Title: Solving Problems by Searching
AIMA: Chapter 3 (Sections 3.4)

Introduction to Artificial Intelligence
CSCE 476-876, Spring 2015
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function GENERAL-SEARCH( problem, strategy) returns a solution, or failure
initialize the search tree using the initial state of problem
loop do
  if there are no candidates for expansion then return failure
  choose a leaf node for expansion according to strategy
  if the node contains a goal state then return the corresponding solution
  else expand the node and add the resulting nodes to the search tree
end

Essence of search: which node to expand first?

→ search strategy

A strategy is defined by picking the order of node expansion
Types of Search

**Uninformed**: use only information available in problem definition

**Heuristic**: exploits some knowledge of the domain

**Uninformed search strategies**

1. Breadth-first search
2. Uniform-cost search
3. Depth-first search
4. Depth-limited search
5. Iterative deepening depth-first search
6. Bidirectional search
**Search strategies**

Criteria for evaluating search:

1. Completeness: does it always find a solution if one exists?
2. Time complexity: number of nodes generated/expanded
3. Space complexity: maximum number of nodes in memory
4. Optimality: does it always find a least-cost solution?

**Time/space complexity measured in terms of:**

- $b$: maximum branching factor of the search tree
- $d$: depth of the least-cost solution
- $m$: maximum depth of the search space (may be $\infty$)
Breadth-first search (I)

→ Expand root node
→ Expand all children of root
→ Expand each child of root
→ Expand successors of each child of root, etc.

→ Expands nodes at depth $d$ before nodes at depth $d + 1$
→ Systematically considers all paths length 1, then length 2, etc.
→ Implement: put successors at end of queue.. FIFO
Breadth-first search (2)
**Breadth-first search (3)**

→ One solution?
→ Many solutions? Finds shallowest goal first

1. Complete? Yes, if $b$ is finite
2. Optimal? provided cost increases monotonically with depth, not in general (e.g., actions have same cost)
3. Time? $1 + b + b^2 + b^3 + \ldots + b^d + b(b^d - 1) = O(b^{d+1})$

   \[ O(b^{d+1}) \begin{cases} \text{branching factor } b \\ \text{depth } d \end{cases} \]

4. Space? same, $O(b^{d+1})$, keeps every node in memory, big problem
   can easily generate nodes at 10MB/sec so 24hrs = 860GB
Uniform-cost search (I)

→ Breadth-first does not consider path cost $g(x)$
→ Uniform-cost expands first lowest-cost node on the fringe
→ Implement: sort queue in decreasing cost order

When $g(x) = \text{Depth}(x)$ → Breadth-first $\equiv$ Uniform-cost
Uniform-cost search (2)

1. Complete?
   Yes, if cost $\geq \epsilon$

2. Optimal?
   If the cost is a monotonically increasing function
   When cost is added up along path, an operator’s cost .......

3. Time?
   # of nodes with $g \leq$ cost of optimal solution, $O(b^{[C^*/\epsilon]})$
   where $C^*$ is the cost of the optimal solution

4. Space?
   # of nodes with $g \leq$ cost of optimal solution, $O(b^{[C^*/\epsilon]})$
Depth-first search (I)

→ Expands nodes at deepest level in tree
→ When dead-end, goes back to shallower levels
→ Implement: put successors at front of queue.. LIFO

→ Little memory: path and unexpanded nodes

For $b$: branching factor, $m$: maximum depth, space ........?
Depth-first search (2)
Depth-first search (3)

Time complexity:
- We may need to expand all paths, $O(b^m)$
- When there are many solutions, DFS may be quicker than BFS
- When $m$ is big, much larger than $d$, $\infty$ (deep, loops), .. troubles

--- Major drawback of DFS: going deep where there is no solution.

Properties:

1. Complete? Not in infinite spaces, complete in finite spaces
2. Optimal?
3. Time? $O(b^m)$ Woow..
   - terrible if $m$ is much larger than $d$, but if solutions are dense, may be much faster than breadth-first
4. Space? $O(bm)$, linear! Woow..
Depth-limited search (I)

→ DFS is going too deep, put a threshold on depth!
   For instance, 20 cities on map for Romania, any node deeper than 19 is cycling. Don’t expand deeper!
→ Implement: nodes at depth $l$ have no successor

Properties:

1. Complete?
2. Optimal?
3. Time? (given $l$ depth limit)
4. Space? (given $l$ depth limit)

Problem: how to choose $l$?
Iterative-deepening search (I)

→ DLS with depth = 0
→ DLS with depth = 1
→ DLS with depth = 2
→ DLS with depth = 3...

Limit = 0

Limit = 1

Limit = 2

Limit = 3

→ Combines benefits of DFS and BFS
Iterative-deepening search (2)

Limit = 0

Limit = 1

Limit = 2

Limit = 3
Iterative-deepening search (3)

→ combines benefits of DFS and BFS

Properties:

1. Time? $(d + 1).b^0 + (d).b + (d - 1).b^2 + \ldots + 1.b^d = O(b^d)$
2. Space? $O(bd)$, like DFS
3. Complete? like BFS
4. Optimal? like BFS (if step cost = 1)
Iterative-deepening search (4)

→ Some nodes are expanded several times, wasteful?

\[
\begin{align*}
N(\text{BFS}) &= b + b^2 + b^3 + \ldots + b^d + (b^{d+1} - b) \\
N(\text{IDS}) &= (d)b + (d - 1)b^2 + \ldots + (1)b^d
\end{align*}
\]

Numerical comparison for \( b = 10 \) and \( d = 5 \):

\[
\begin{align*}
N(\text{IDS}) &= 50 + 400 + 3,000 + 20,000 + 100,000 = 123,450 \\
N(\text{BFS}) &= 10 + 100 + 1,000 + 10,000 + 100,000 + 999,990 = 1,111,100
\end{align*}
\]

→ IDS is preferred when search space is large and depth unknown
**Bidirectional search (I)**

→ Given initial state and the goal state, start search from both ends and meet in the middle

→ Assume same $b$ branching factor, ∃ solution at depth $d$, time:

$O(2b^{d/2}) = O(b^{d/2})$

$b = 10, d = 6$, DFS = 1,111,111 nodes, BDS = 2,222 nodes!
Bidirectional search (2)

In practice:—

- Need to define predecessor operators to search backwards
  If operator are invertible, no problem

- What if ∃ many goals (set state)?
  do as for multiple-state search

- need to check the 2 fringes to see how they match
  need to check whether any node in one space appears in the
  other space (use hashing)
  need to keep all nodes in a half in memory $O(b^{d/2})$

- What kind of search in each half space?
# Summary

<table>
<thead>
<tr>
<th>Criterion</th>
<th>Breadth-First</th>
<th>Uniform-Cost</th>
<th>Depth-First</th>
<th>Depth-Limited</th>
<th>Iterative Deepening</th>
</tr>
</thead>
<tbody>
<tr>
<td>Complete?</td>
<td>Yes*</td>
<td>Yes*</td>
<td>No</td>
<td>Yes, if ( l \geq d )</td>
<td>Yes</td>
</tr>
<tr>
<td>Time</td>
<td>( b^{d+1} )</td>
<td>( b^{C^*/\epsilon} )</td>
<td>( b^m )</td>
<td>( b^l )</td>
<td>( b^d )</td>
</tr>
<tr>
<td>Space</td>
<td>( b^{d+1} )</td>
<td>( b^{C^*/\epsilon} )</td>
<td>( bm )</td>
<td>( bl )</td>
<td>( bd )</td>
</tr>
<tr>
<td>Optimal?</td>
<td>Yes*</td>
<td>Yes*</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

\( b \) branching factor

\( d \) solution depth

\( m \) maximum depth of tree

\( l \) depth limit
**Loops:** Avoid repeated states (I)

Avoid expanding states that have already been visited

Valid for both infinite and finite trees

\[
\begin{cases} 
  m \text{ maximum depth} \\
  m + 1 \text{ states} \\
  2^m \text{ possible branches (paths)}
\end{cases}
\]

Example:
**Loops:** (2)

Keep nodes in two lists: \{ 
- Open list: Fringe
- Closed list: Leaf and expanded nodes
\}

Discard a current node that matches a node in the closed list

Tree-Search $\longrightarrow$ Graph-Search

**Issues:**

1. Implementation: hash table, access is constant time
   - Trade-off cost of storing + checking vs. cost of searching

2. Losing optimality
   - when new path is cheaper/shorter of the one stored

3. DFS and IDS now require exponential storage
Summary

Path: sequence of actions leading from one state to another

Partial solution: a path from an initial state to another state

Search: develop a sets of partial solutions

- Search tree & its components (node, root, leaves, fringe)
- Data structure for a search node
- Search space vs. state space
- Node expansion, queue order
- Search types: uninformed vs. heuristic
- 6 uninformed search strategies
- 4 criteria for evaluating & comparing search strategies