

# Search

## Introduction and Problem Formulation

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Lecture 2

Based on work by K. Leyton-Brown, K. Larson, and P. van Beek

# Outline

Learning Goals

Applications of Search

Definition of a Search Problem

Problem Formulation

Revisiting the Learning Goals

# Learning goals

By the end of the lecture, you should be able to

- ▶ Describe the components of a search problem.
- ▶ Formulate a real world problem as a search problem, using the incremental or the complete-state formulation.
- ▶ Given a successor function, give all the successor states of a given state.
- ▶ Given a search problem, estimate the complexity of the search space in terms of number of nodes and paths in the search tree.

## Example: Sliding puzzles

7	2	4
5		6
8	3	1

Start State

	1	2
3	4	5
6	7	8

Goal State

## Example: Hua Rong Pass Puzzle



## Example: Rubik's cube



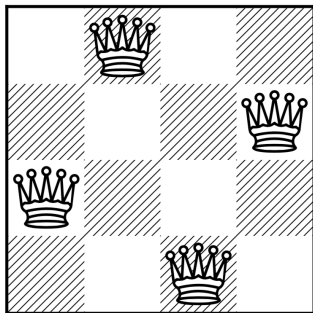
## Example: River Crossing Puzzle

A parent and two children are trying to cross a river using a boat.

- ▶ The capacity of the boat is 100kg.
- ▶ The parent weighs 100kg.
- ▶ Each child weighs 50kg.

How can they get across the river?

## Example: $N$ -Queens Problem



The  $n$ -queens problem: Place  $n$  queens on an  $n \times n$  board so that no pair of queens attacks each other.



## Example: Propositional Satisfiability

Given a formula in propositional logic, determine if there is a way to assign truth values to the Boolean variables to make the formula true.

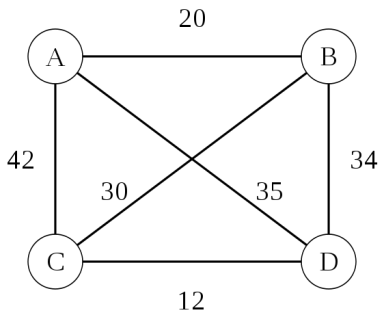
$$(((a \wedge b) \vee c) \wedge d) \vee (\neg e)$$

Applications:

- ▶ FCC spectrum auction
- ▶ Circuit design
- ▶ Planning in AI

## Example: Traveling Salesperson Problem

What is the shortest path that starts at city A, visits each city only once, and returns to A?



Applications of TSP: <https://bit.ly/2i9JdIV>

## CQ: Why search?

**CQ:** Why do we use search to solve these problems? Are there efficient algorithms to solve them? (All answers are correct.)

- (A) We use search because there aren't efficient algorithms to solve some of these problems.
- (B) We use search for another reason.
- (C) Search and efficient algorithms are both valid approaches to solve these problems.
- (D) We use search because it works better than efficient algorithms.

# Search

We would like to find a solution when we are

- ▶ Not given an algorithm to solve a problem
- ▶ Given a specification of what a solution looks like
- ▶ (Given costs associated with certain actions)

Idea: search for a solution (with the minimum cost)

# A Search Problem

## Definition (Search Problem)

A **search problem** is defined by

- ▶ A set of **states**
- ▶ A **start state**
- ▶ A **goal state** or **goal test**
  - ▶ a boolean function which tells us whether a given state is a goal state
- ▶ A **successor function**
  - ▶ a mapping/action which takes us from one state to other states
- ▶ A **cost** associated with each action

Learning Goals

Applications of Search

Definition of a Search Problem

**Problem Formulation**

Revisiting the Learning Goals

## Example: 8-Puzzle

7	2	4
5		6
8	3	1

Start State

	1	2
3	4	5
6	7	8

Goal State

## CQ: 8-Puzzle

**CQ:** Which one is **NOT** a successor of 724560831?

- (A) 724563801
- (B) 724561830
- (C) 720564831
- (D) 724506831



## CQ: Search Graph for 8-Puzzle

**CQ:** Your friend is implementing a search algorithm to solve the 8-puzzle. They decide to generate and store the search graph in memory, before running a search algorithm on it.

Do you think this is a reasonable approach?

- (A) Yes, this approach sounds reasonable.
- (B) No, this approach has serious problems.

## Example: River Crossing Puzzle

A parent and two children are trying to cross a river using a boat.

- ▶ The capacity of the boat is 100kg.
- ▶ The parent weighs 100kg.
- ▶ Each child weighs 50kg.

How can they get across the river?

## CQ: River Crossing Puzzle

**CQ:** How many goal states are there for the river crossing puzzle?

(A) 0

(B) 1

(C) 2

(D) 3

(E) More than 3

## CQ: River Crossing Puzzle

**CQ:** Which state has more than one successors?

(A) 1001

(B) 0111

(C) 0101

(D) 0011

## An exercise for you

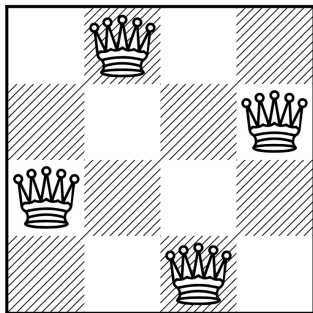
Draw the search graph of the river crossing puzzle.  
It should contain  $2^4 = 16$  states.

Some questions to think about:

- ▶ Which nodes in the search graph are unreachable from any state?
- ▶ Which nodes are unreachable if we start at 0000, go through any path and stop when we reach any goal state?

## 4-Queens Problem

Place 4 queens on an  $4 \times 4$  board so that no pair of queens attacks each other.



## CQ: Incremental Formulation A

**CQ:** For incremental formulation A, how many paths do we need to consider in the worst case?

- (A) Less than  $10^2$
- (B) Between  $10^2$  and  $10^3$
- (C) Between  $10^3$  and  $10^4$
- (D) More than  $10^4$

## CQ: Incremental Formulation B

**CQ:** For incremental formulation B, how many paths do we need to consider in the worst case?

- (A) Less than  $10^2$
- (B) Between  $10^2$  and  $10^3$
- (C) Between  $10^3$  and  $10^4$
- (D) More than  $10^4$



## Revisiting the learning goals

By the end of the lecture, you should be able to

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- ▶ Formulate a real world problem as a search problem, using the incremental or the complete-state formulation.
- ▶ Given a successor function, give all the successor states of a given state.
- ▶ Given a search problem, estimate the complexity of the search space in terms of number of nodes and paths in the search tree.