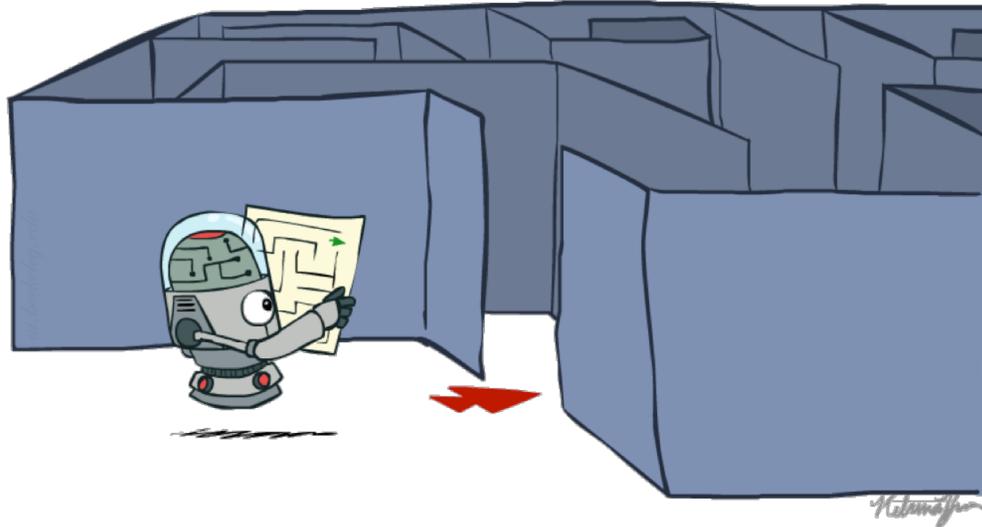


# CSE 473: Artificial Intelligence

## Search



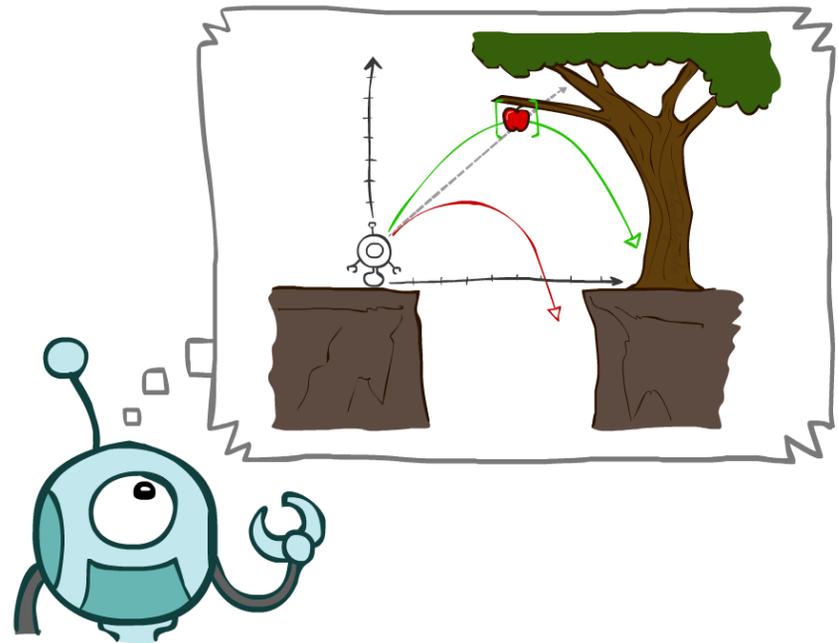
Instructor: Luke Zettlemoyer

University of Washington

[These slides were adapted from Dan Klein and Pieter Abbeel for CS188 Intro to AI at UC Berkeley. All CS188 materials are available at <http://ai.berkeley.edu>.]

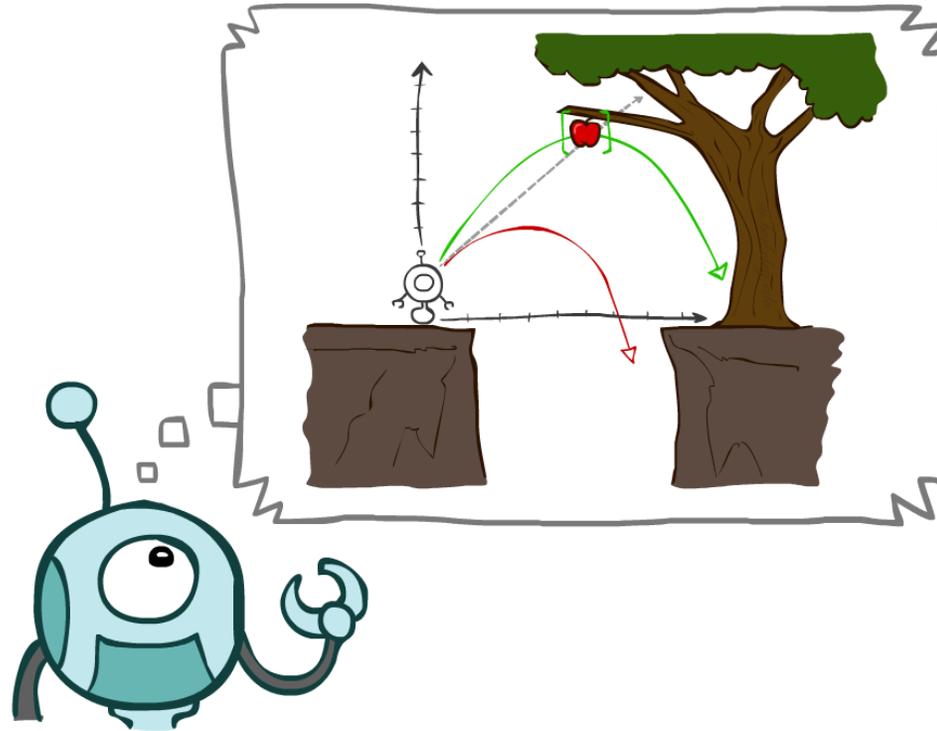
# Today

- Agents that Plan Ahead
- Search Problems
- Uninformed Search Methods
  - Depth-First Search
  - Breadth-First Search
  - Uniform-Cost Search



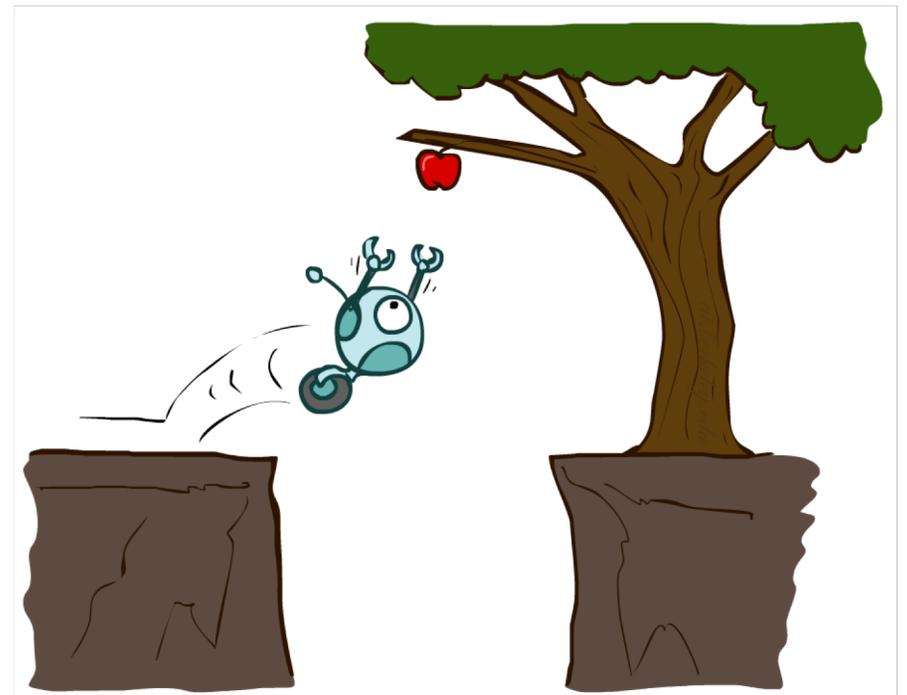
# Agents that Plan

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# Reflex Agents

- Reflex agents:
  - Choose action based on current percept (and maybe memory)
  - May have memory or a model of the world's current state
  - Do not consider the future consequences of their actions
  - **Consider how the world IS**
- Can a reflex agent be rational?

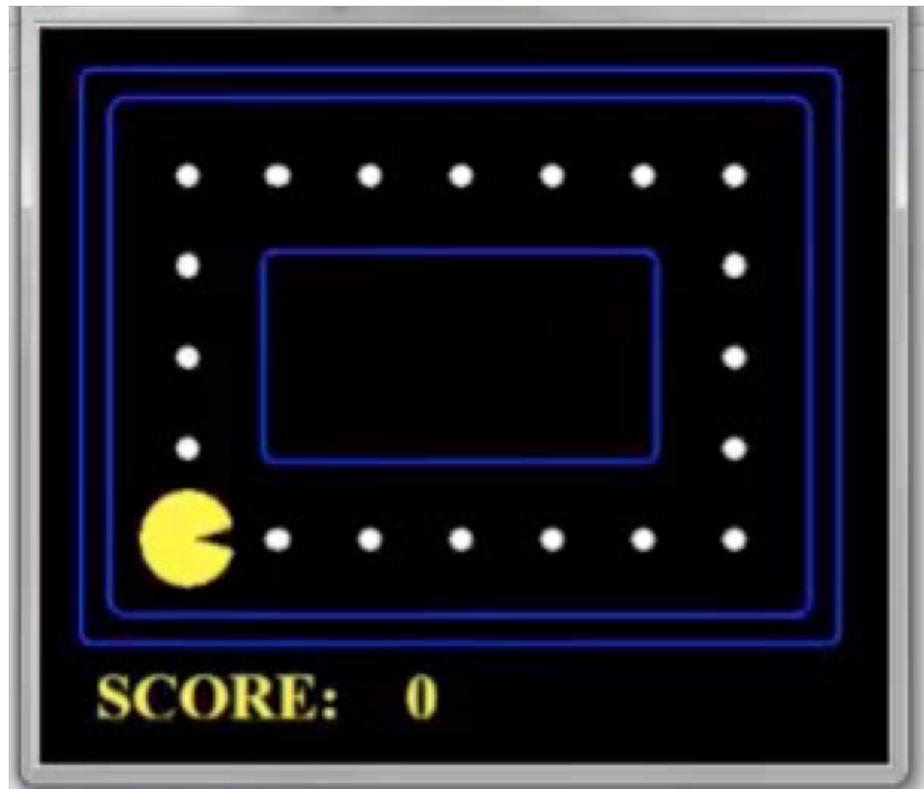


[Demo: reflex optimal (L2D1)]

[Demo: reflex optimal (L2D2)]

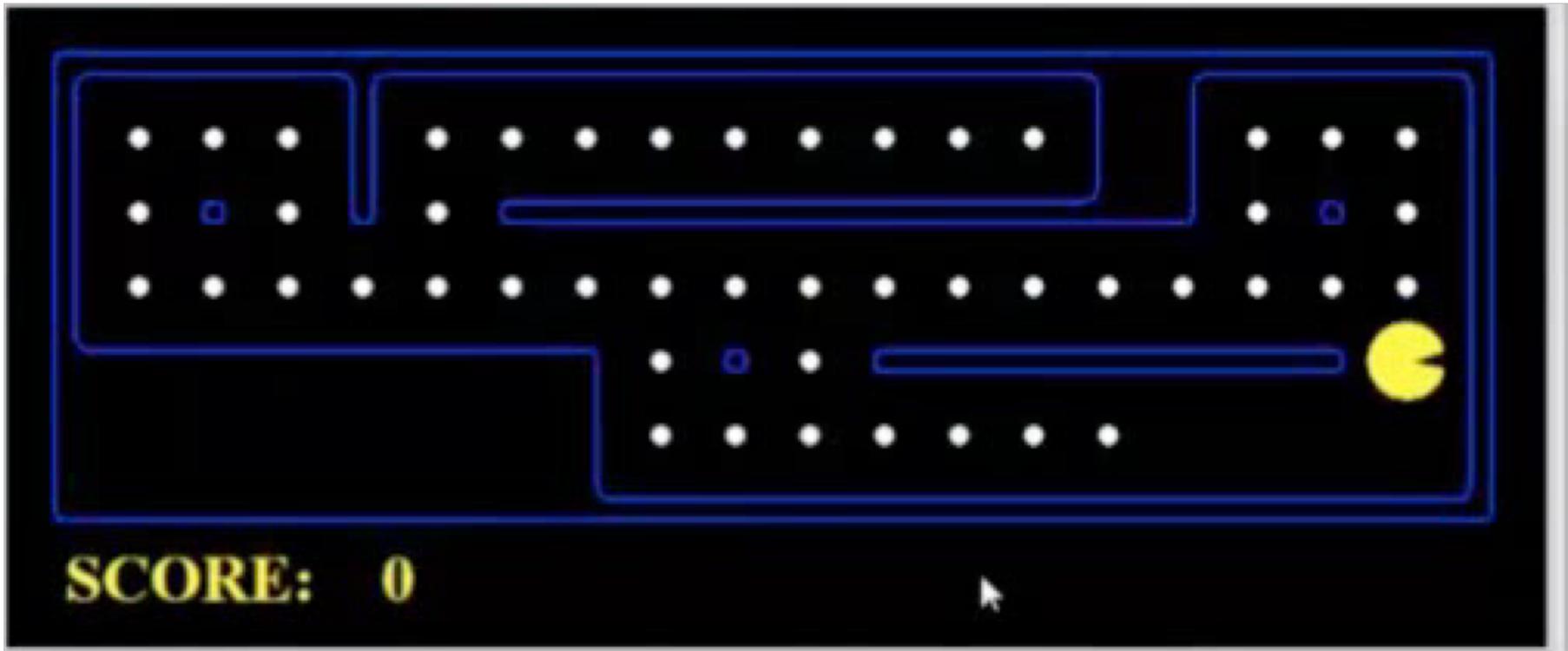
# Video of Demo Reflex Optimal

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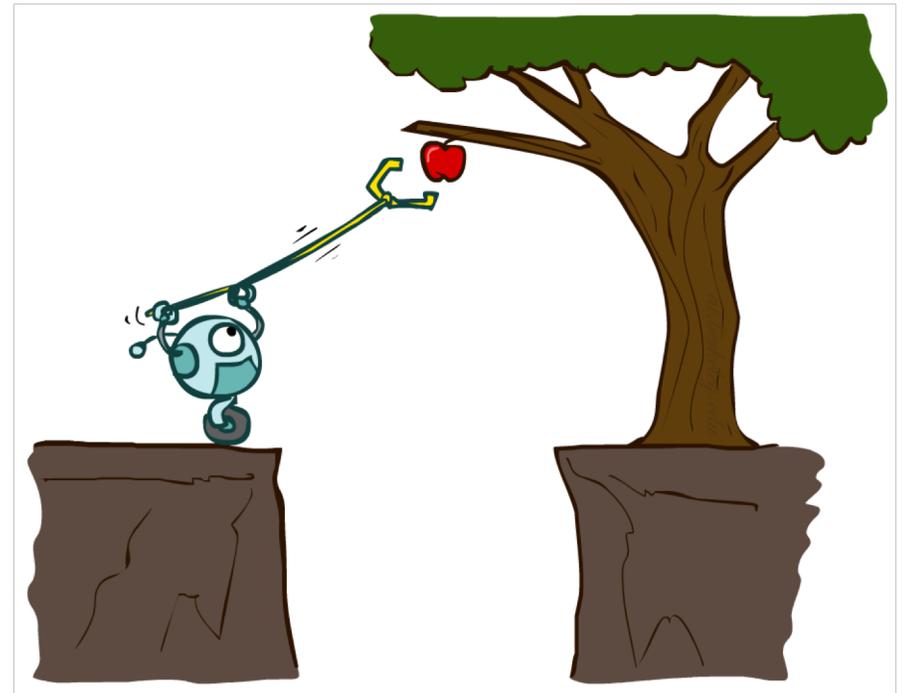
# Video of Demo Reflex Odd

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# Planning Agents

- Planning agents:
  - Ask “what if”
  - Decisions based on (hypothesized) consequences of actions
  - Must have a model of how the world evolves in response to actions
  - Must formulate a goal (test)
  - Consider how the world **WOULD BE**

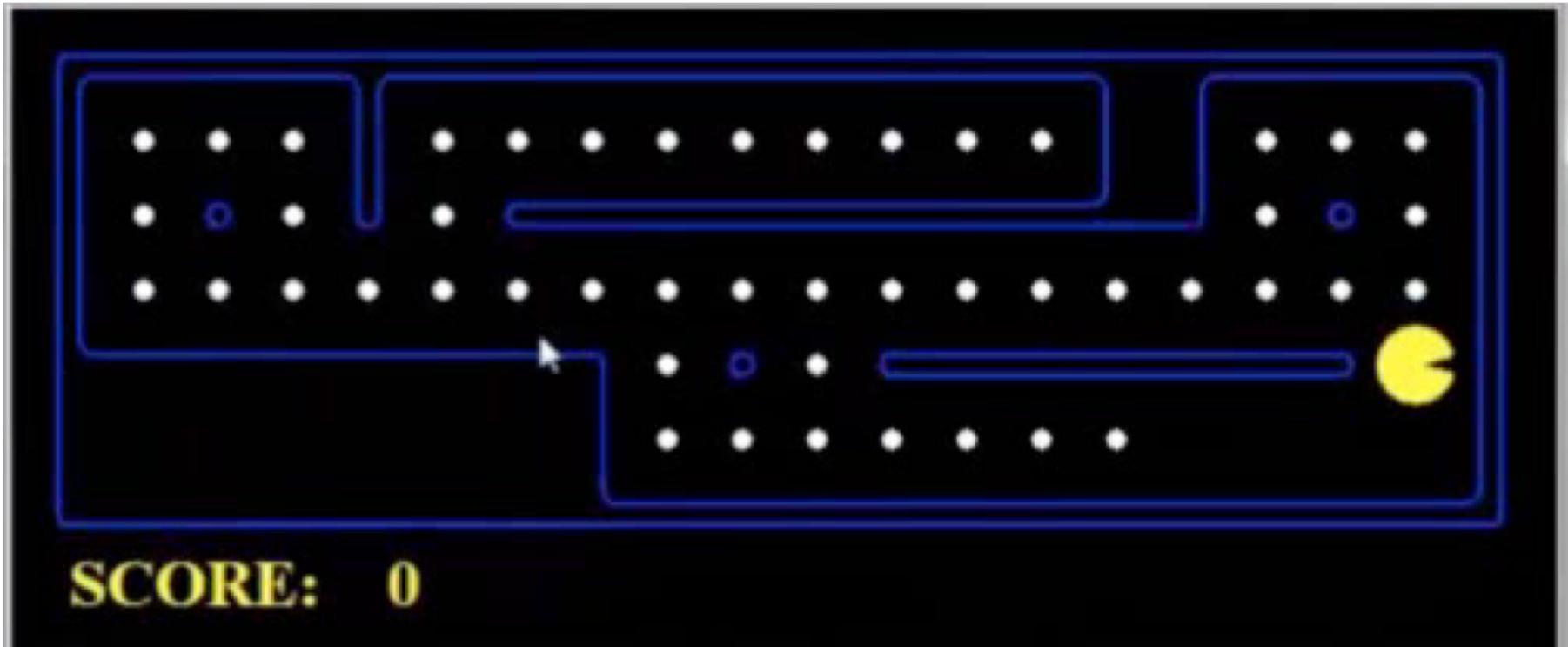


[Demo: replanning (L2D3)]

[Demo: mastermind (L2D4)]

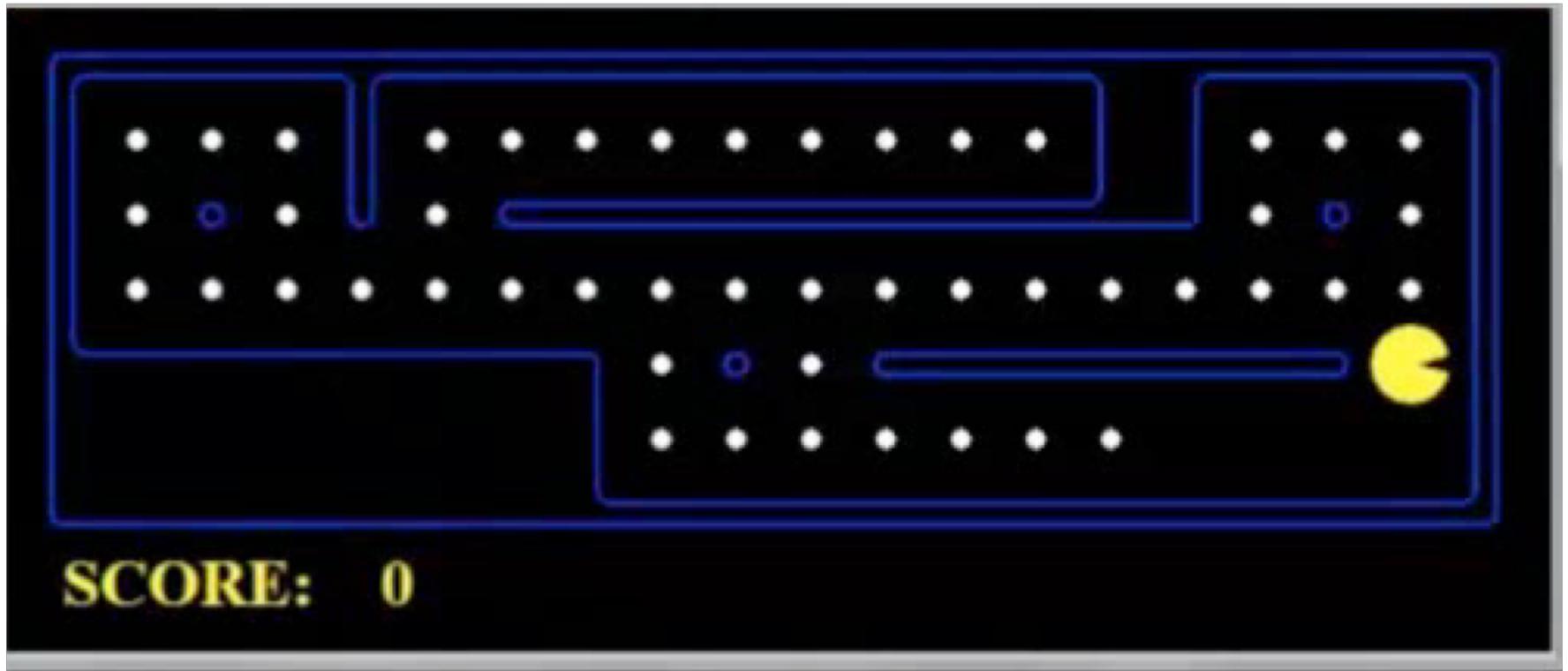
# Video of Demo Mastermind

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# Video of Demo Replanning

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# Search Problems

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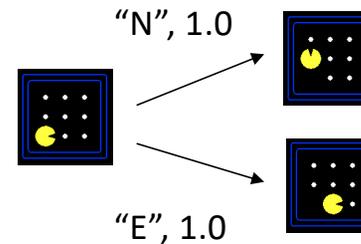
# Search Problems

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- A **search problem** consists of:

- A state space 

- A successor function  
(with actions, costs)

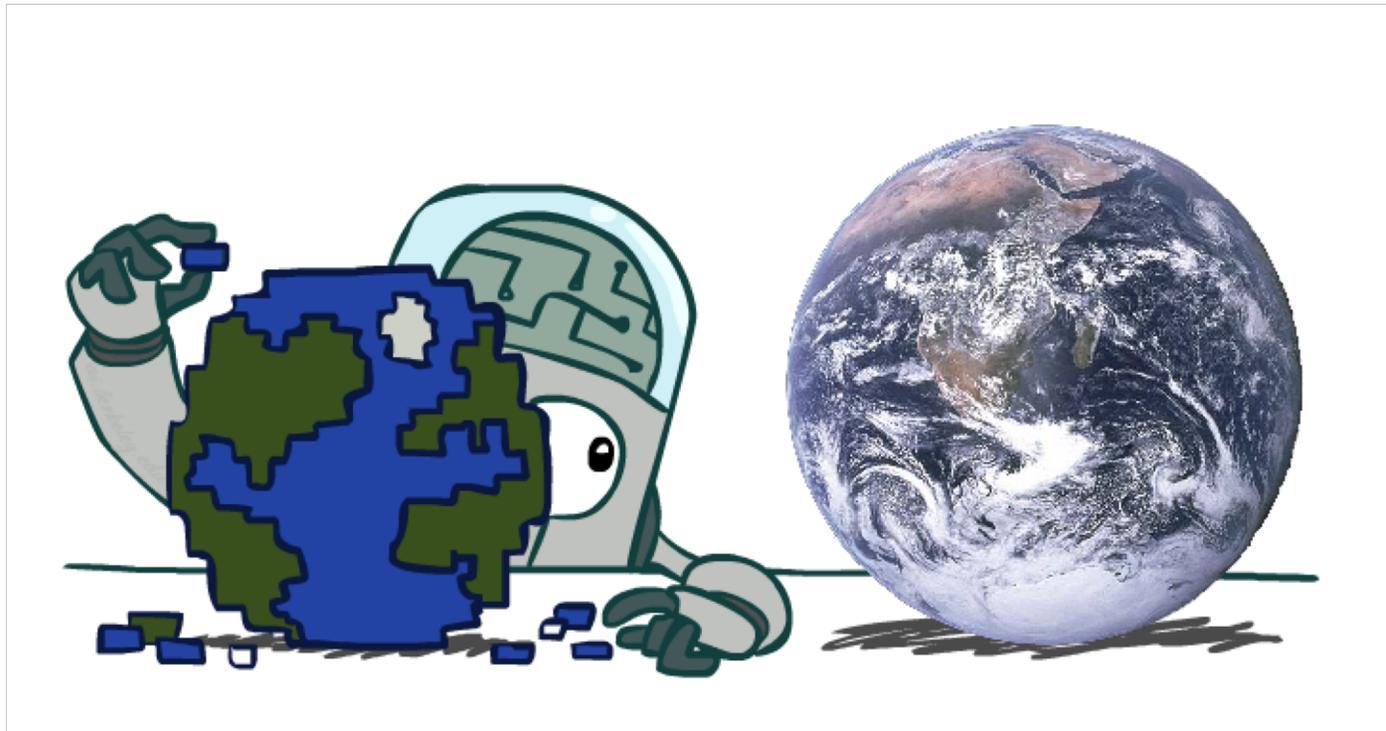


- A start state and a goal test

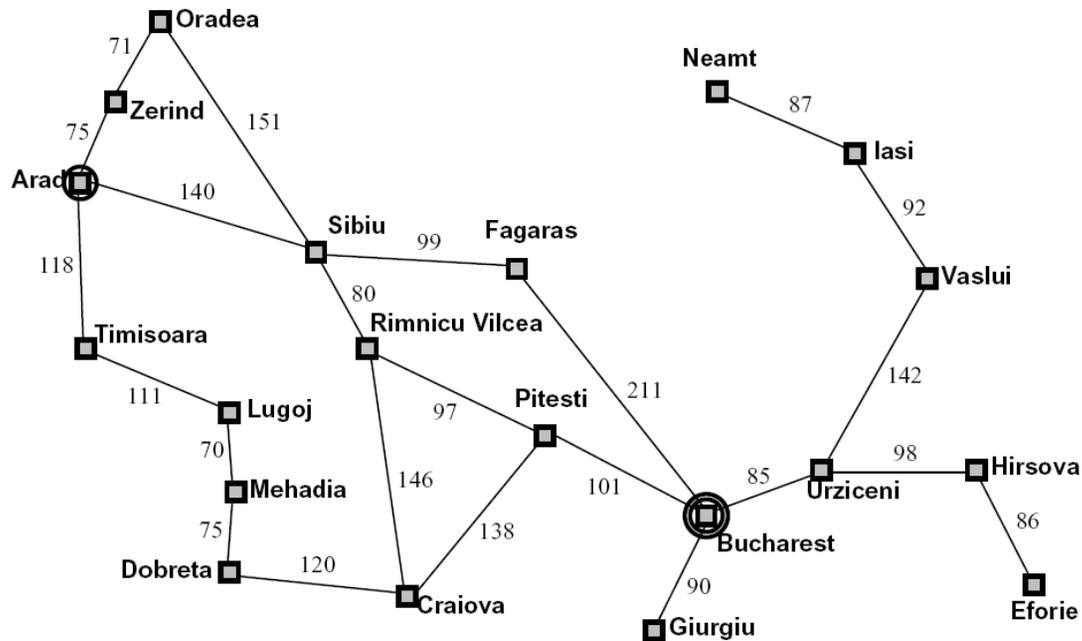
- A **solution** is a sequence of actions (a plan) which transforms the start state to a goal state

# Search Problems Are Models

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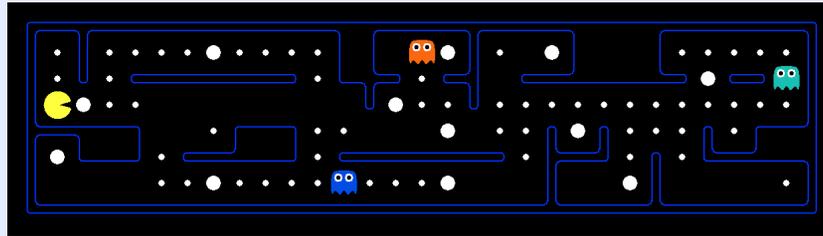
# Example: Traveling in Romania



- State space:
  - Cities
- Successor function:
  - Roads: Go to adjacent city with cost = distance
- Start state:
  - Arad
- Goal test:
  - Is state == Bucharest?
- Solution?

# What's in a State Space?

The **world state** includes every last detail of the environment



A **search state** keeps only the details needed for planning (abstraction)

## ■ Problem: Pathing

- States:  $(x,y)$  location
- Actions: NSEW
- Successor: update location only
- Goal test: is  $(x,y)=END$

## ■ Problem: Eat-All-Dots

- States:  $\{(x,y), \text{dot booleans}\}$
- Actions: NSEW
- Successor: update location and possibly a dot boolean
- Goal test: dots all false

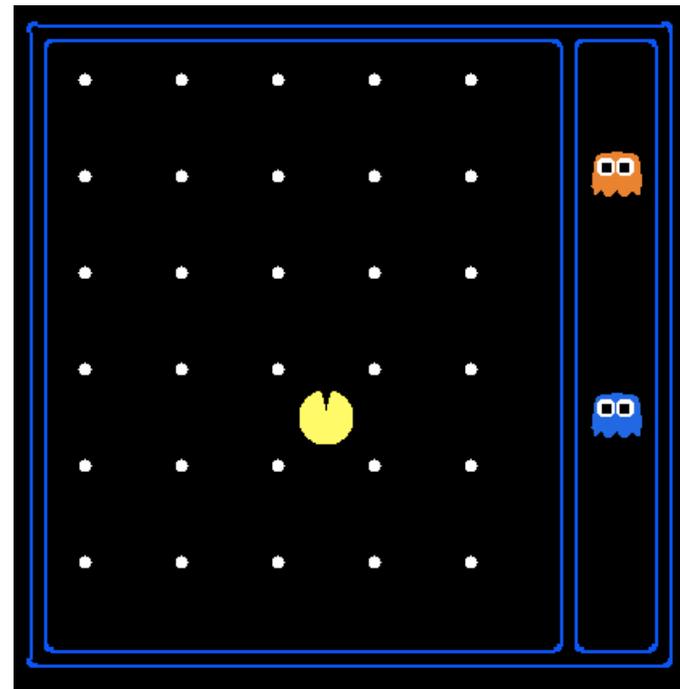
# State Space Sizes?

## ■ World state:

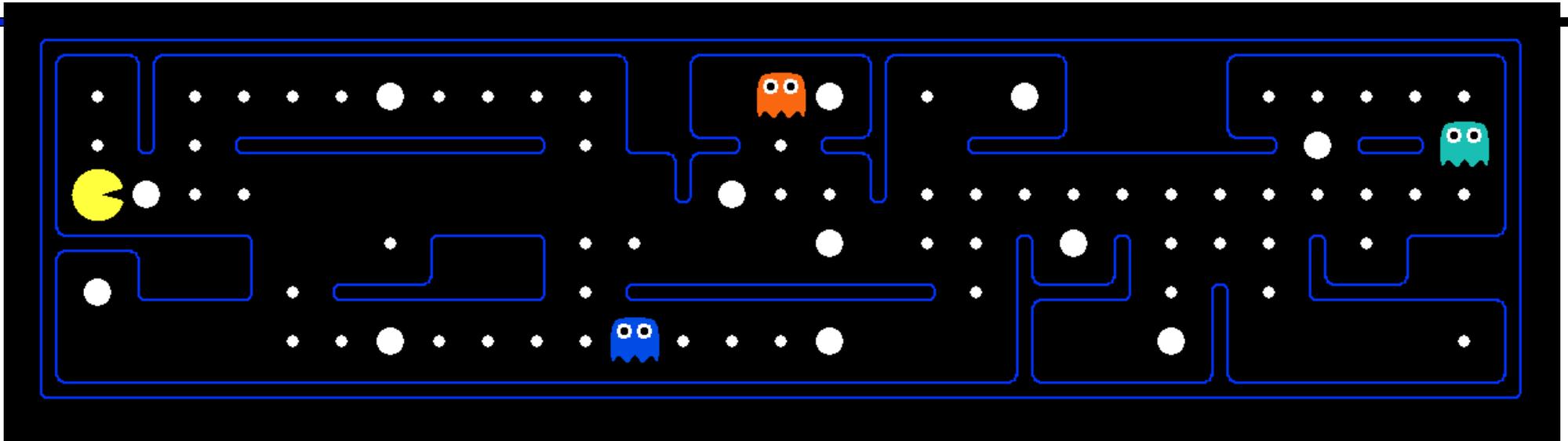
- Agent positions: 120
- Food count: 30
- Ghost positions: 12
- Agent facing: NSEW

## ■ How many

- World states?  $120 \times (2^{30}) \times (12^2) \times 4$
- States for pathing? 120
- States for eat-all-dots?  $120 \times (2^{30})$



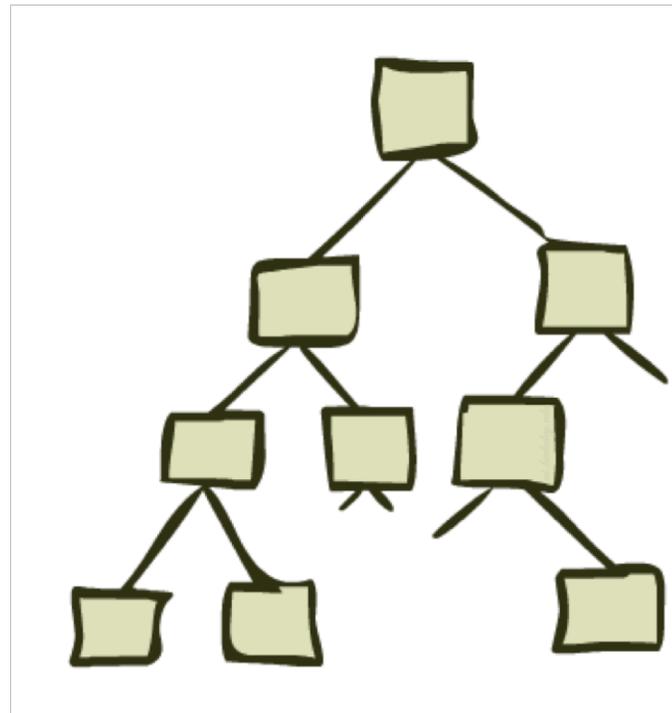
## Quiz: Safe Passage



- Problem: eat all dots while keeping the ghosts perma-scared
- What does the state space have to specify?
  - (agent position, dot booleans, power pellet booleans, remaining scared time)

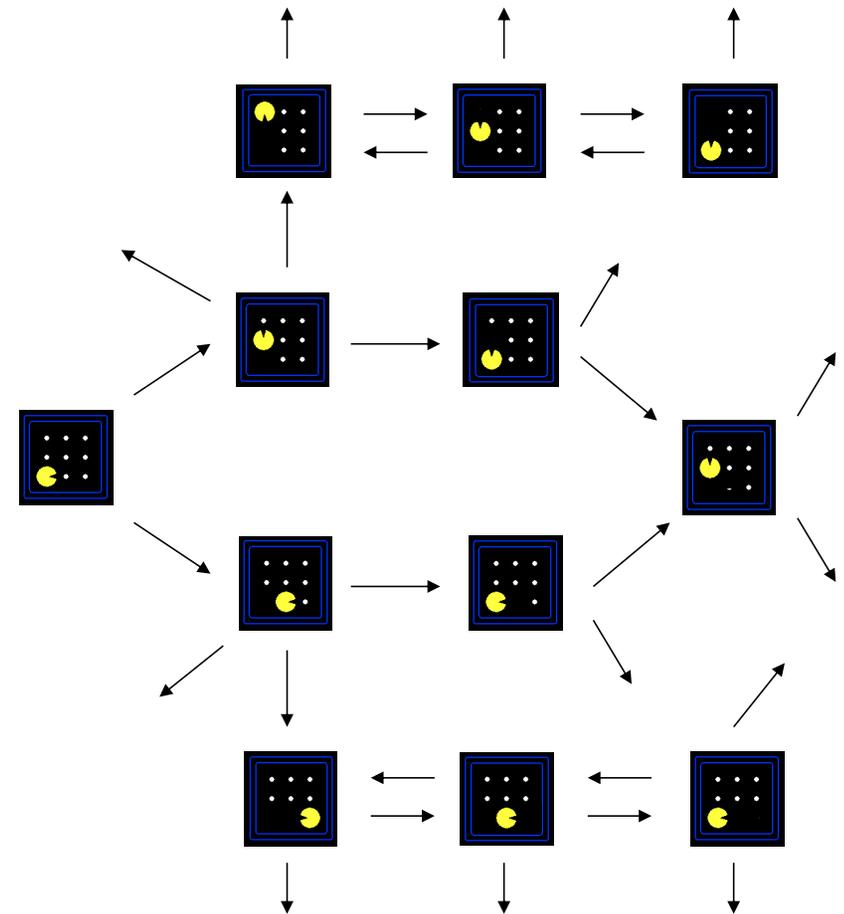
# State Space Graphs and Search Trees

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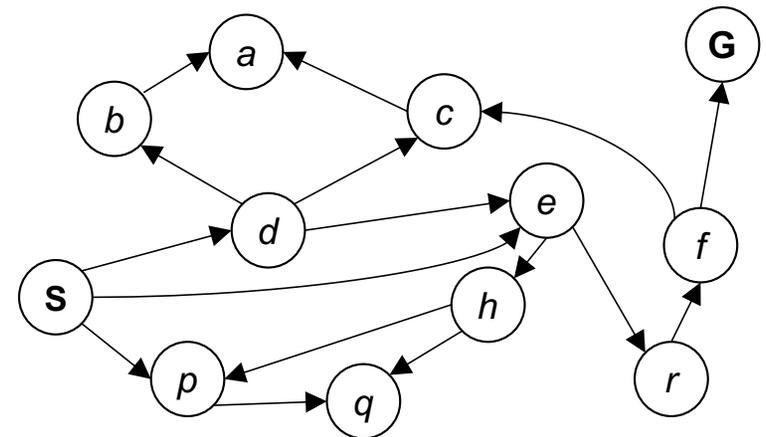
# State Space Graphs

- State space graph: A mathematical representation of a search problem
  - Nodes are (abstracted) world configurations
  - Arcs represent successors (action results)
  - The goal test is a set of goal nodes (maybe only one)
- In a state space graph, each state occurs only once!
- We can rarely build this full graph in memory (it's too big), but it's a useful idea



# State Space Graphs

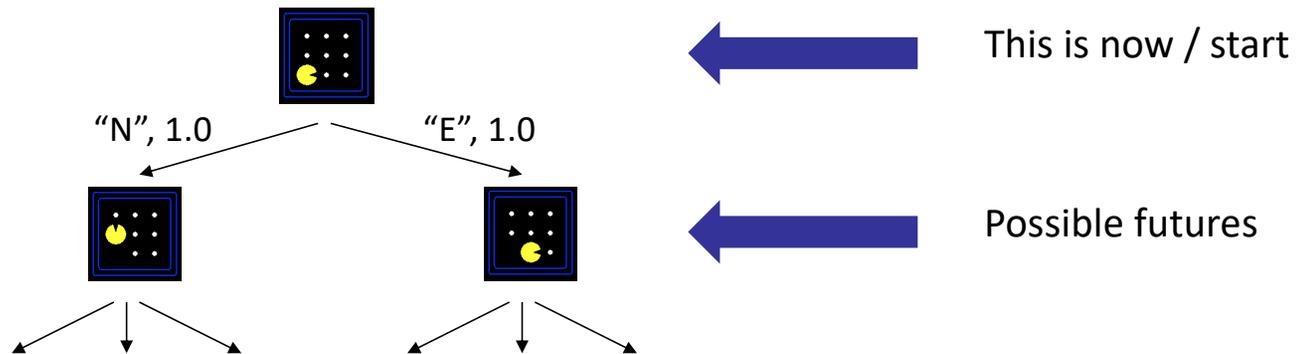
- State space graph: A mathematical representation of a search problem
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- In a search graph, each state occurs only once!
- We can rarely build this full graph in memory (it's too big), but it's a useful idea



*Tiny search graph for a tiny search problem*

# Search Trees

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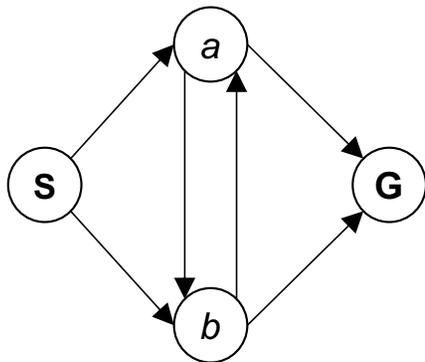
- A search tree:
  - A “what if” tree of plans and their outcomes
  - The start state is the root node
  - Children correspond to successors
  - Nodes show states, but correspond to PLANS that achieve those states
  - For most problems, we can never actually build the whole tree



# Quiz: State Space Graphs vs. Search Trees

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Consider this 4-state graph:



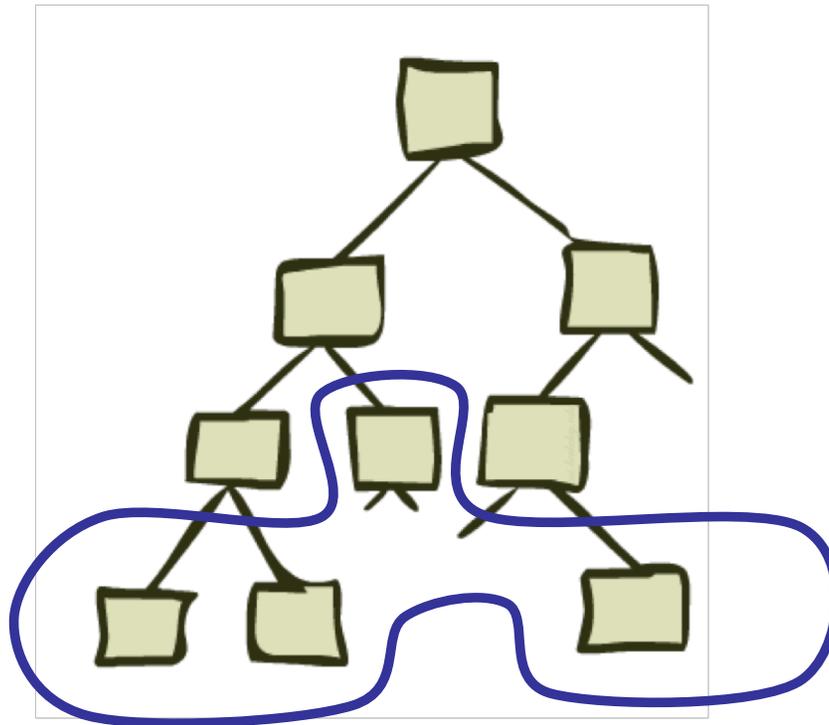
How big is its search tree (from S)?



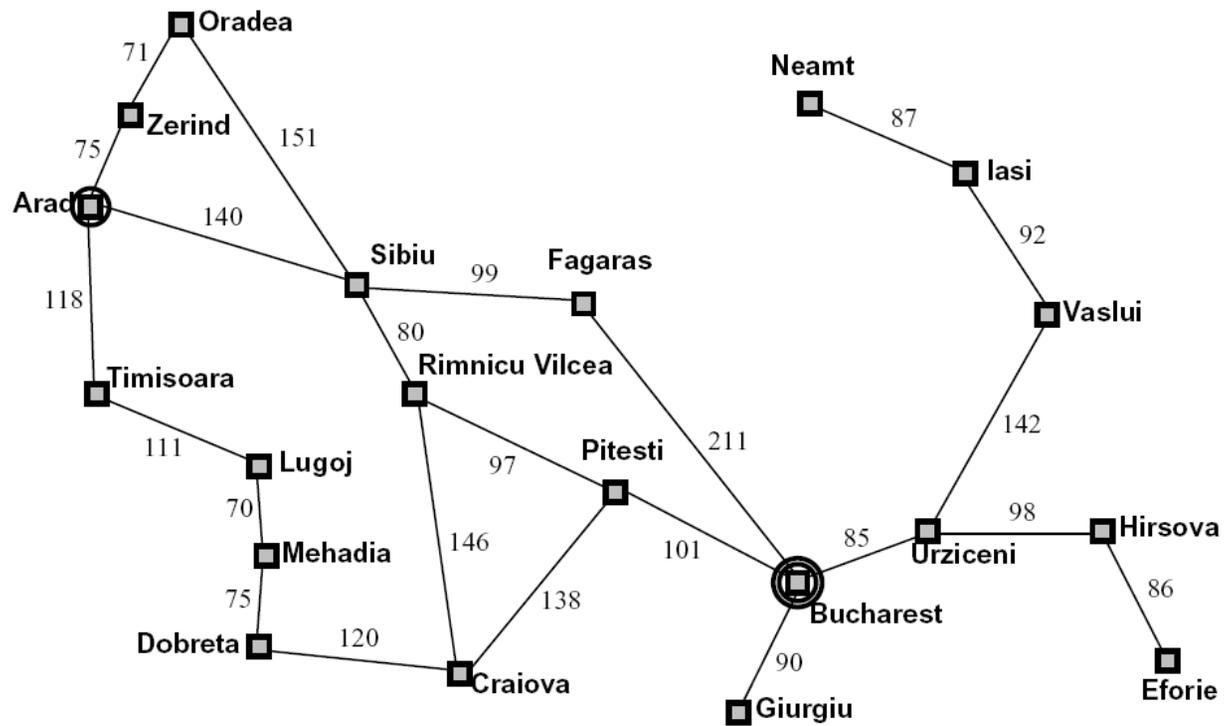
Important: Lots of repeated structure in the search tree!

# Tree Search

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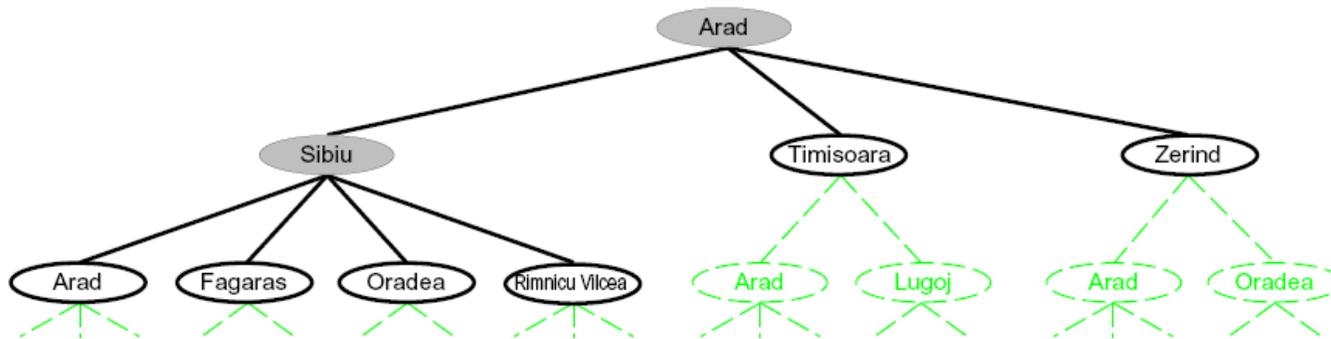


# Search Example: Romania



# Searching with a Search Tree

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## ■ Search:

- Expand out potential plans (tree nodes)
- Maintain a **fringe** of partial plans under consideration
- Try to expand as few tree nodes as possible

# General Tree Search

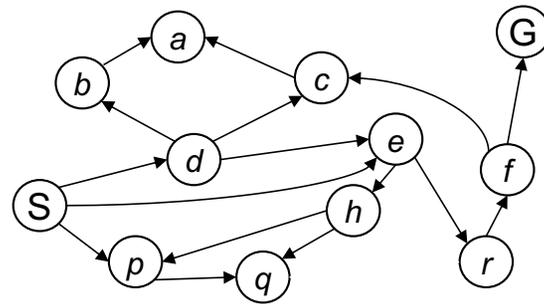
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```
function TREE-SEARCH(problem, strategy) returns a solution, or failure
  initialize the search tree using the initial state of problem
  loop do
    if there are no candidates for expansion then return failure
    choose a leaf node for expansion 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
```

- Important ideas:
  - Fringe
  - Expansion
  - Exploration strategy
- Main question: which fringe nodes to explore?

# Example: Tree Search

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# Depth-First Search

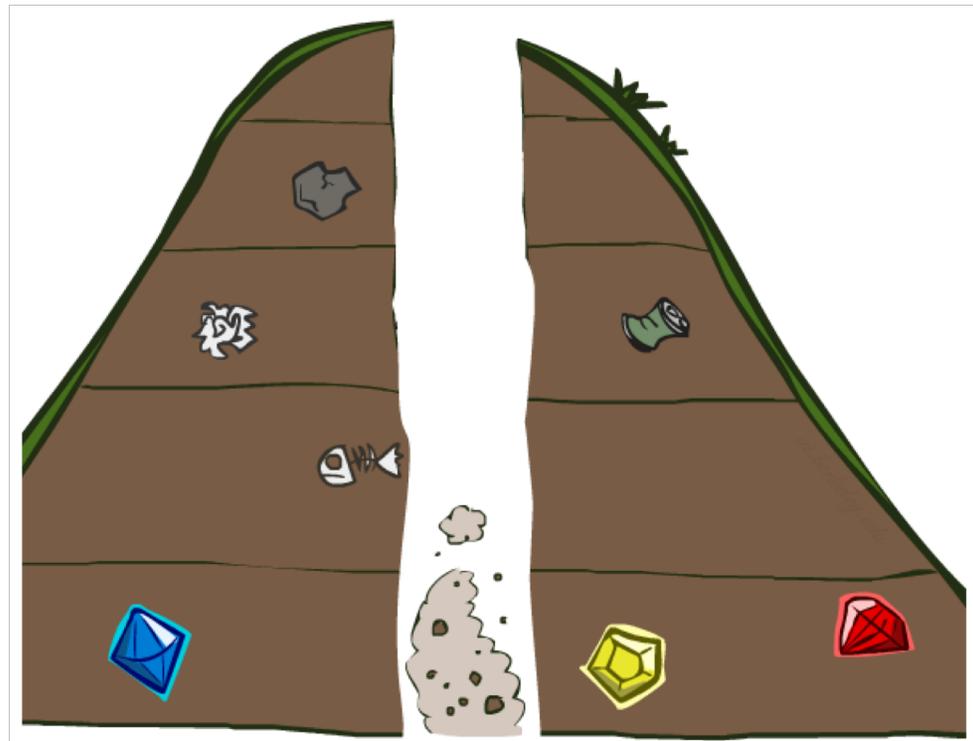
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# Search Algorithm Properties

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# Depth-First Search (DFS) Properties

- What nodes DFS expand?

- Some left prefix of the tree.
- Could process the whole tree!
- If  $m$  is finite, takes time  $O(b^m)$

- How much space does the fringe take?

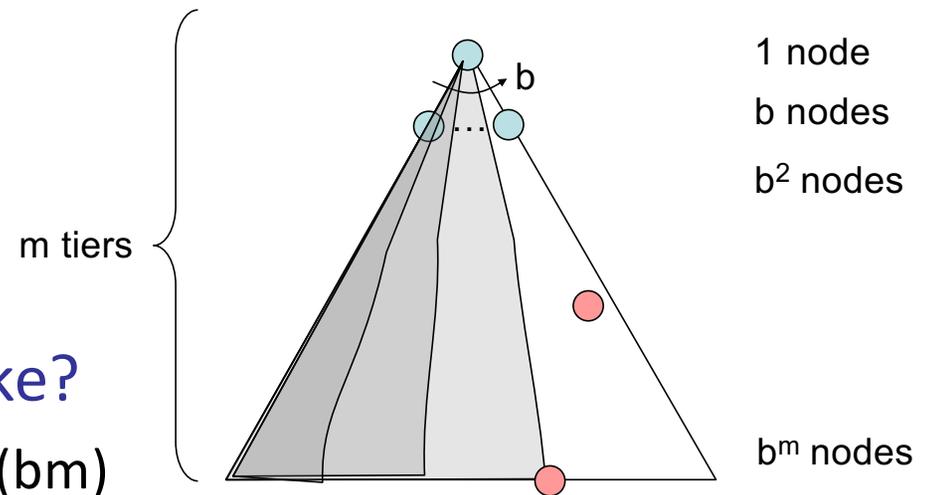
- Only has siblings on path to root, so  $O(bm)$

- Is it complete?

- $m$  could be infinite, so only if we prevent cycles (more later)

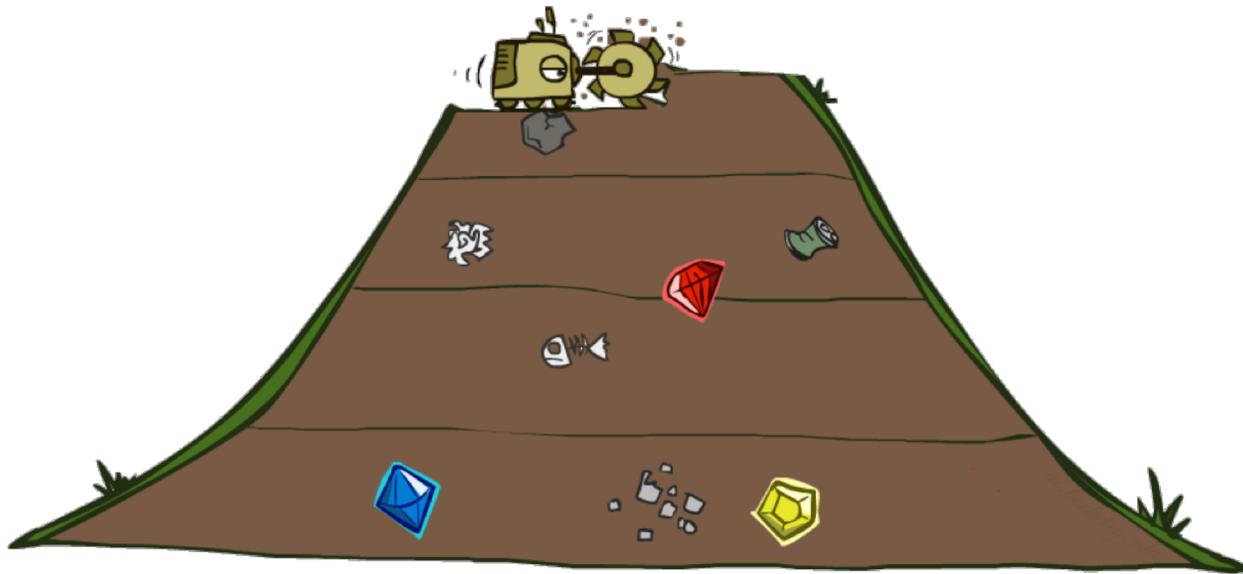
- Is it optimal?

- No, it finds the “leftmost” solution, regardless of depth or cost



# Breadth-First Search

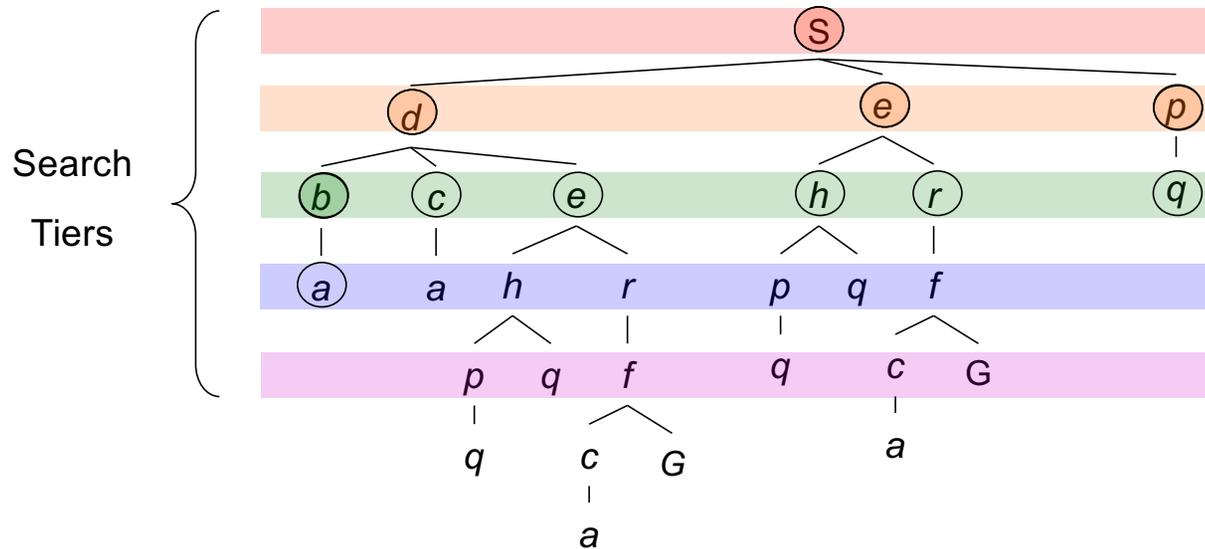
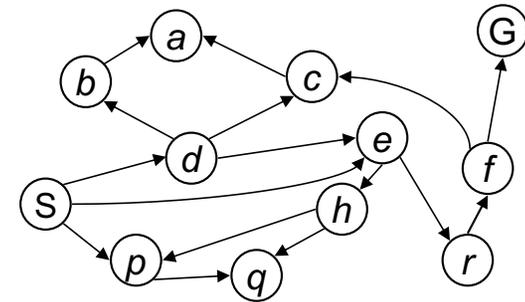
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# Breadth-First Search

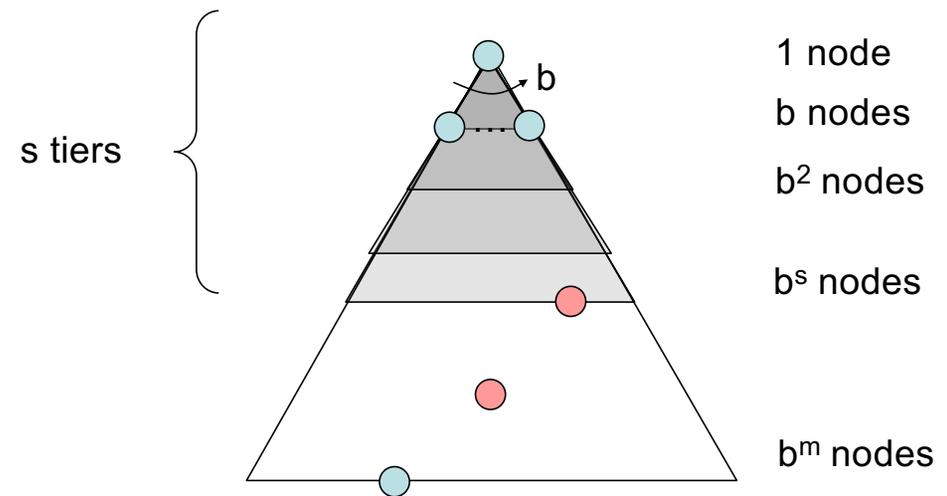
*Strategy: expand a shallowest node first*

*Implementation: Fringe is a FIFO queue*



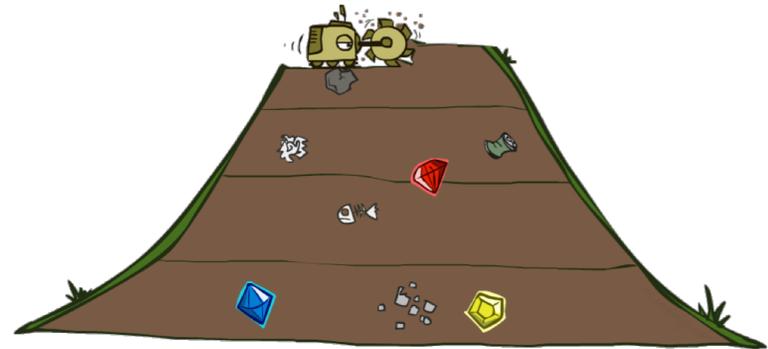
# Breadth-First Search (BFS) Properties

- What nodes does BFS expand?
  - Processes all nodes above shallowest solution
  - Let depth of shallowest solution be  $s$
  - Search takes time  $O(b^s)$
- How much space does the fringe take?
  - Has roughly the last tier, so  $O(b^s)$
- Is it complete?
  - $s$  must be finite if a solution exists, so yes!
- Is it optimal?
  - Only if costs are all 1 (more on costs later)



# Quiz: DFS vs BFS

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## Quiz: DFS vs BFS

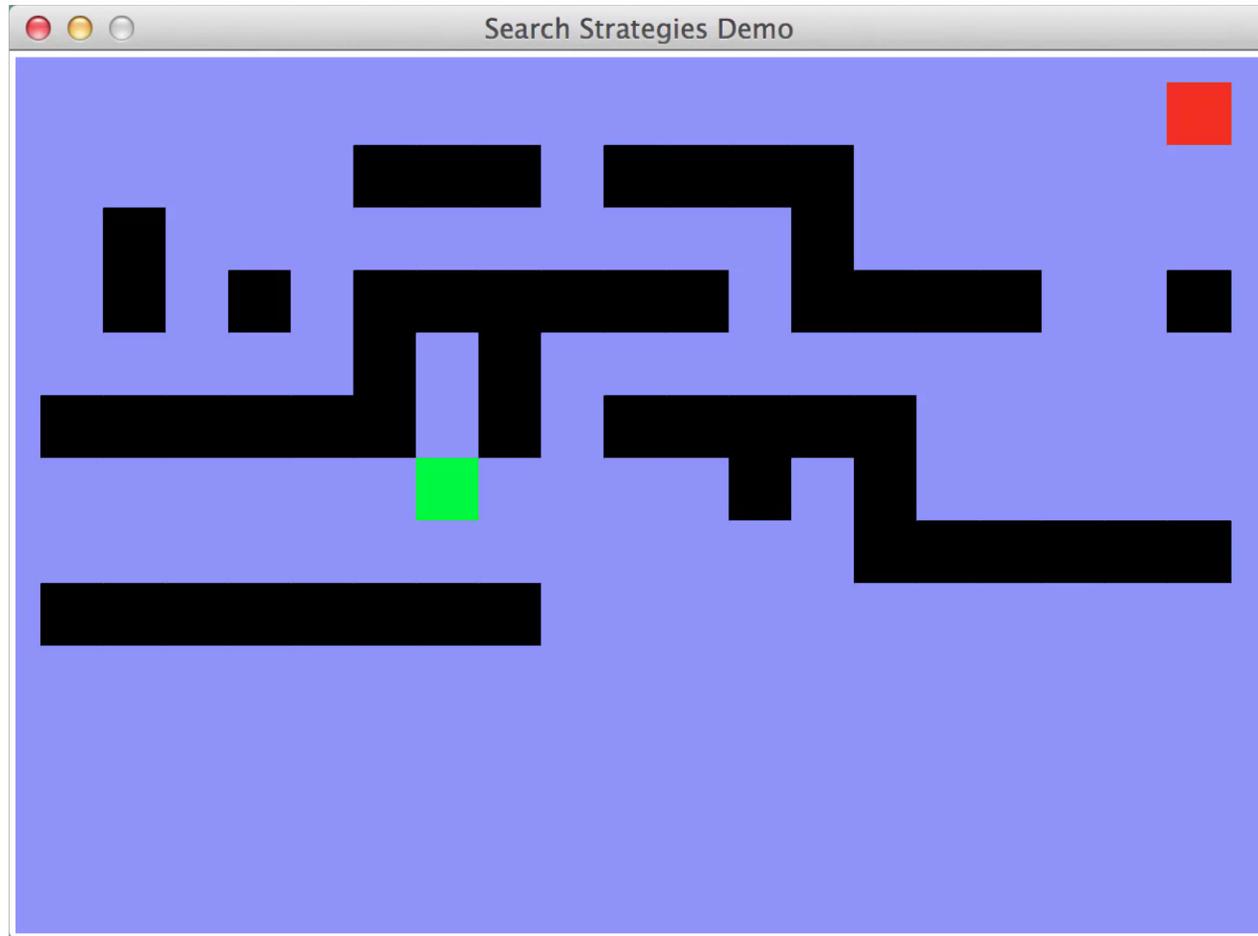
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- When will BFS outperform DFS?
- When will DFS outperform BFS?

[Demo: dfs/bfs maze water (L2D6)]

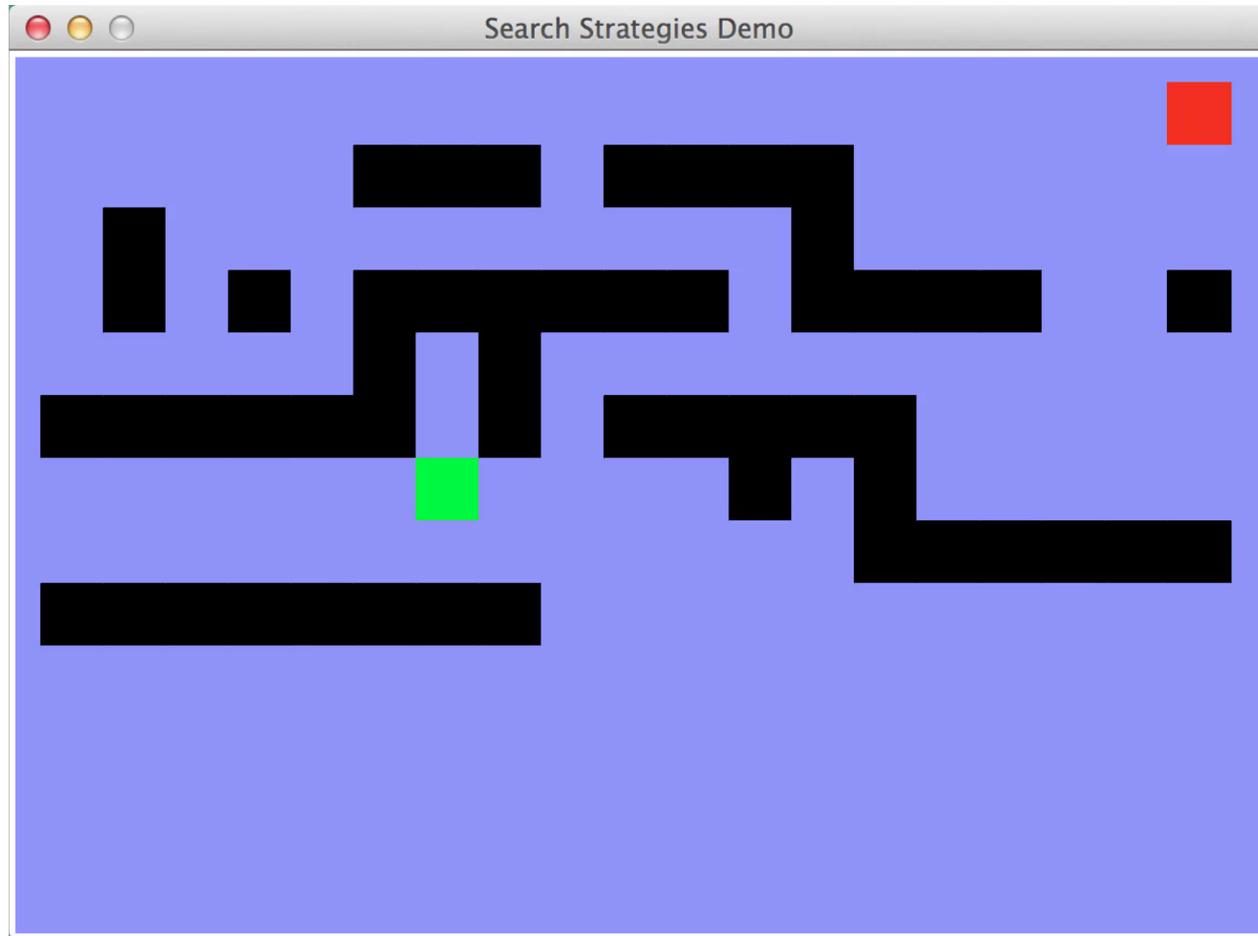
# Video of Demo Maze Water DFS/BFS (part 1)

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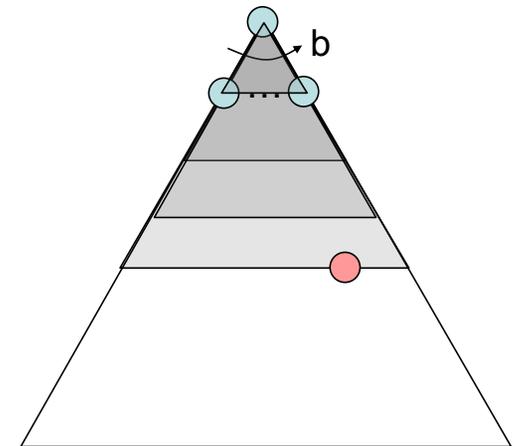
# Video of Demo Maze Water DFS/BFS (part 2)

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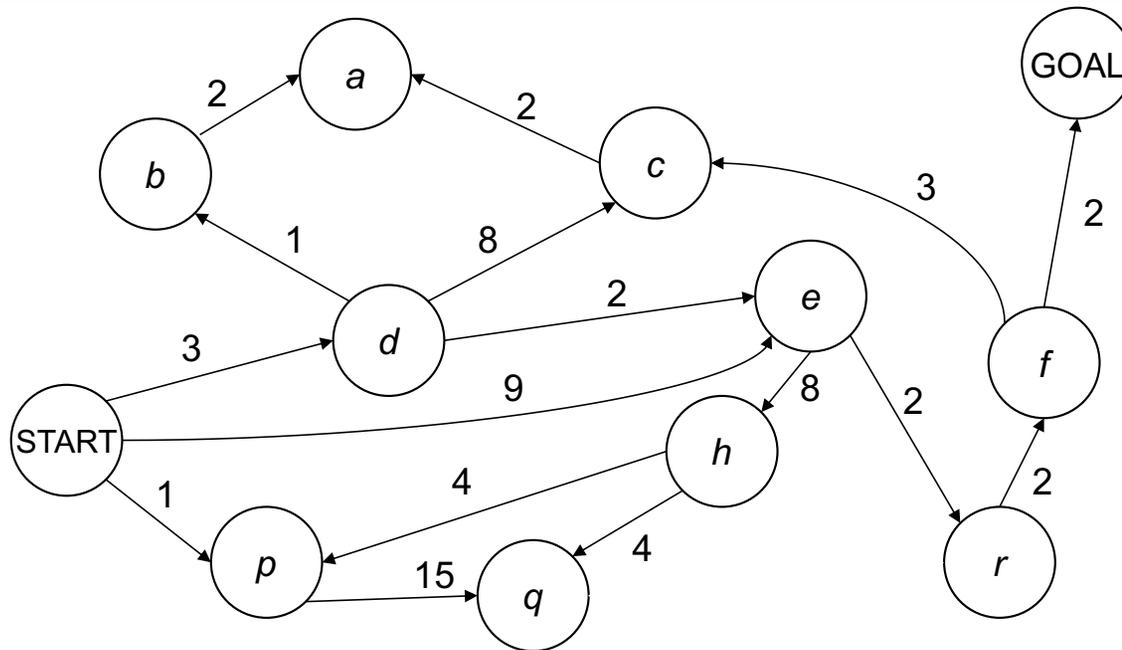


# Iterative Deepening

- Idea: get DFS's space advantage with BFS's time / shallow-solution advantages
  - Run a DFS with depth limit 1. If no solution...
  - Run a DFS with depth limit 2. If no solution...
  - Run a DFS with depth limit 3. ....
- Isn't that wastefully redundant?
  - Generally most work happens in the lowest level searched, so not so bad!



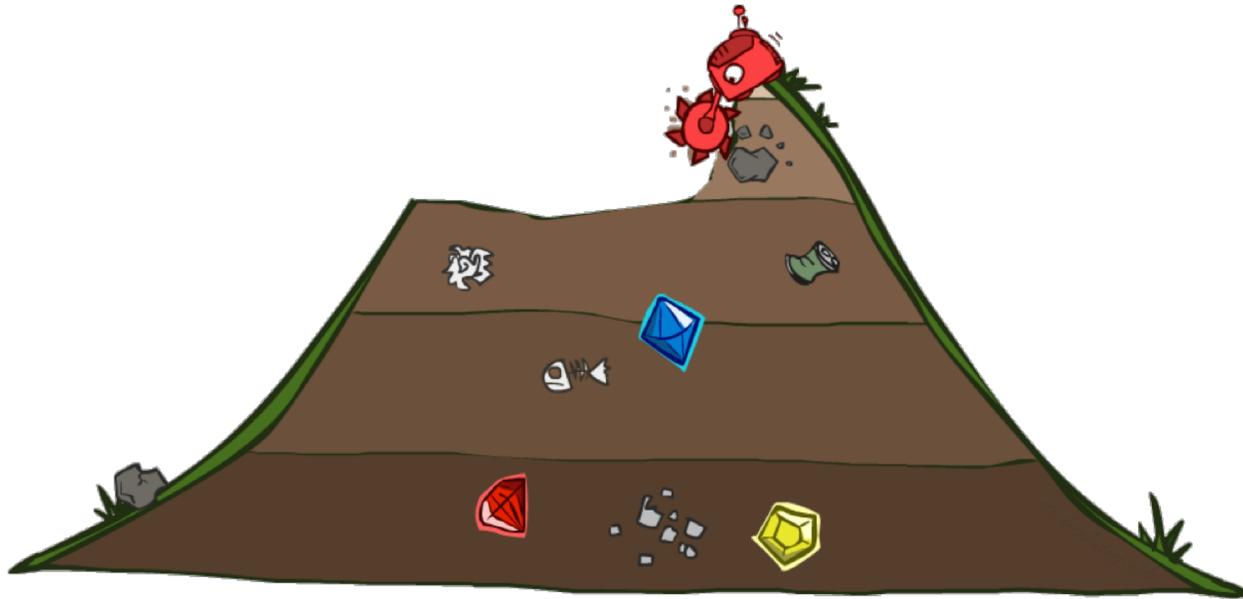
# Cost-Sensitive Search



BFS finds the shortest path in terms of number of actions. It does not find the least-cost path. We will now cover a similar algorithm which does find the least-cost path.

# Uniform Cost Search

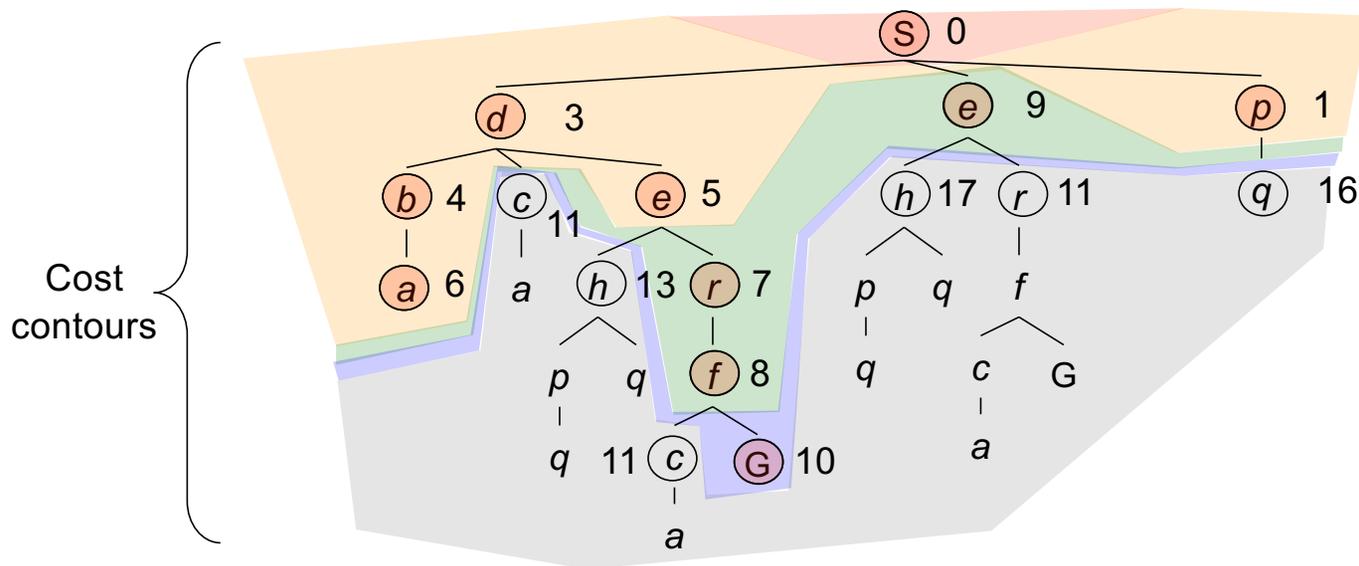
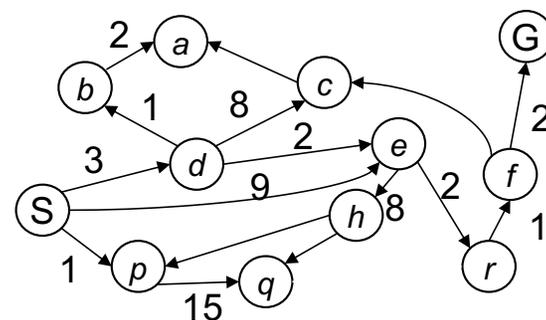
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# Uniform Cost Search

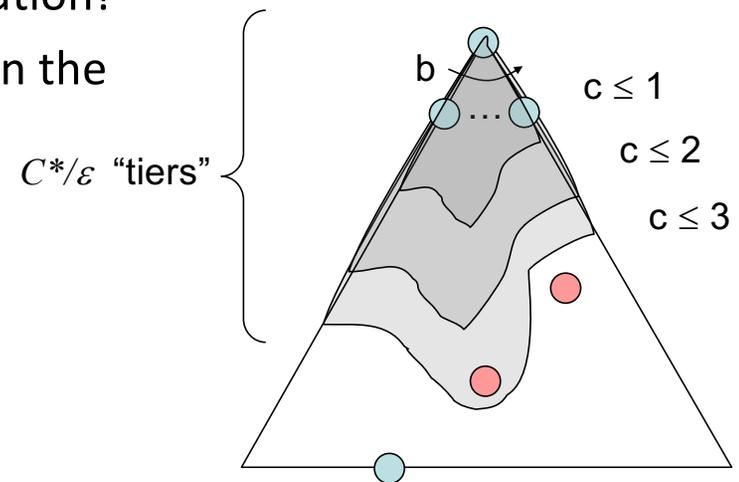
*Strategy: expand a cheapest node first:*

*Fringe is a priority queue (priority: cumulative cost)*



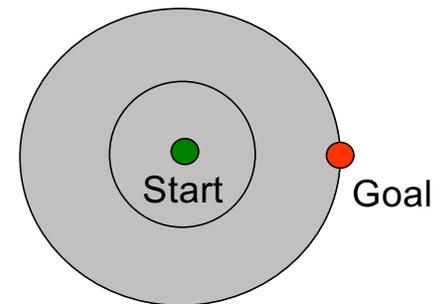
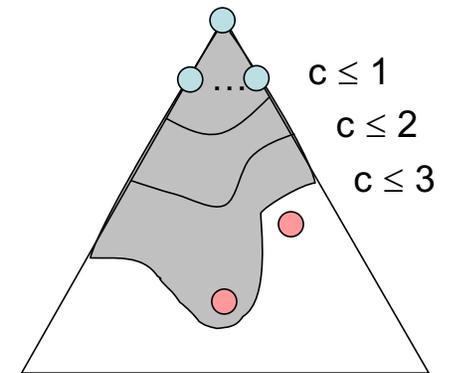
# Uniform Cost Search (UCS) Properties

- What nodes does UCS expand?
  - Processes all nodes with cost less than cheapest solution!
  - If that solution costs  $C^*$  and arcs cost at least  $\varepsilon$ , then the “effective depth” is roughly  $C^*/\varepsilon$
  - Takes time  $O(b^{C^*/\varepsilon})$  (exponential in effective depth)
- How much space does the fringe take?
  - Has roughly the last tier, so  $O(b^{C^*/\varepsilon})$
- Is it complete?
  - Assuming best solution has a finite cost and minimum arc cost is positive, yes!
- Is it optimal?
  - Yes! (Proof next lecture via  $A^*$ )



# Uniform Cost Issues

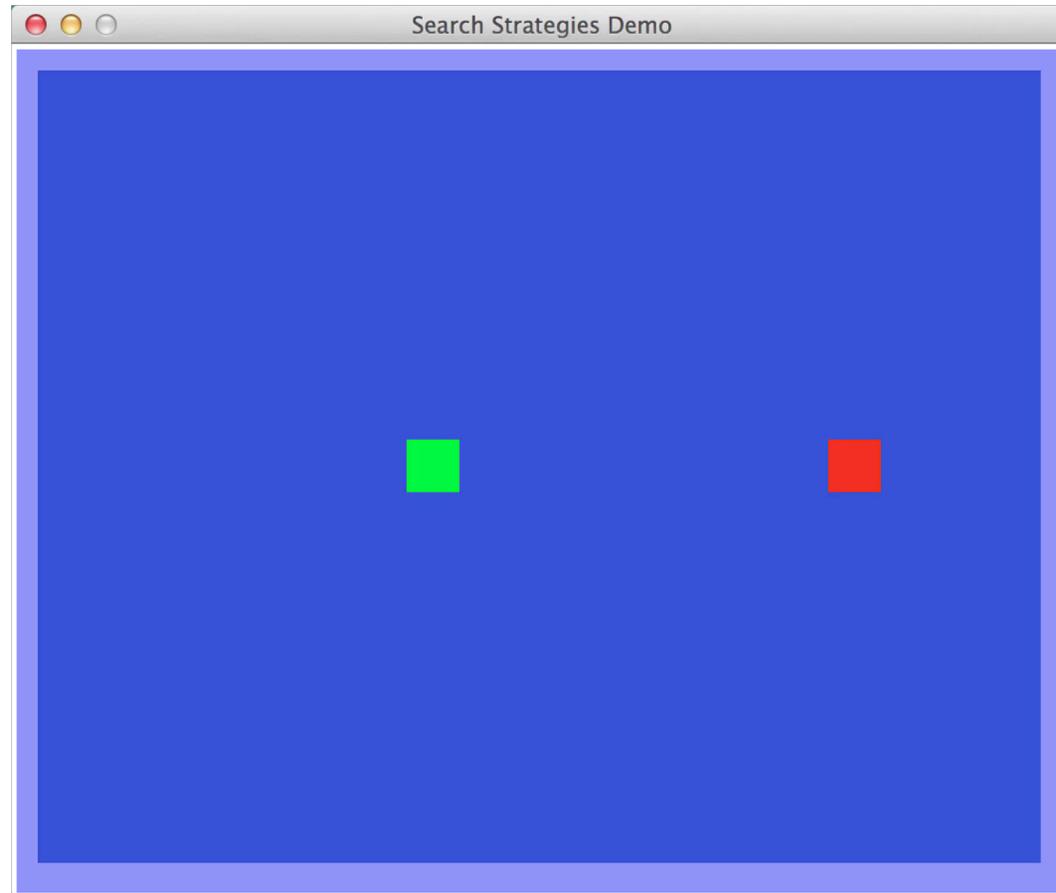
- Remember: UCS explores increasing cost contours
- The good: UCS is complete and optimal!
- The bad:
  - Explores options in every “direction”
  - No information about goal location
- We’ll fix that soon!



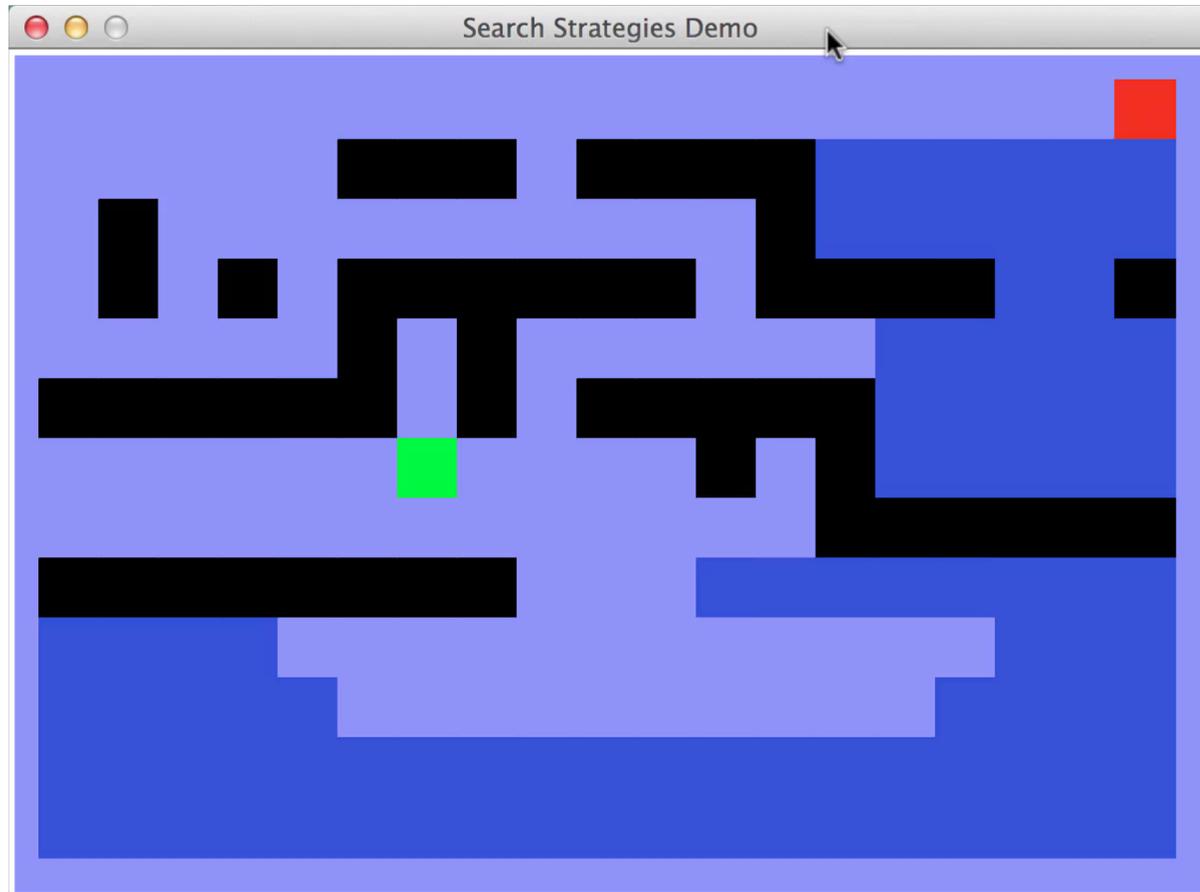
[Demo: empty grid UCS (L2D5)]  
[Demo: maze with deep/shallow water DFS/BFS/UCS (L2D7)]

# Video of Demo Empty UCS

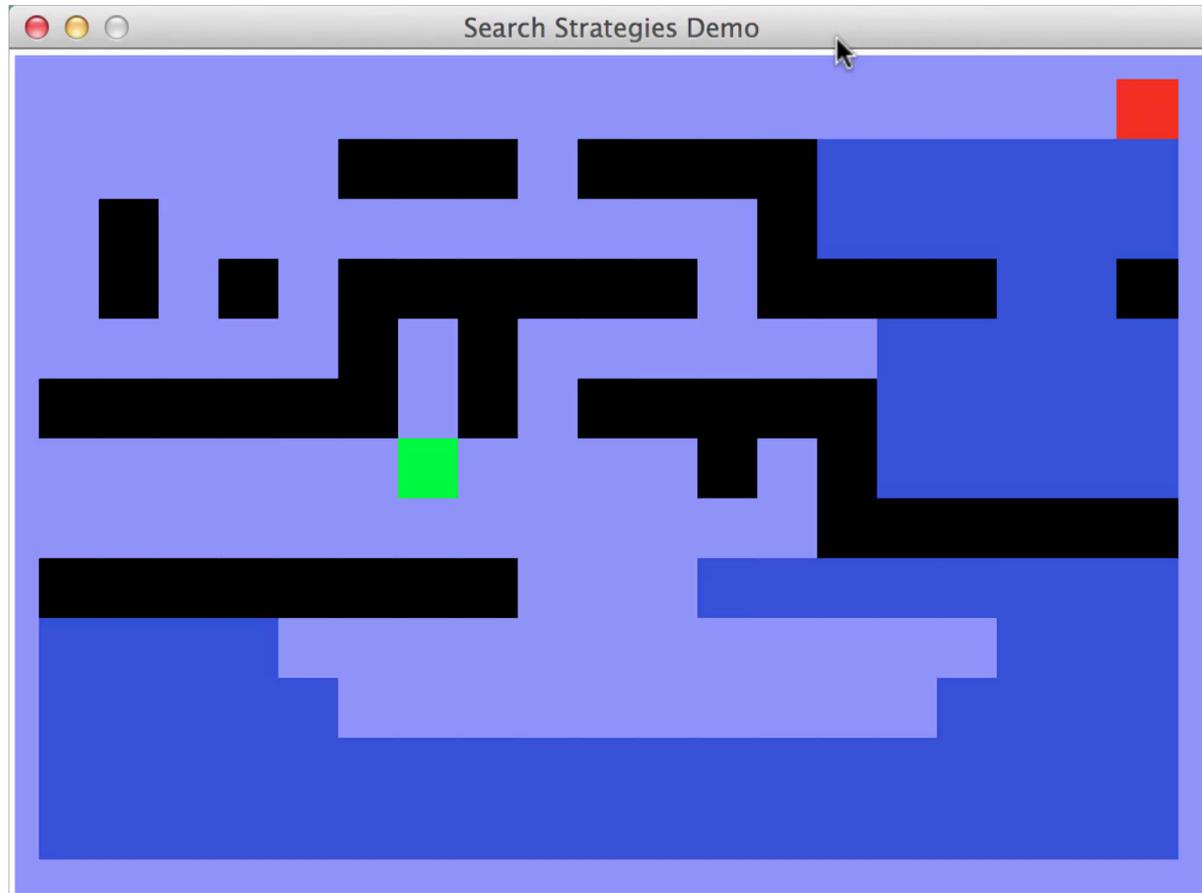
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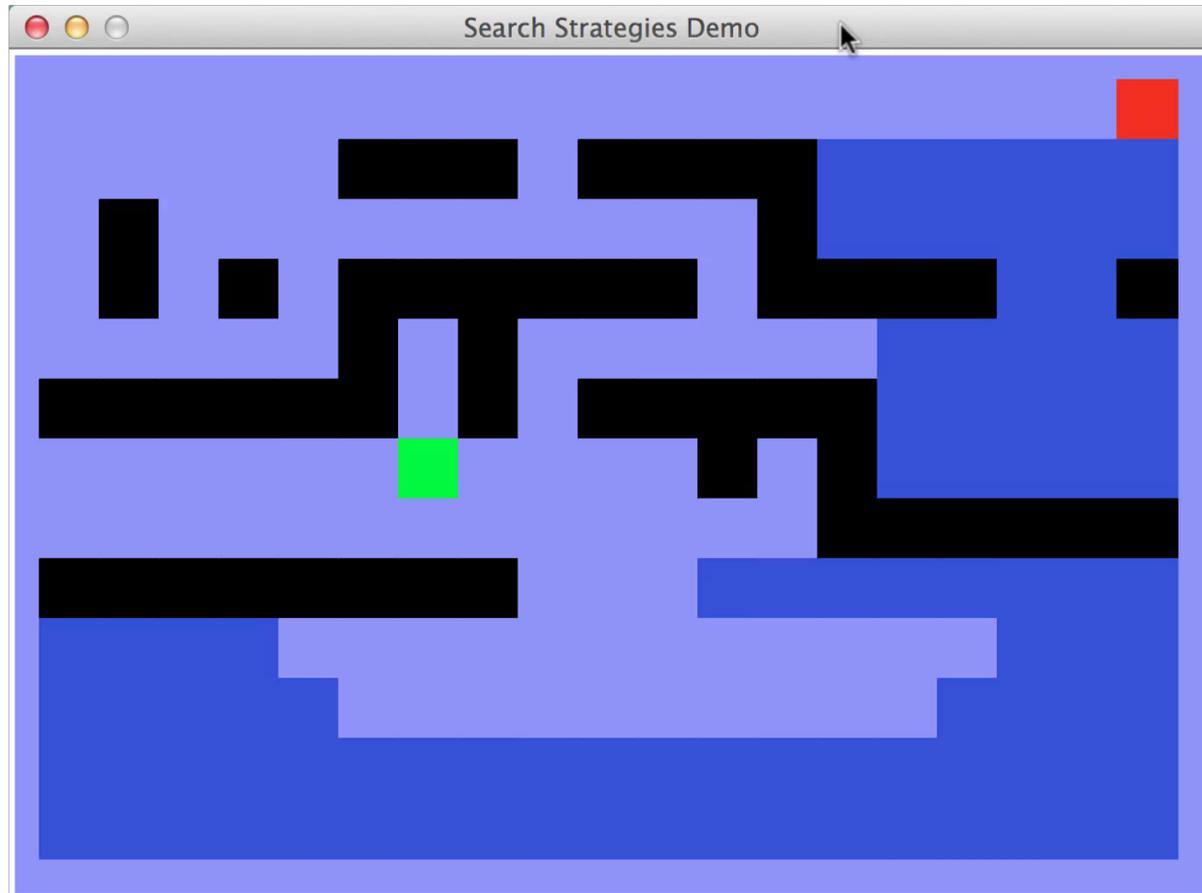
# Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 1)



## Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 2)

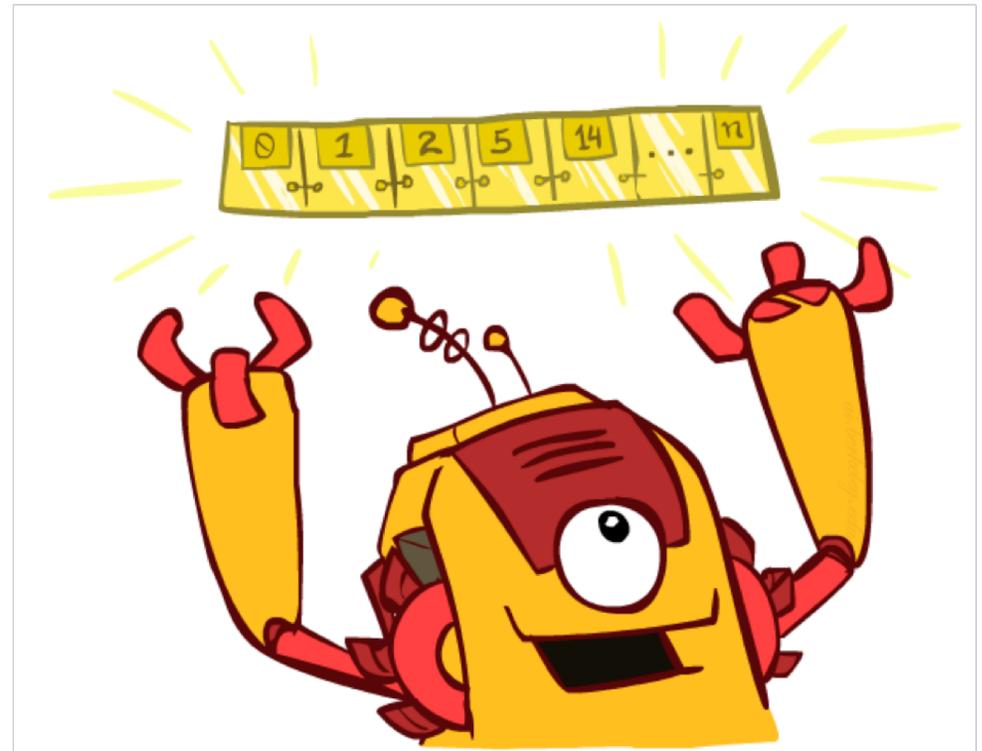


## Video of Demo Maze with Deep/Shallow Water --- DFS, BFS, or UCS? (part 3)



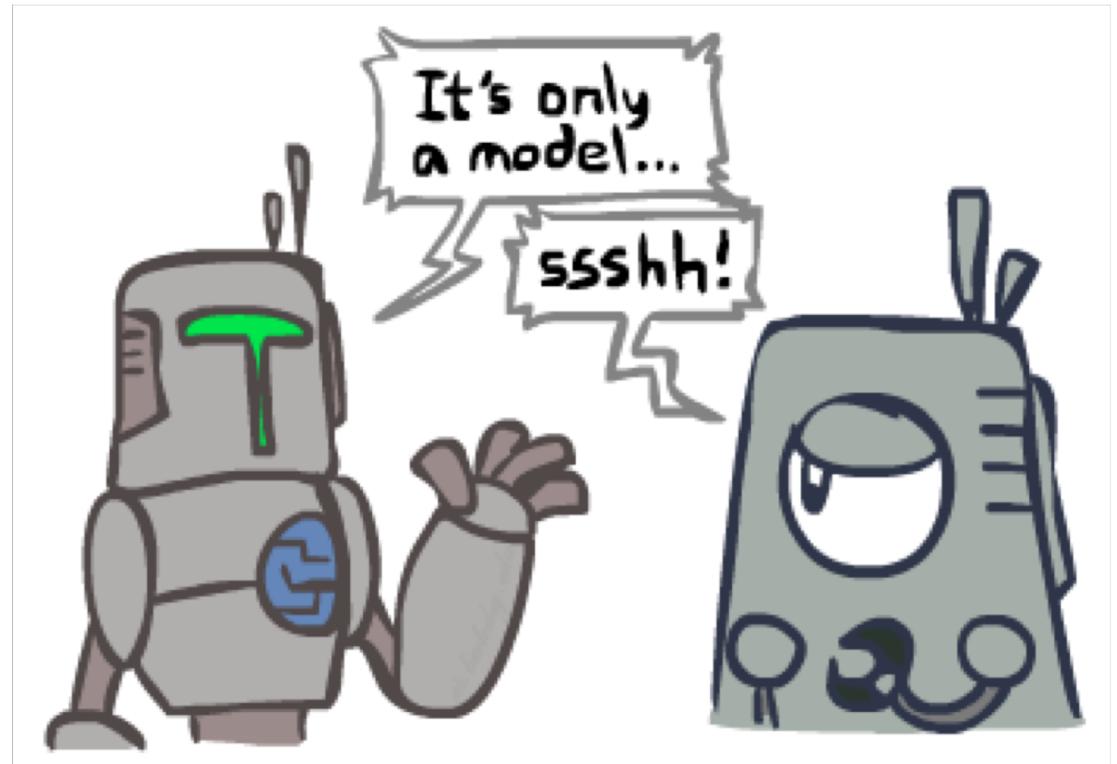
# The One Queue

- All these search algorithms are the same except for fringe strategies
  - Conceptually, all fringes are priority queues (i.e. collections of nodes with attached priorities)
  - Practically, for DFS and BFS, you can avoid the  $\log(n)$  overhead from an actual priority queue, by using stacks and queues
  - Can even code one implementation that takes a variable queuing object



# Search and Models

- Search operates over models of the world
  - The agent doesn't actually try all the plans out in the real world!
  - Planning is all “in simulation”
  - Your search is only as good as your models...



# Search Gone Wrong?

