Searching: Intro

CPSC 322 Lecture 3

January 12, 2006
Textbook §3.0 – 3.3

Lecture Overview

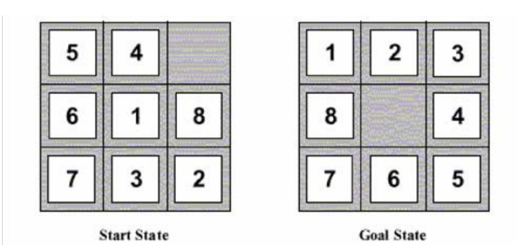
Agents and Representations

- Recall that an agent is something that acts in an environment
- The agent also receives observations about the environment
  - this could be observations from sensors such as cameras, laser rangefinders, etc.
  - can also include "observations" of the agent's own past actions
- In a deterministic environment, the agent can perfectly predict the outcome of an action
  - doesn't need sensors: just needs to remember its own past actions
  - An agent can be thought of as a mapping from observations to the new action that the agent will take

Example Problems

- Let's look at some example problems:
  - solving a Sudoku
  - solving an 8-puzzle
  - the delivery robot planning the route it will take
- All of these problems are deterministic; thus, there's no need for any observations from sensors.
- Are these single or sequential decision problems?
  - in fact, the distinction isn't really useful here; problems can be seen both ways
  - CSPs: settings where there's nothing meaningfully sequential about the decision
  - Planning: decisions are always sequential
  - Now: we're going to define the underlying tools that allow us to solve both

What's an 8-Puzzle?



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State Spaces

- Idea: sometimes only the current configuration of the world matters, *not* the sequence of observations that led here.
- Represent the different configurations in which the world can be arranged as different states
  - which numbers are written in cells of the Sudoku and which are blank?
  - which numbers appear in which slots of the 8-puzzle?
  - where is the delivery robot?
- From each state, one or more actions may be available, which would move the world into a new state
  - write a new number in a blank cell of the Sudoku
  - slide a tile in the 8-puzzle
  - move the delivery robot to an adjacent location
- Some states are goal states
  - A Sudoku state with all of 1–9 in each box, row and column
  - The single 8-puzzle state pictured earlier
  - The state in which the delivery robot is located in room 123

Search

- What we want to be able to do:
  - find a solution when we are not given an algorithm to solve a problem, but only a specification of what a solution looks like
  - idea: search for a solution
- What we need:
  - A set of states
  - A start state
  - A goal state or set of goal states
    - or, equivalently, a goal test: a boolean function which tells us whether a given state is a goal state
  - A set of actions
  - An action function: a mapping from a state and an action to a new state

Abstract Definition

How to search

- Start at the start state
- Consider the effect of taking different actions starting from states that have been encountered in the search so far
- Stop when a goal state is encountered

To make this more formal, we'll need to talk about graphs...

Search Graphs

- A graph consists of
  - a set N of nodes;
  - a set A of ordered pairs of nodes, called arcs or edges.
- Node n_2 is a neighbor of n_1 if there is an arc from n_1 to n_2.
  - i.e., if $\langle n_1, n_2 \rangle \in A$
- A path is a sequence of nodes $\langle n_0, n_1, \ldots, n_k \rangle$ such that $\langle n_{i-1}, n_i \rangle \in A$.
- Given a start node and a set of goal nodes, a solution is a path from the start node to a goal node.

Graph Searching

- Generic search algorithm: given a graph, start nodes, and goal nodes, incrementally explore paths from the start nodes.
- Maintain a frontier of paths from the start node that are *the next available paths to explore.*
- As search proceeds, the frontier expands.
- Finally a goal node moves off the frontier and is explored.
- The way in which the frontier is expanded defines the search strategy.

Problem Solving by Graph Searching