrices;
- Adjacency lists;
- Lists of edges.



ISLab

Synthetic Intelligence
Lab

Adjacency matrices



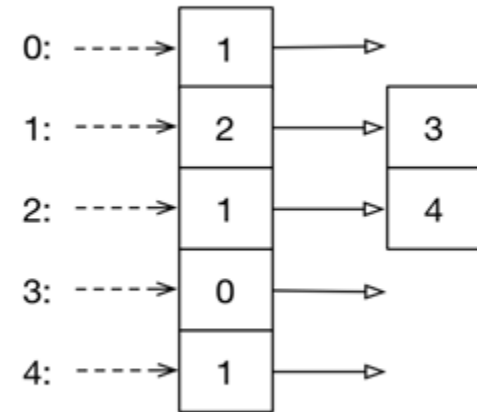
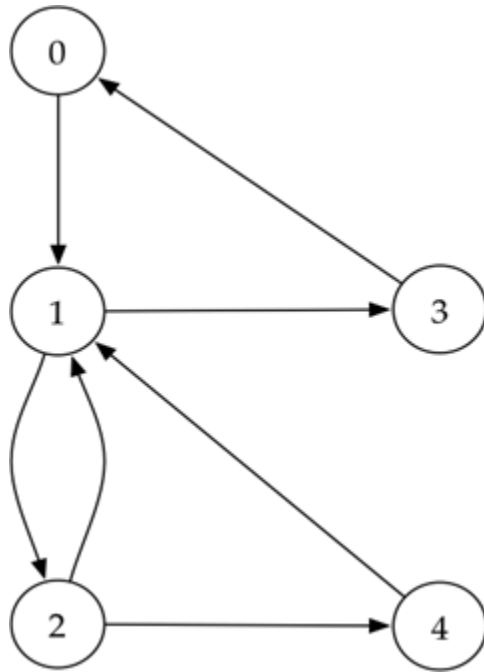
	0	1	2	3	4
0		1			
1			1	1	
2		1			1
3	1				
4		1			



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Adjacency lists

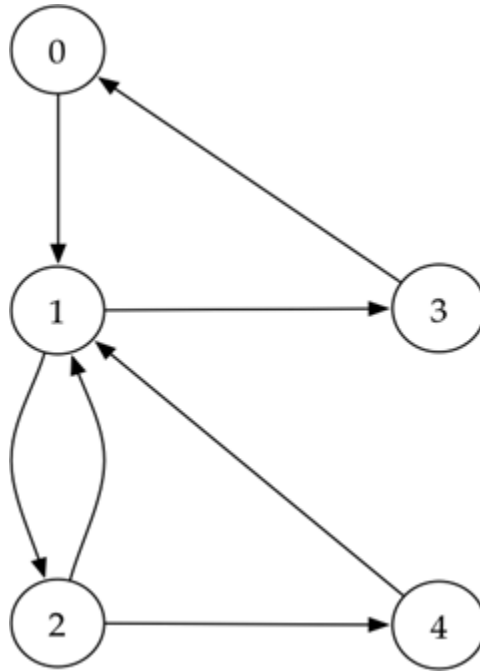




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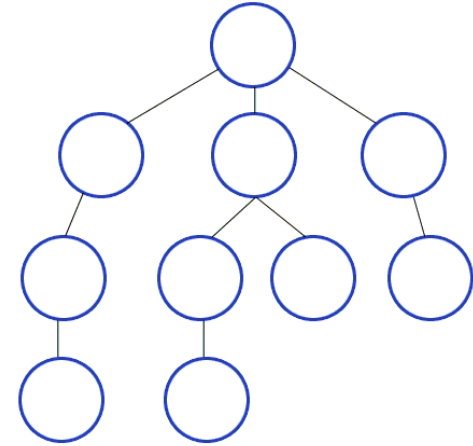
Lists of edges



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

Uninformed Search - DFS

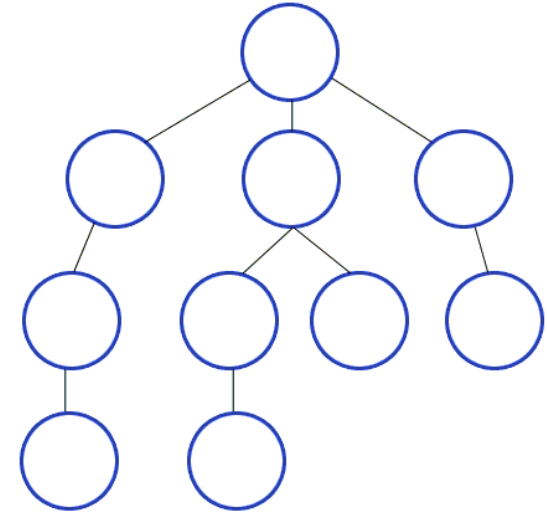
- Uninformed search algorithms have no additional information about the goal state;
- They do not use any additional knowledge about the problem;
- “Brute force” to find solution
- Depth First Search (DFS) – goes as deep as possible until no more adjacent nodes exist;
- Backtrack and repeat the process;



Fonte: [wikimedia commons](#)

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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