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

Introduction to Artificial Intelligence
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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 $g(x) = \text{Depth}(x) \rightarrow$ 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 $\ldots$?

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

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

→ 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)
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?

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

\[
N(IDS) = (d)b + (d - 1)b^2 + \ldots + (1)b^d
\]

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

\[
N(IDS) = 50 + 400 + 3,000 + 20,000 + 100,000 = 123,450
\]

\[
N(BFS) = 10 + 100 + 1,000 + 10,000 + 100,000 + 999,990 = 1,111,100
\]

→ 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, $\exists$ 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 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:
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