Problem solving and search

Chapter 3, Sections 1–5

Outline

- ◇ Problem-solving agents
- ◇ Problem types
- ◇ Problem formulation
- ◇ Example problems
- ◇ Basic search algorithms

Problem-solving agents

Restricted form of general agent:

```
function SIMPLE-PROBLEM-SOLVING-AGENT( p) returns an action
    inputs: p, a percept
    static: s, an action sequence, initially empty
            state, some description of the current world state
            g, a goal, initially null
            problem, a problem formulation

    state ← UPDATE-STATE(state, p)
    if s is empty then
        g ← FORMULATE-GOAL(state)
        problem ← FORMULATE-PROBLEM(state, g)
        s ← SEARCH( problem)
    action ← RECOMMENDATION(s, state)
    s ← REMAINDER(s, state)
    return action
```

Note: this is *offline* problem solving. *Online* problem solving involves acting without complete knowledge of the problem and solution.

Example: Romania

On holiday in Romania; currently in Arad.

Flight leaves tomorrow from Bucharest

Formulate goal:

be in Bucharest

Formulate problem:

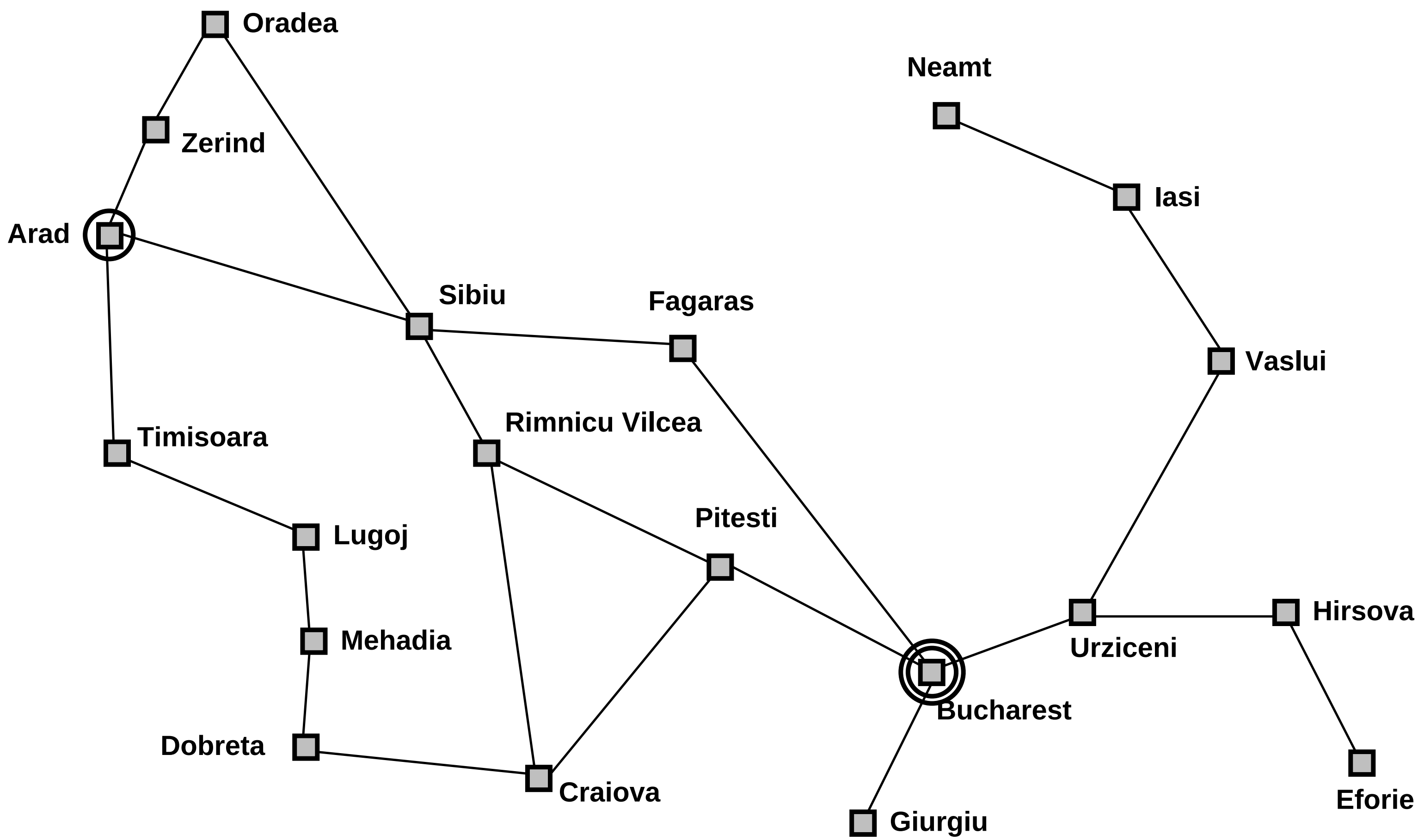
states: various cities

operators: drive between cities

Find solution:

sequence of cities, e.g., Arad, Sibiu, Fagaras, Bucharest

Example: Romania



Problem types

Deterministic, accessible $\Longrightarrow$ *single-state problem*

Deterministic, inaccessible $\Longrightarrow$ *multiple-state problem*

Nondeterministic, inaccessible $\Longrightarrow$ *contingency problem*

must use sensors during execution

solution is a *tree* or *policy*

often *interleave* search, execution

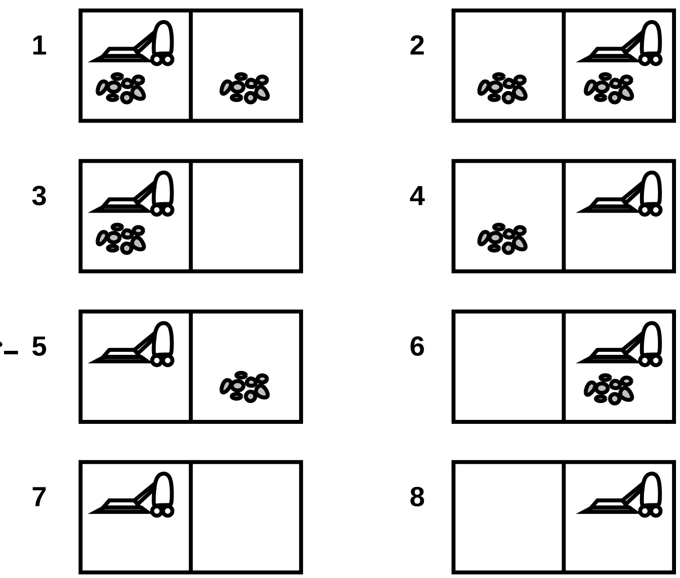
Unknown state space $\Longrightarrow$ *exploration problem* ("online")

Example: vacuum world

Single-state, start in #5. Solution??

Multiple-state, start in $\{1, 2, 3, 4, 5, 6, 7, 8\}$
e.g., *Right* goes to $\{2, 4, 6, 8\}$. Solution??

Contingency, start in #5
Murphy's Law: *Suck* can dirty a clean carpet
Local sensing: dirt, location only.
Solution??



Single-state problem formulation

A *problem* is defined by four items:

initial state e.g., "at Arad"

operators (or *successor function* $S(x)$)

e.g., Arad $\rightarrow$ Zerind Arad $\rightarrow$ Sibiu etc.

goal test, can be

explicit, e.g., $x =$ "at Bucharest"

implicit, e.g., $NoDirt(x)$

path cost (additive)

e.g., sum of distances, number of operators executed, etc.

A *solution* is a sequence of operators
leading from the initial state to a goal state

Selecting a state space

Real world is absurdly complex

⇒ state space must be *abstracted* for problem solving

(Abstract) state = set of real states

(Abstract) operator = complex combination of real actions

e.g., "Arad → Zerind" represents a complex set

of possible routes, detours, rest stops, etc.

For guaranteed realizability, any real state "in Arad"

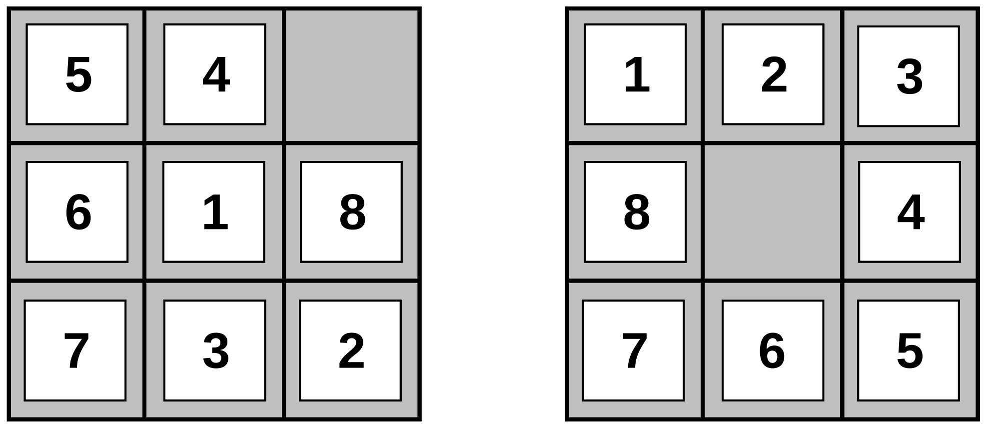
must get to *some* real state "in Zerind"

(Abstract) solution =

set of real paths that are solutions in the real world

Each abstract action should be "easier" than the original problem!

Example: The 8-puzzle



Start State **Goal State**

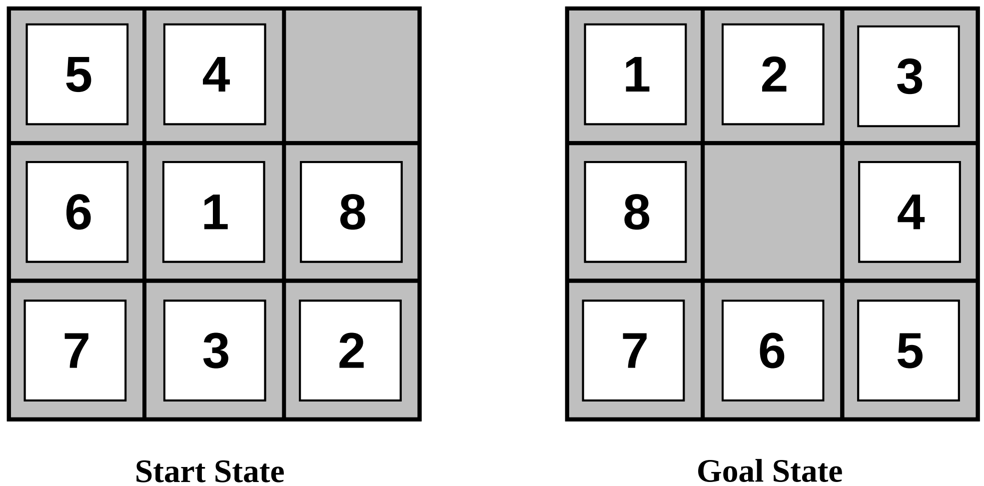
states??

operators??

goal test??

path cost??

Example: The 8-puzzle



states??: integer locations of tiles (ignore intermediate positions)

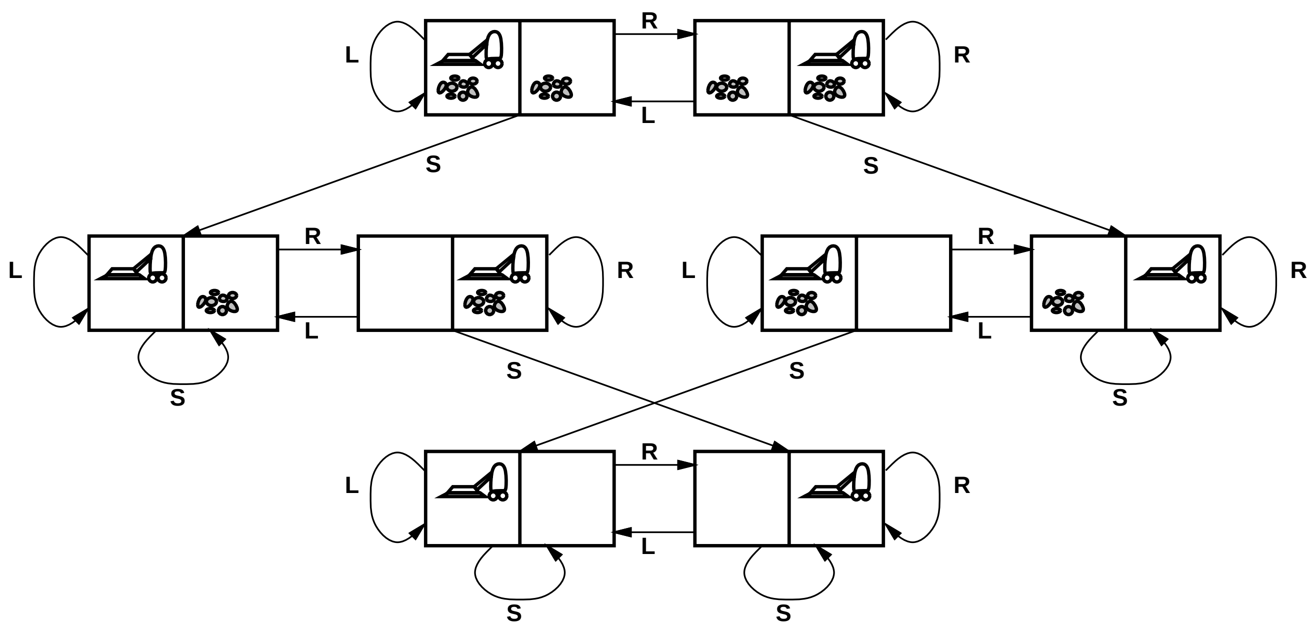
operators??: move blank left, right, up, down (ignore unjamming etc.)

goal test??: = goal state (given)

path cost??: 1 per move

[Note: optimal solution of n-Puzzle family is NP-hard]

Example: vacuum world state space graph



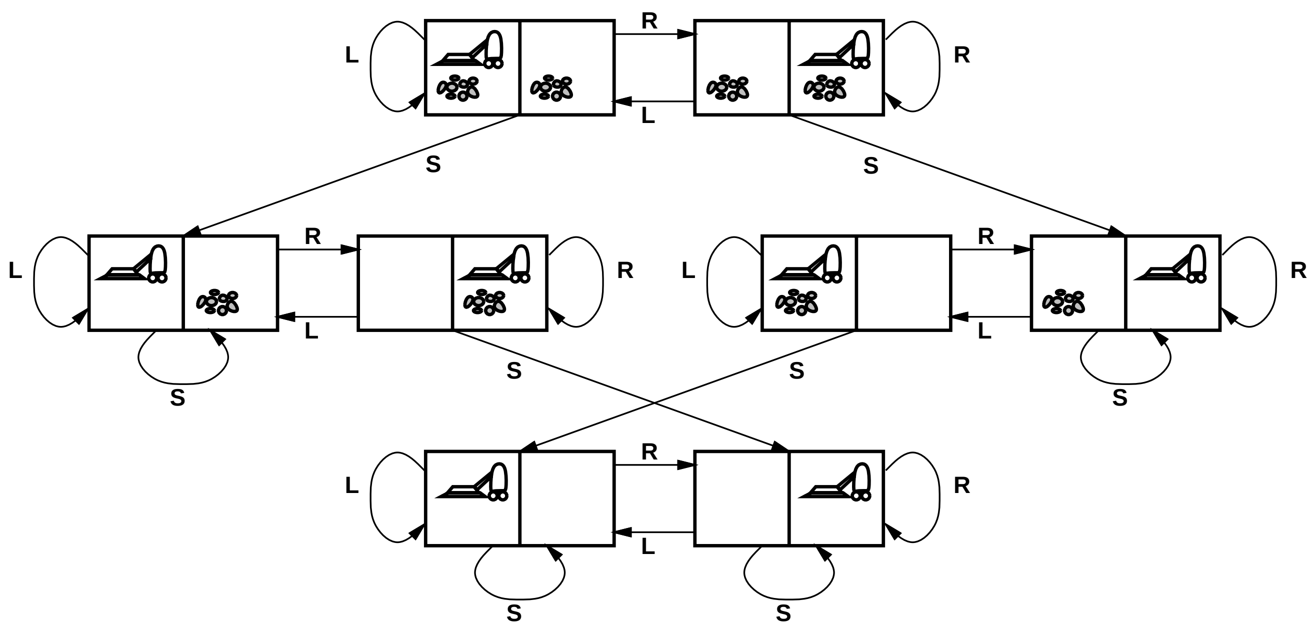
states??

operators??

goal test??

path cost??

Example: vacuum world state space graph



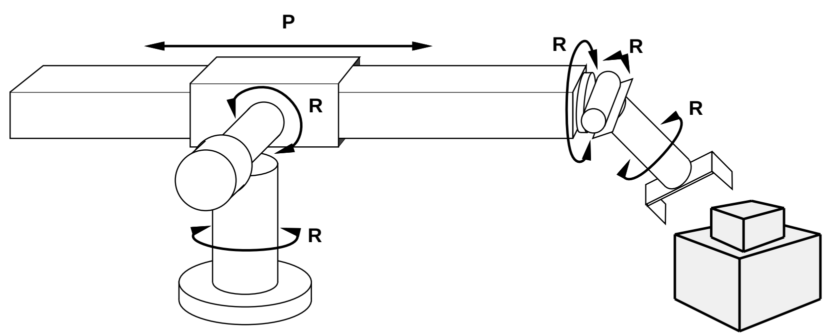
<u>states</u>??: integer dirt and robot locations (ignore dirt *amounts*)

<u>operators</u>??: *Left*, *Right*, *Suck*

<u>goal test</u>??: no dirt

<u>path cost</u>??: 1 per operator

Example: robotic assembly



states??: real-valued coordinates of

robot joint angles

parts of the object to be assembled

operators??: continuous motions of robot joints

goal test??: complete assembly *with no robot included!*

path cost??: time to execute

Search algorithms

Basic idea:

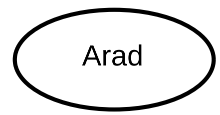
offline, simulated exploration of state space

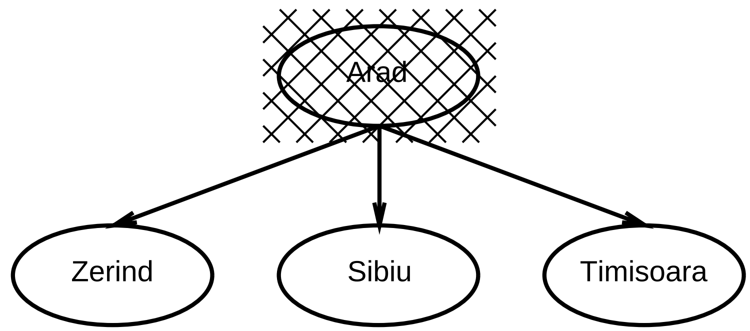
by generating successors of already-explored states

(a.k.a. *expanding* states)

```
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
```

General search example

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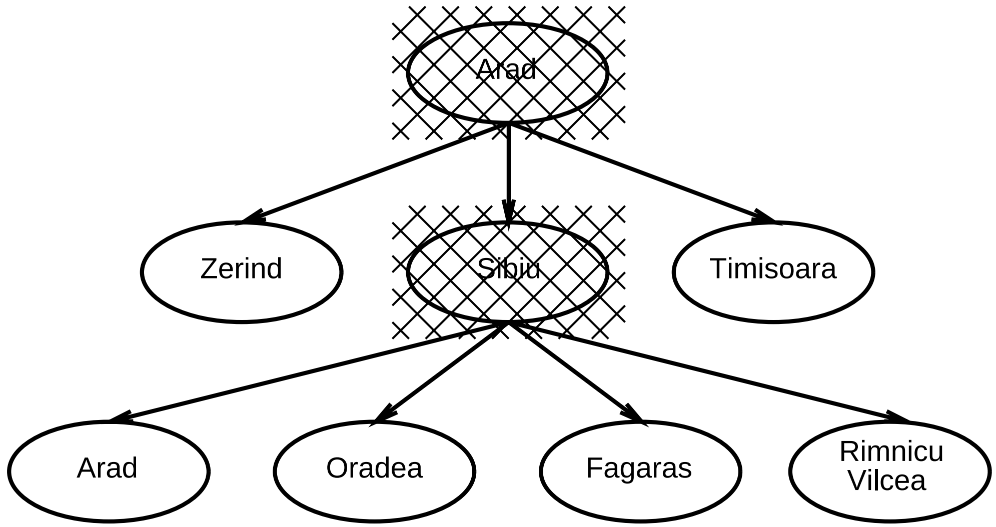
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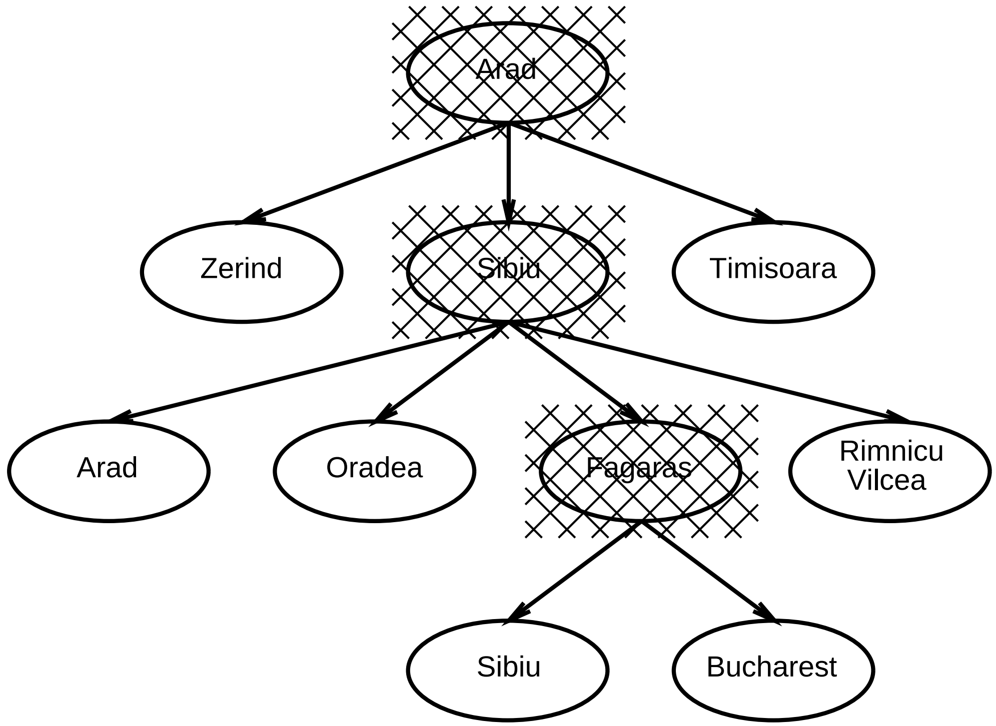
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Fagaras
Rimnicu Vilcea
Sibiu
Bucharest

Implementation of search algorithms

```
function GENERAL-SEARCH( problem, QUEUING-FN) returns a solution, or failure

   nodes ← MAKE-QUEUE(MAKE-NODE(INITIAL-STATE[problem]))
   loop do
      if nodes is empty then return failure
      node ← REMOVE-FRONT(nodes)
      if GOAL-TEST[problem] applied to STATE(node) succeeds then return node
      nodes ← QUEUING-FN(nodes, EXPAND(node, OPERATORS[problem]))
   end
```

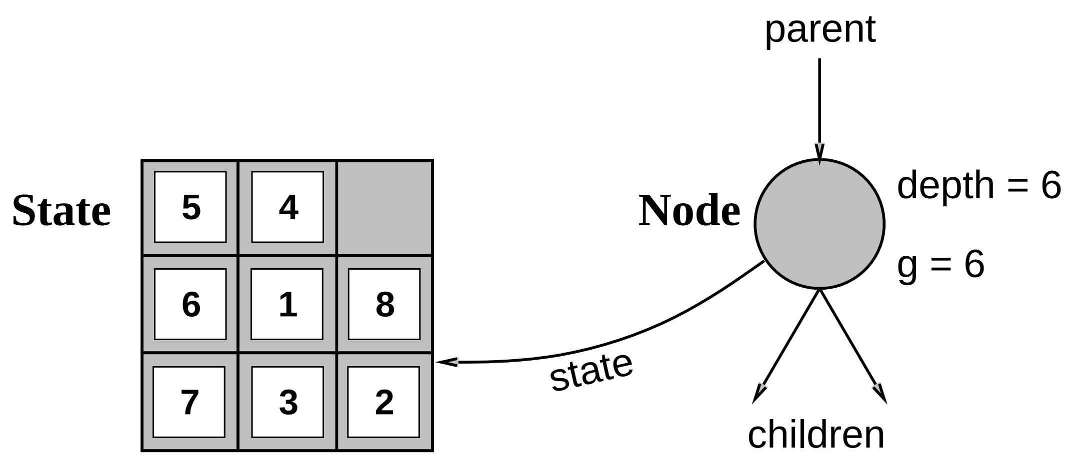
Implementation contd: states vs. nodes

A *state* is a (representation of) a physical configuration

A *node* is a data structure constituting part of a search tree

includes *parent*, *children*, *depth*, *path cost* $g(x)$

States do not have parents, children, depth, or path cost!



The EXPAND function creates new nodes, filling in the various fields and using the OPERATORS (or SUCCESSORFN) of the problem to create the corresponding states.

Search strategies

A strategy is defined by picking the *order of node expansion*

Strategies are evaluated along the following dimensions:

- completeness—does it always find a solution if one exists?
- time complexity—number of nodes generated/expanded
- space complexity—maximum number of nodes in memory
- optimality—does it always find a least-cost solution?

Time and space complexity are measured in terms of

- b—maximum branching factor of the search tree
- d—depth of the least-cost solution
- m—maximum depth of the state space (may be ∞)

Uninformed search strategies

Uninformed strategies use only the information available in the problem definition

Breadth-first search

Uniform-cost search

Depth-first search

Depth-limited search

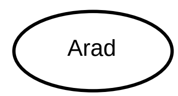
Iterative deepening search

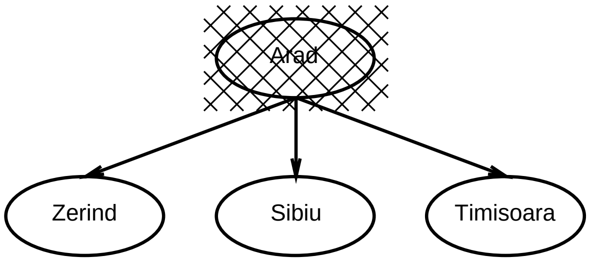
Breadth-first search

Expand shallowest unexpanded node

Implementation:

QueueingFn = put successors at end of queue

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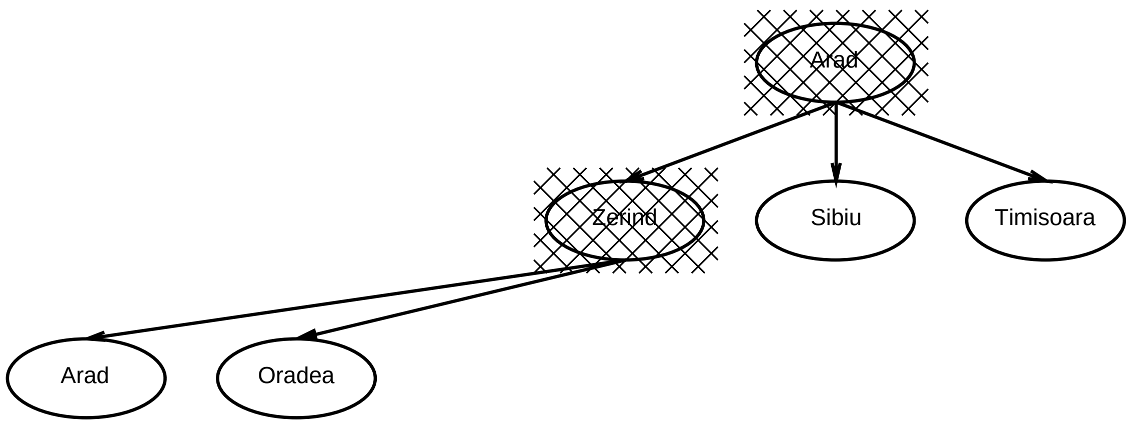
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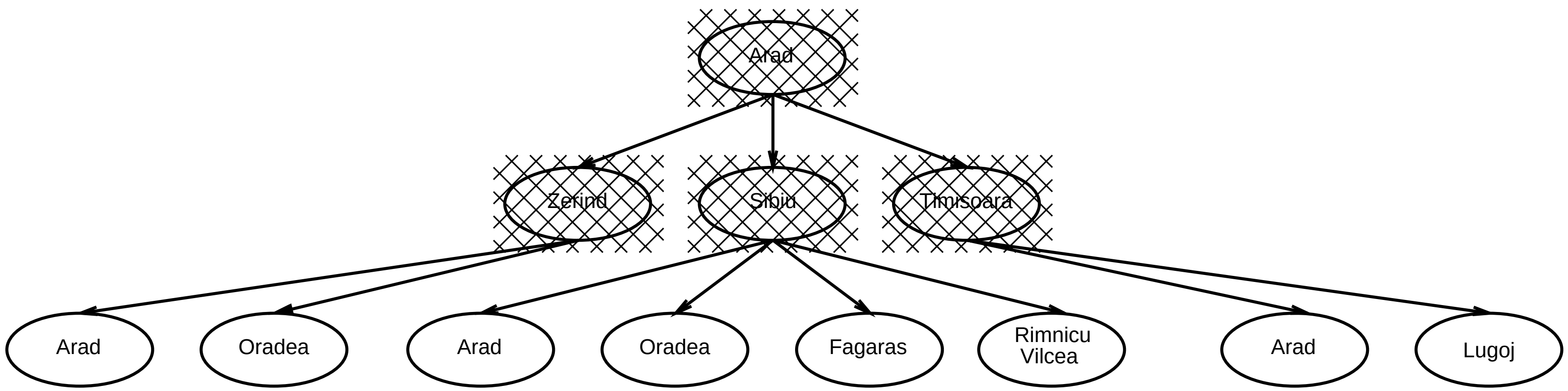
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Properties of breadth-first search

Complete??

Time??

Space??

Optimal??

Properties of breadth-first search

Complete?? Yes (if b is finite)

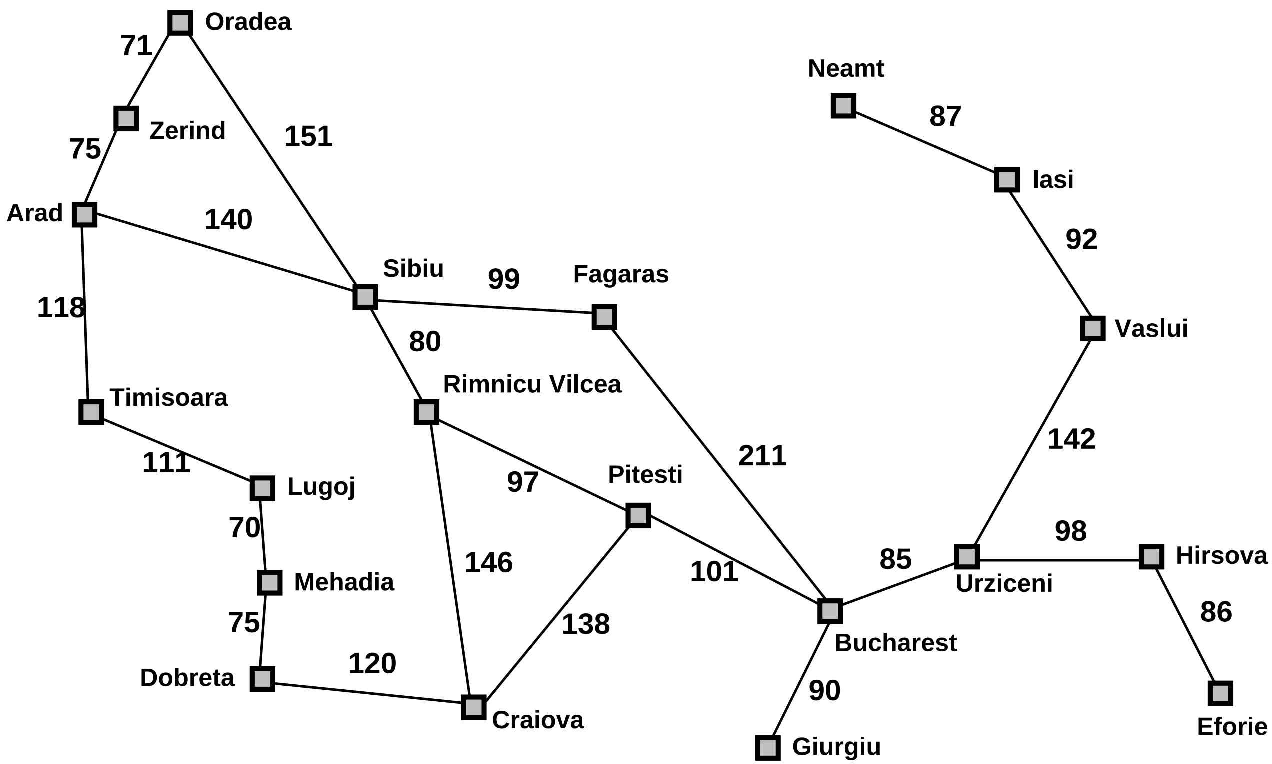
Time?? $1 + b + b^2 + b^3 + \ldots + b^d = O(b^d)$, i.e., exponential in d

Space?? $O(b^d)$ (keeps every node in memory)

Optimal?? Yes (if cost $= 1$ per step); not optimal in general

Space is the big problem; can easily generate nodes at 1MB/sec
so 24hrs = 86GB.

Romania with step costs in km



Straight−line distance
to Bucharest

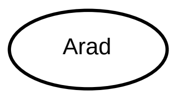
Arad	366
Bucharest	0
Craiova	160
Dobreta	242
Eforie	161
Fagaras	178
Giurgiu	77
Hirsova	151
Iasi	226
Lugoj	244
Mehadia	241
Neamt	234
Oradea	380
Pitesti	98
Rimnicu Vilcea	193
Sibiu	253
Timisoara	329
Urziceni	80
Vaslui	199
Zerind	374

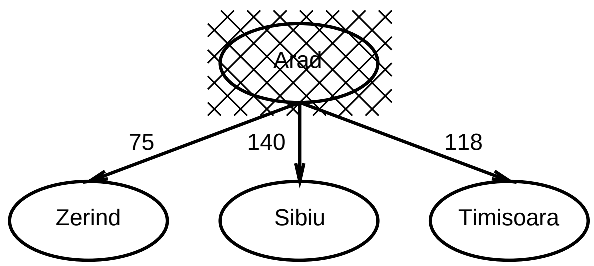
Uniform-cost search

Expand least-cost unexpanded node

Implementation:

QueueingFn = insert in order of increasing path cost

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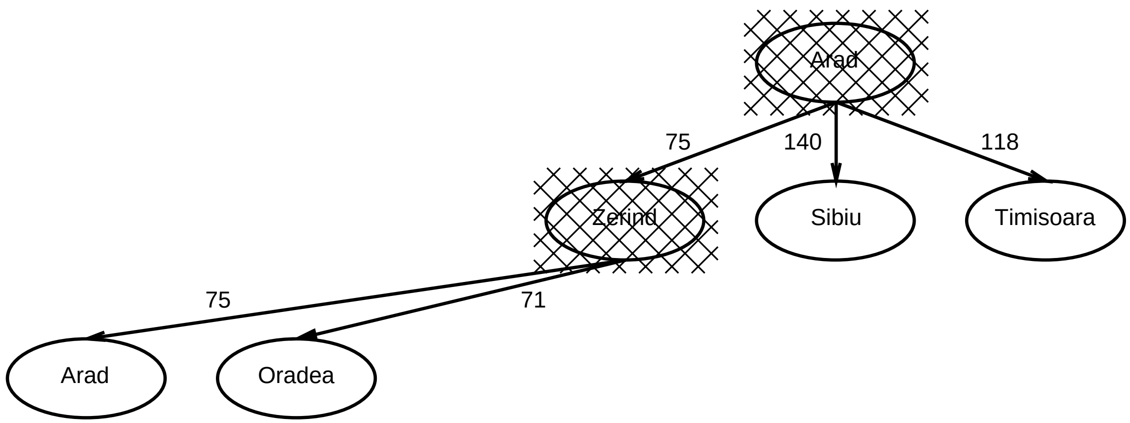
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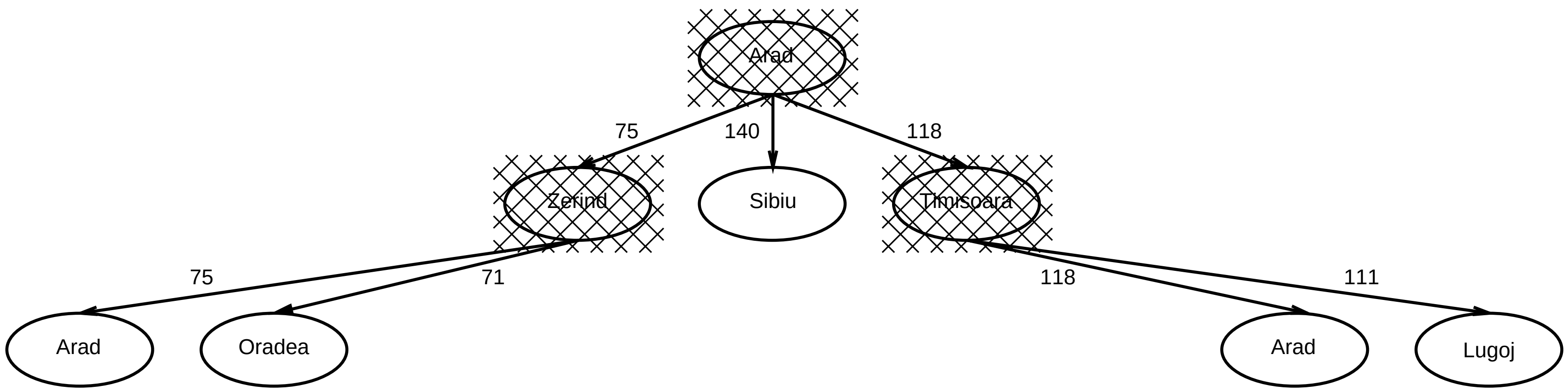
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Properties of uniform-cost search

Complete?? Yes, if step cost $\geq \epsilon$

Time?? # of nodes with $g \leq$ cost of optimal solution

Space?? # of nodes with $g \leq$ cost of optimal solution

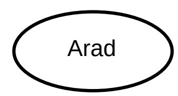
Optimal?? Yes

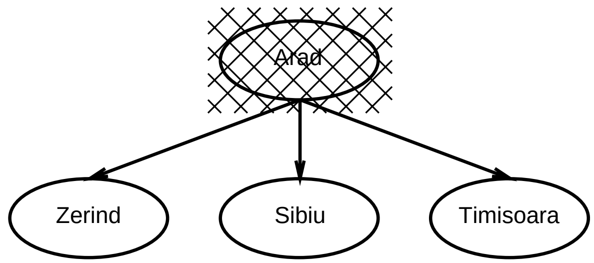
Depth-first search

Expand deepest unexpanded node

Implementation:

QueueingFn = insert successors at front of queue

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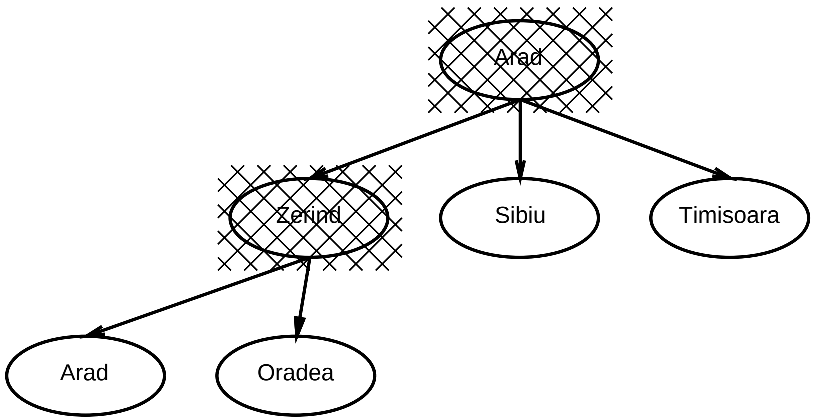
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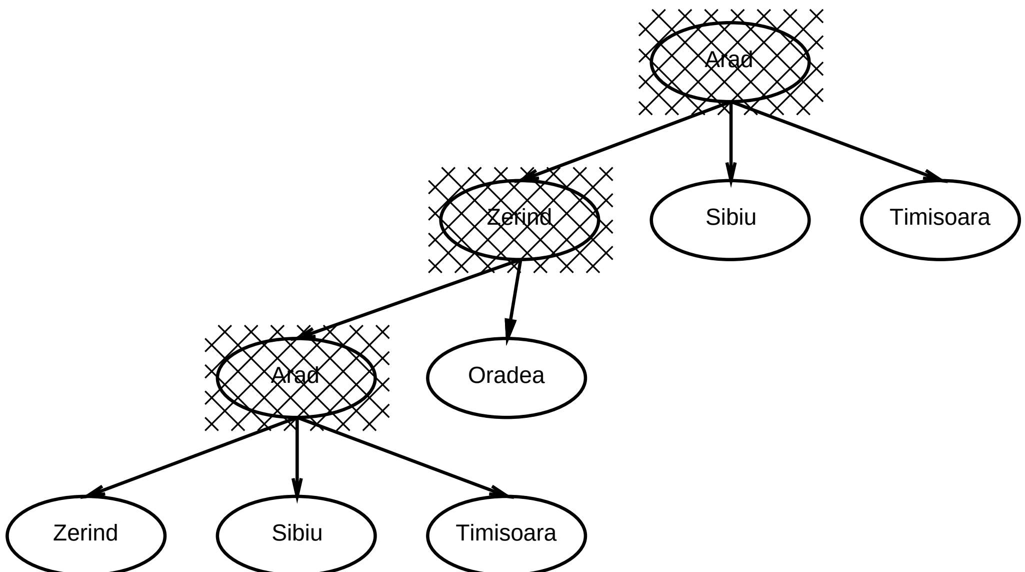
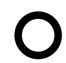
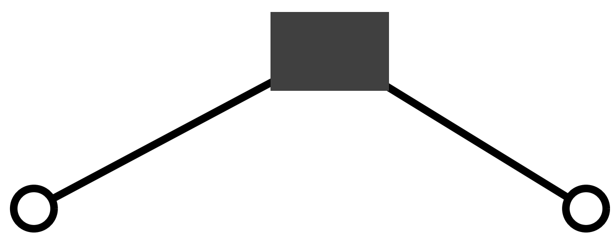


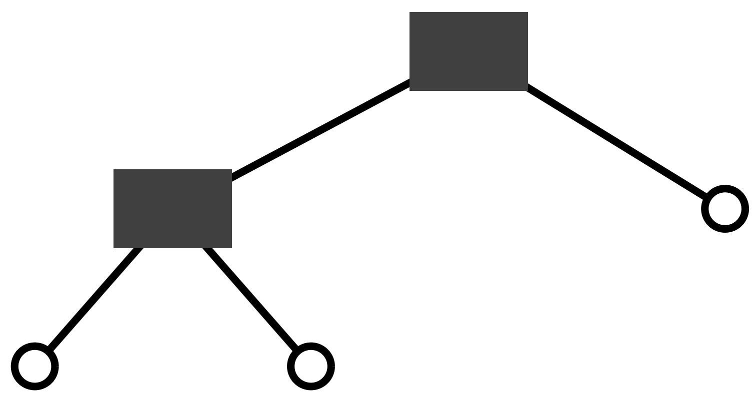
I.e., depth-first search can perform infinite cyclic excursions

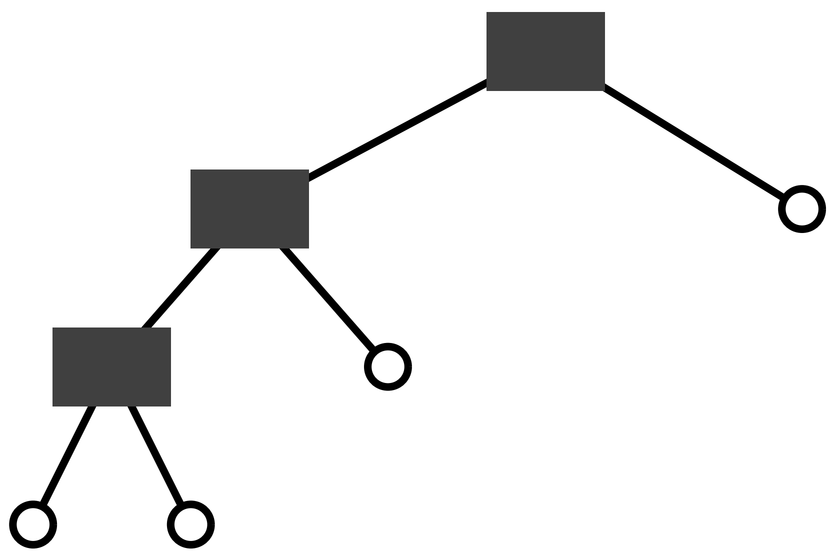
Need a finite, non-cyclic search space (or repeated-state checking)

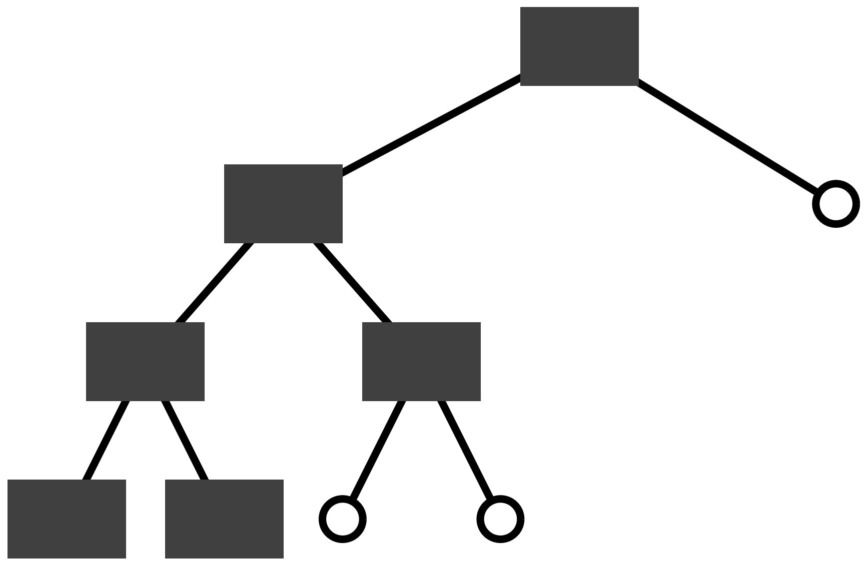
DFS on a depth-3 binary tree



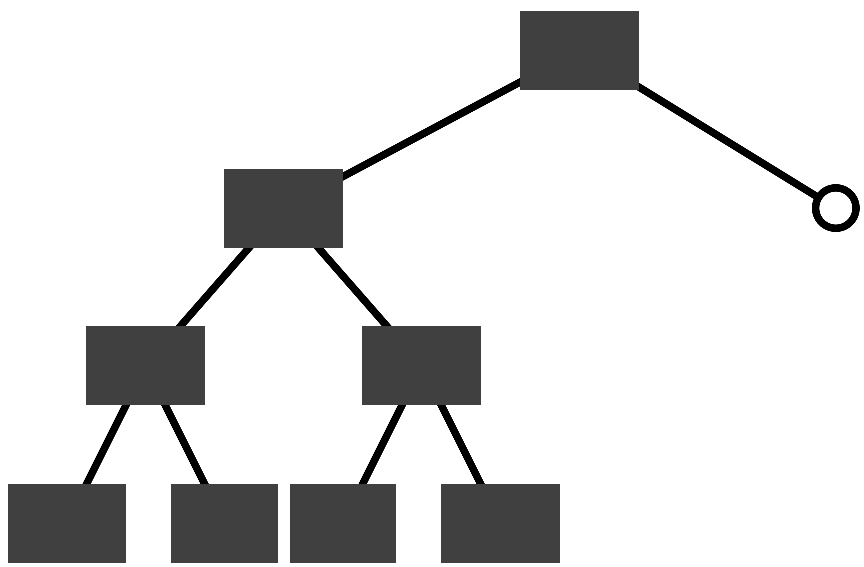


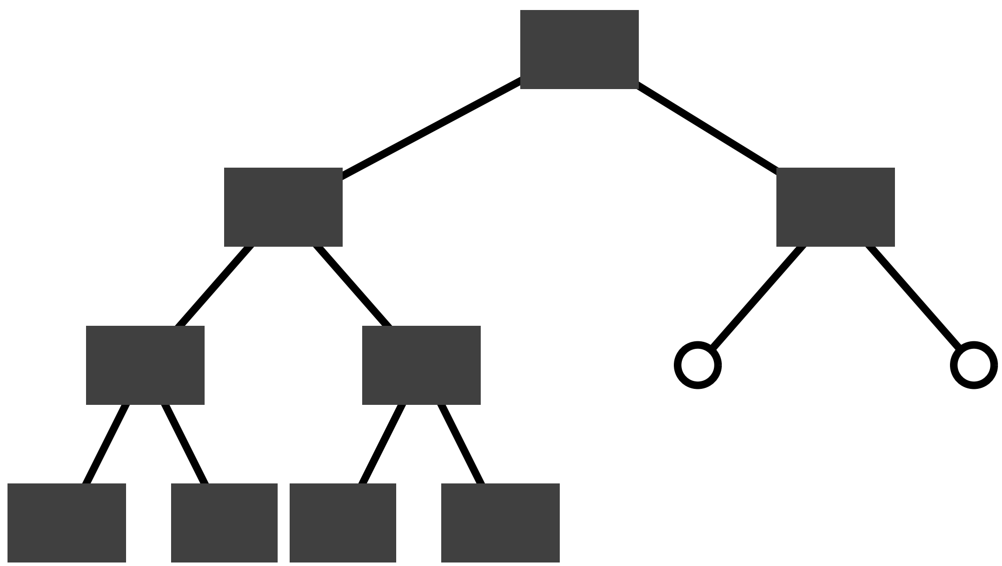


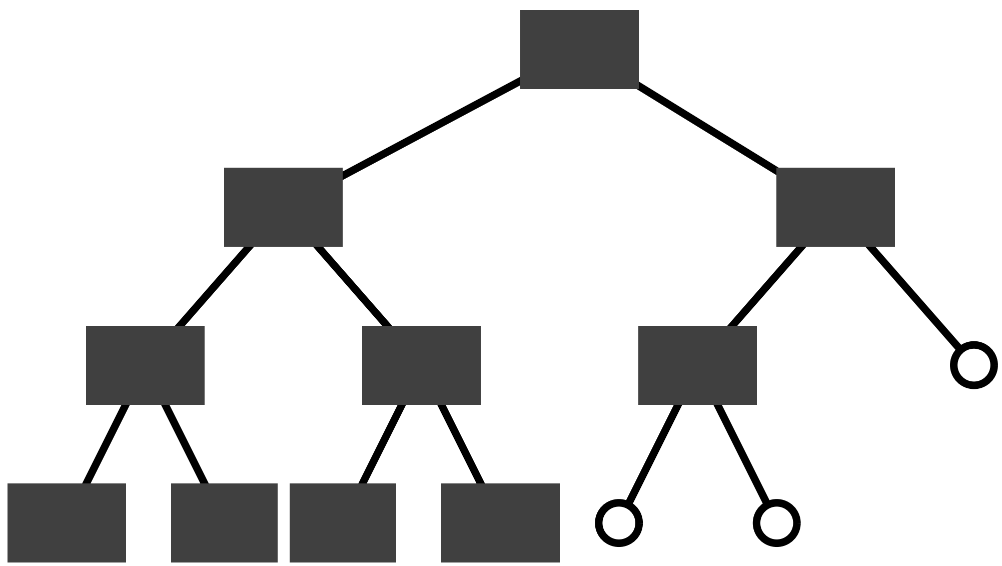


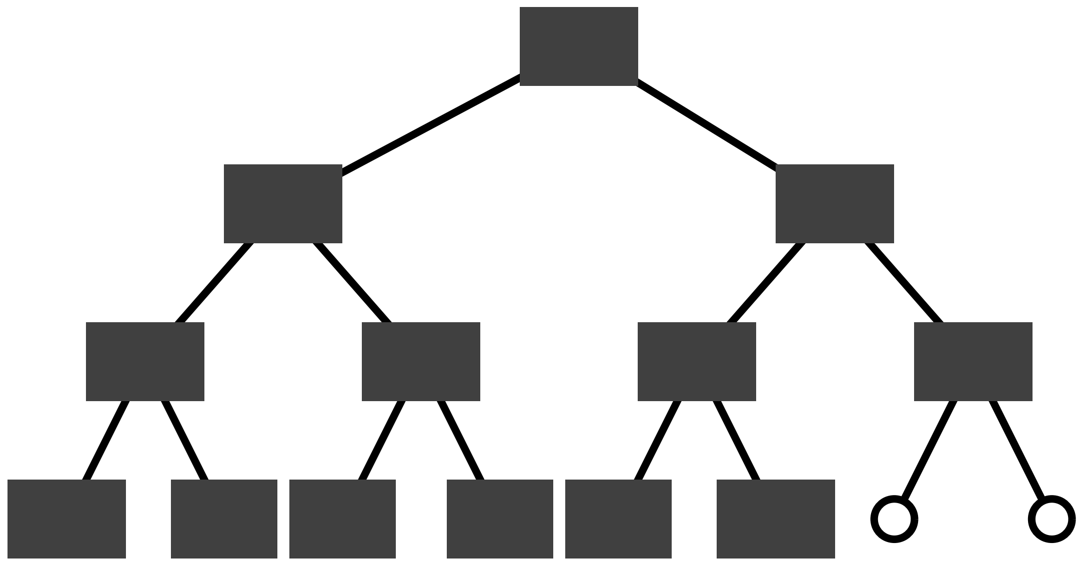


DFS on a depth-3 binary tree, contd.









Properties of depth-first search

Complete??

Time??

Space??

Optimal??

Properties of depth-first search

Complete?? No: fails in infinite-depth spaces, spaces with loops

Modify to avoid repeated states along path

$\Rightarrow$ complete in finite spaces

Time?? $O(b^m)$: terrible if m is much larger than d

but if solutions are dense, may be much faster than breadth-first

Space?? $O(bm)$, i.e., linear space!

Optimal?? No

Depth-limited search

= depth-first search with depth limit l

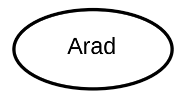
Implementation:

Nodes at depth l have no successors

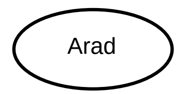
Iterative deepening search

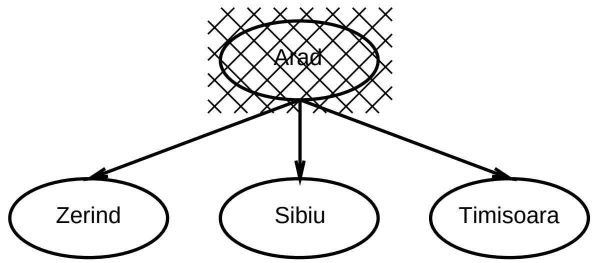
```
function ITERATIVE-DEEPENING-SEARCH( problem) returns a solution sequence
    inputs: problem, a problem

    for depth ← 0 to ∞ do
        result ← DEPTH-LIMITED-SEARCH( problem, depth)
        if result ≠ cutoff then return result
    end
```

Iterative deepening search $l = 0$



Iterative deepening search $l = 1$

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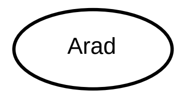
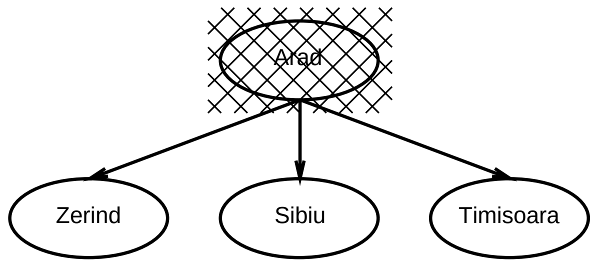
Iterative deepening search $l = 2$

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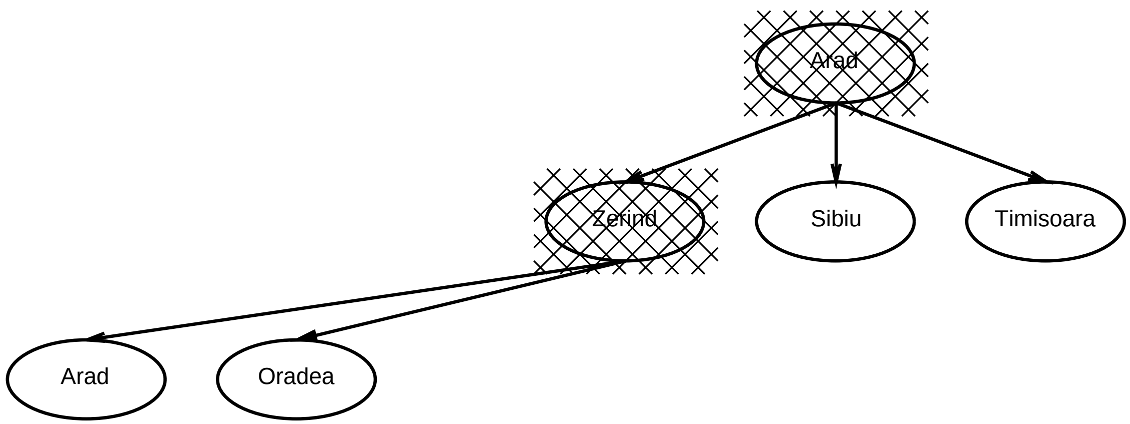
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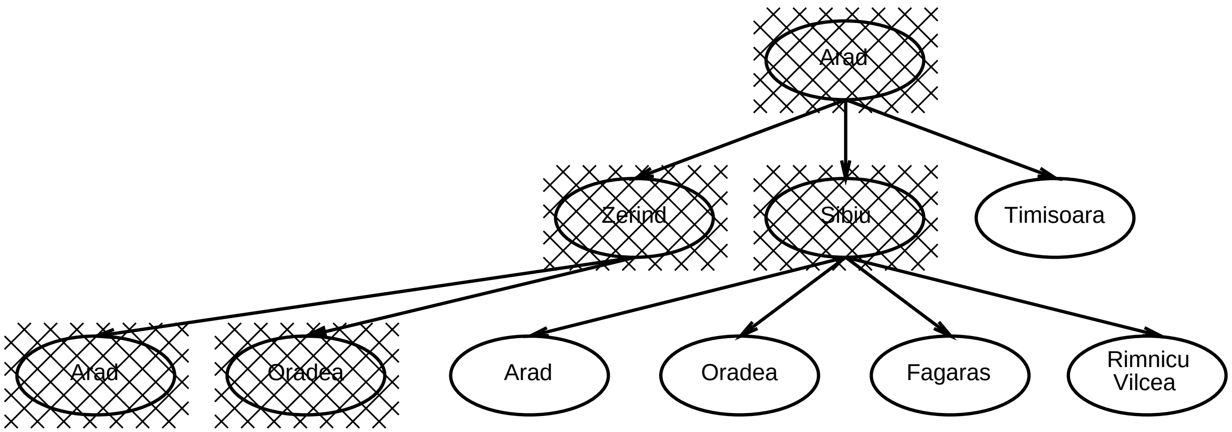
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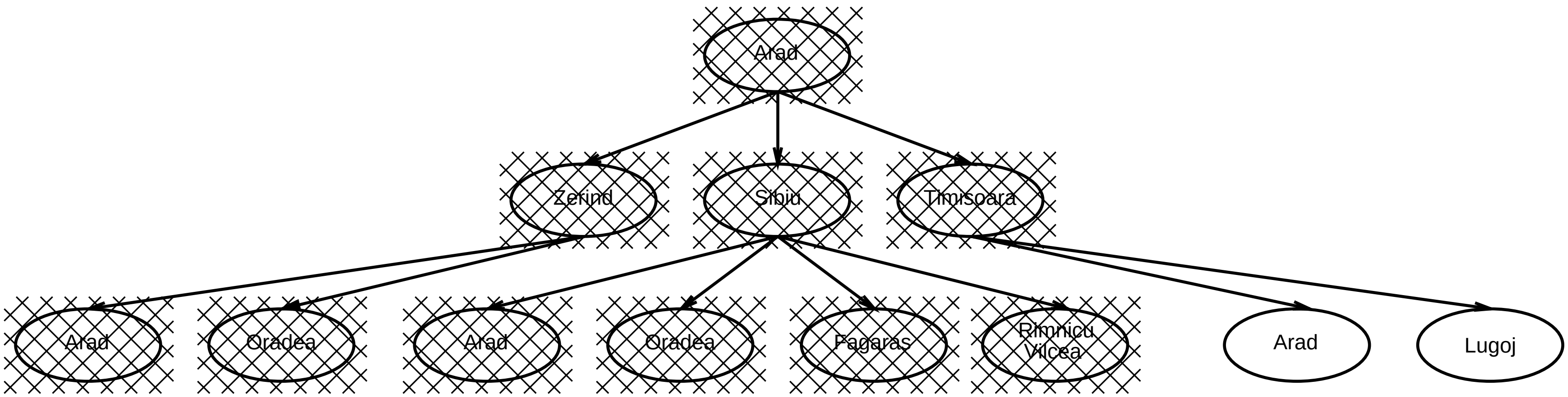
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Properties of iterative deepening search

Complete??

Time??

Space??

Optimal??

Properties of iterative deepening search

Complete?? Yes

Time?? $(d+1)b^0 + db^1 + (d-1)b^2 + \ldots + b^d = O(b^d)$

Space?? $O(bd)$

Optimal?? Yes, if step cost $= 1$

Can be modified to explore uniform-cost tree

Summary

Problem formulation usually requires abstracting away real-world details to define a state space that can feasibly be explored

Variety of uninformed search strategies

Iterative deepening search uses only linear space
and not much more time than other uninformed algorithms