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

Introduction to Artificial Intelligence
CSCE 476-876, Fall 2017
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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?

\[ \rightarrow \text{search strategy} \]

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)

$\rightarrow$ Expand root node
$\rightarrow$ Expand all children of root
$\rightarrow$ Expand each child of root
$\rightarrow$ Expand successors of each child of root, etc.

$\rightarrow$ Expands nodes at depth $d$ before nodes at depth $d + 1$
$\rightarrow$ Systematically considers all paths length 1, then length 2, etc.
$\rightarrow$ 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? \( 1 + b + b^2 + b^3 + \ldots + b^d + b(b^d - 1) = O(b^{d+1}) \)

\[
O(b^{d+1}) \left\{ \begin{array}{l}
\text{branching factor } b \\
\text{depth } d
\end{array} \right.
\]

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, $O(b^{\lceil C^*/\epsilon \rceil})$
   where $C^*$ is the cost of the optimal solution

4. Space?
   $\#$ of nodes with $g \leq$ cost of optimal solution, $O(b^{\lceil C^*/\epsilon \rceil})$
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

$\rightarrow$ 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? $O(b^m)$
   
   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?

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

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

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

→ 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:

\[ O(2b^{d/2}) = O(b^{d/2}) \]

\[ b = 10, d = 6, \text{ DFS} = 1,111,111 \text{ nodes, BDS} = 2,222 \text{ nodes!} \]
Bidirectional search (2)

In practice:

- Need to define predecessor operators to search backwards.
  If operators are invertible, no problem.
- What if $\exists$ 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^{\lceil C^*/\epsilon \rceil})</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^{\lceil C^*/\epsilon \rceil})</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

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

Example:

```
A
/   \
B     B
/     / \
C     C C
/     /     \
D     D     C C
```
**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 $\rightarrow$ 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