CS051A INTRO TO COMPUTER SCIENCE WITH TOPICS IN AI

17: Search



Alexandra Papoutsaki she/her/hers Lectures



Zilong Ye
he/him/his
Labs

Lecture 17: Search

Search

What is Al?

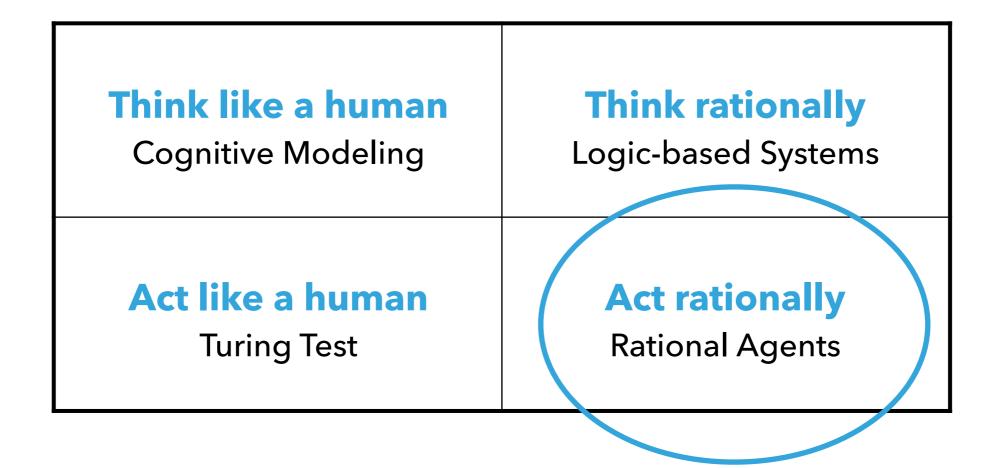
Think like a human
Cognitive Modeling

Act like a human
Turing Test

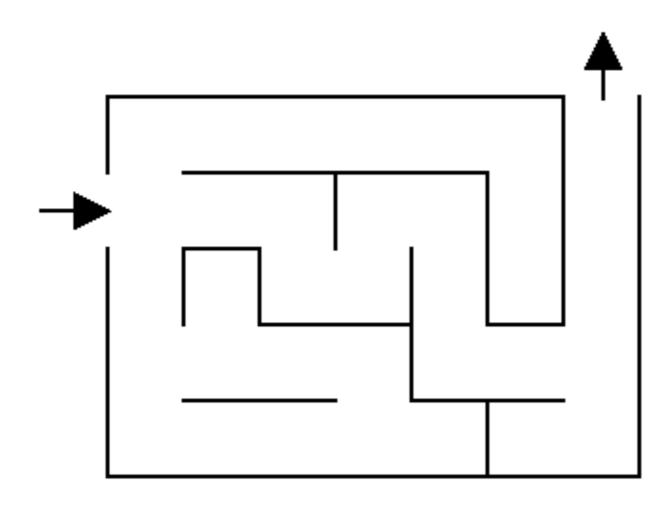
Think rationally
Logic-based Systems

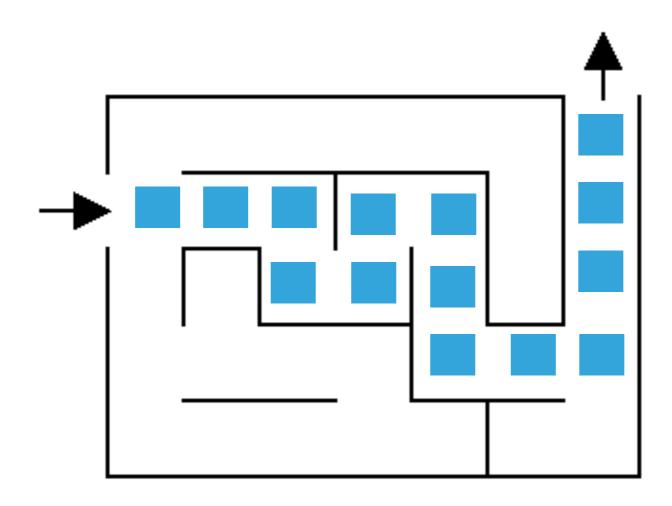
Act rationally
Rational Agents

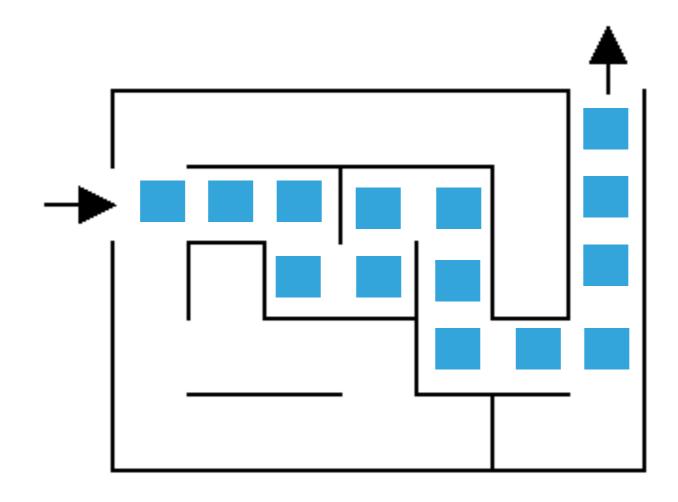
What is Al?



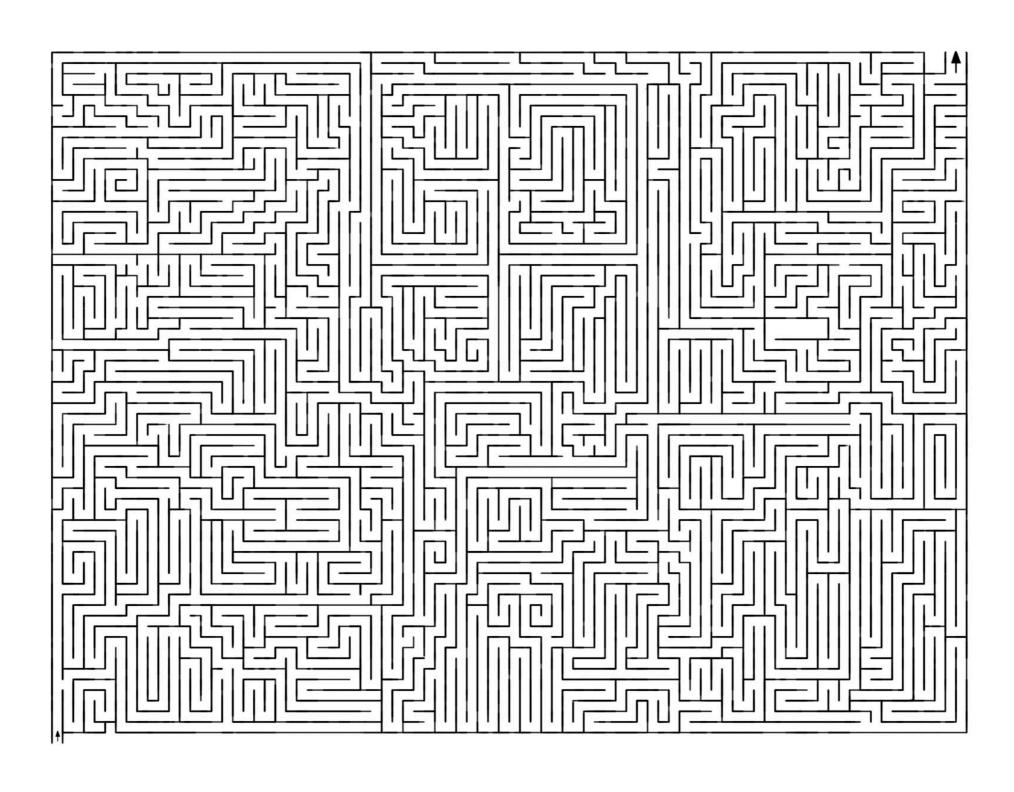
Next couple of weeks

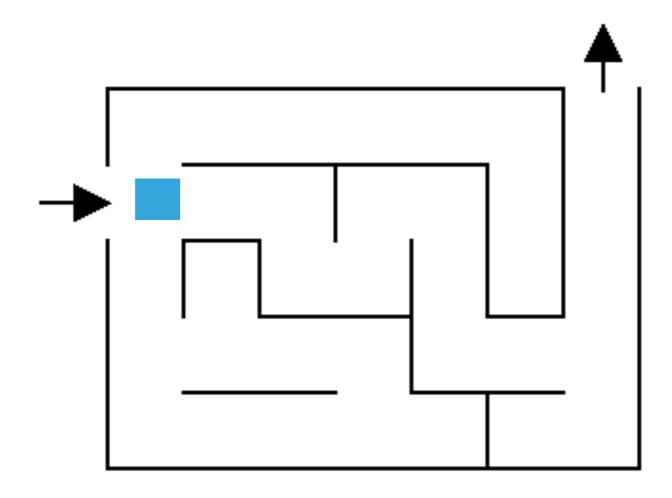




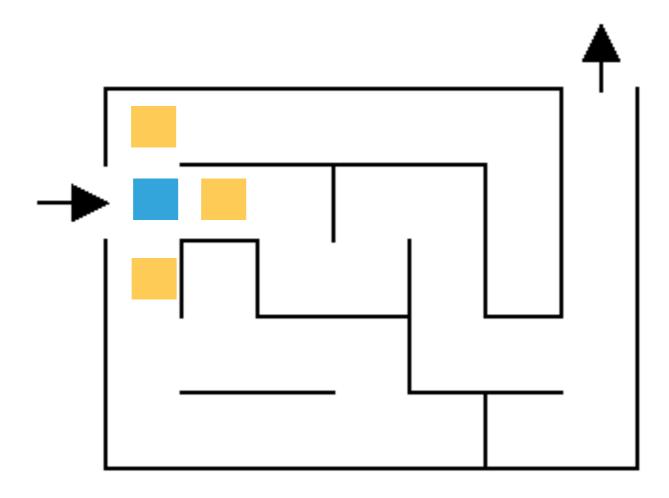


How did you figure it out?

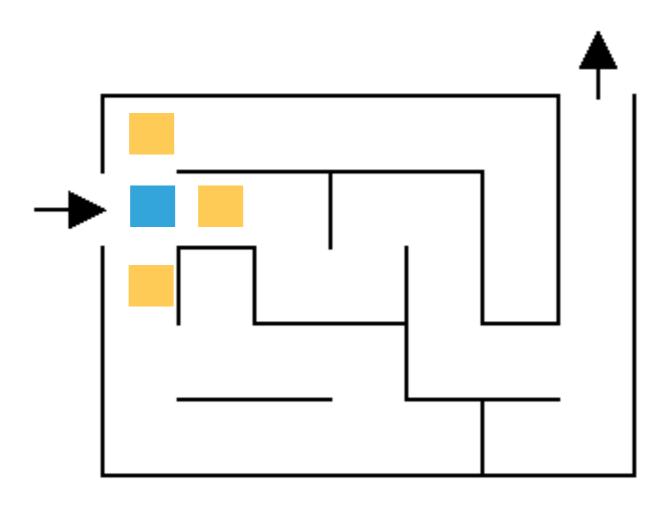




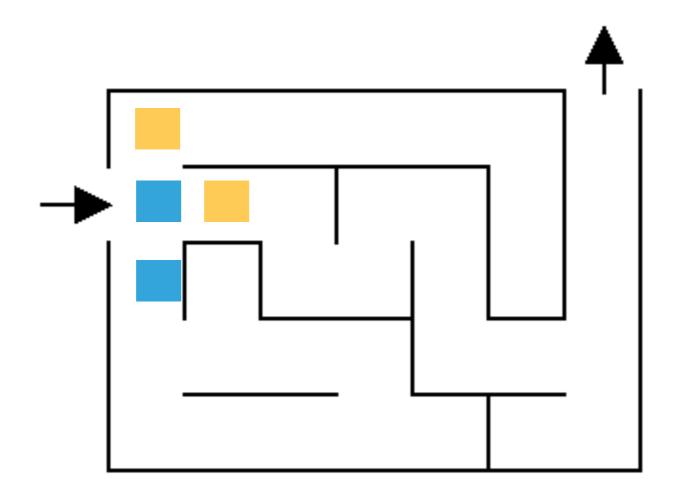
What now?



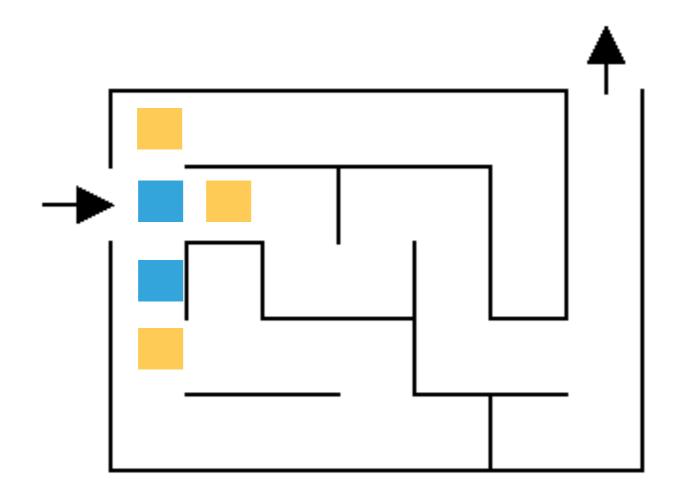
Three choices



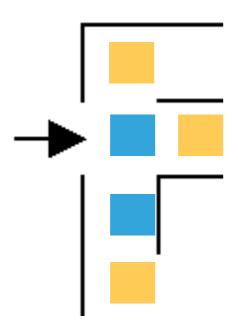
Pick one!



What now?

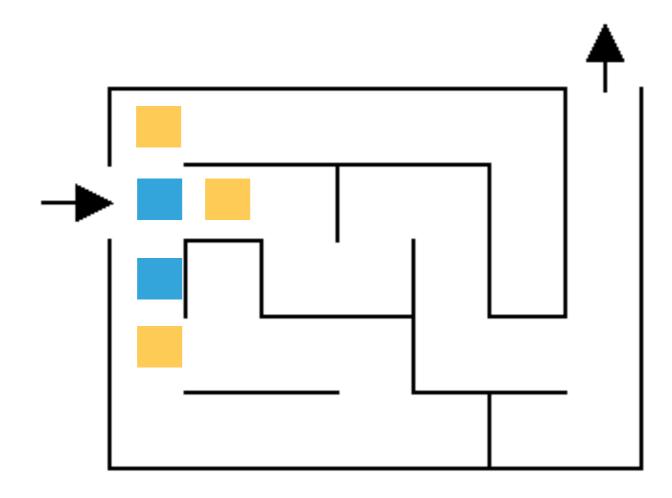


Still three options!

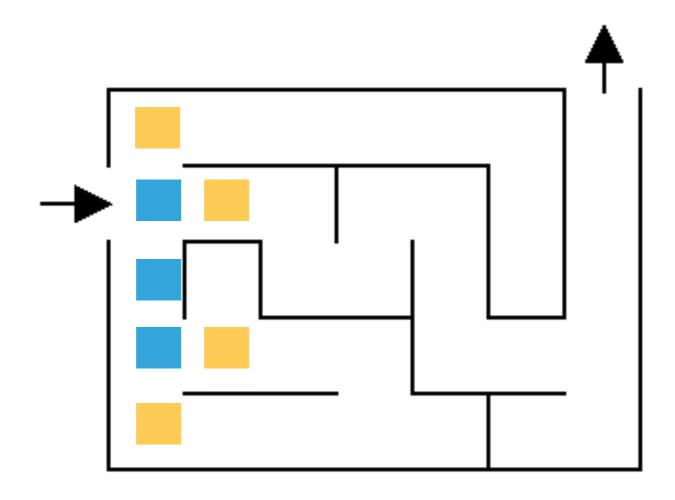


Still three options!

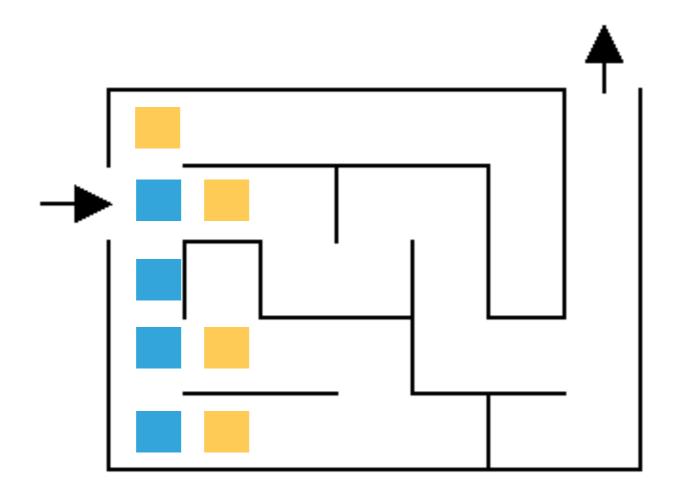
Which would you explore/pick?



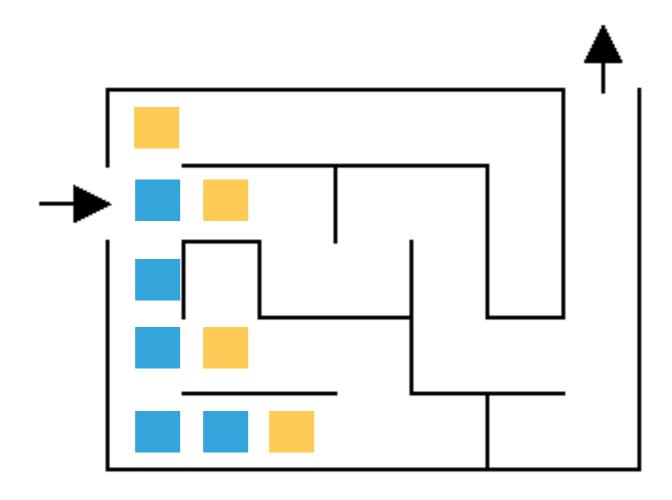
Most people go down a single path until they realize that it's wrong



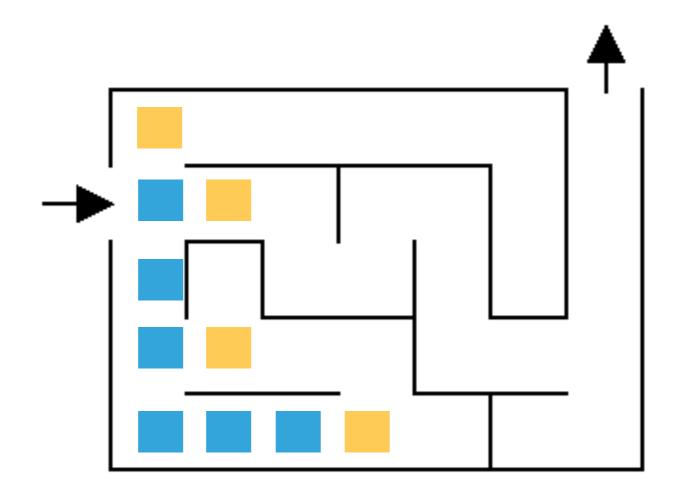
Keep exploring



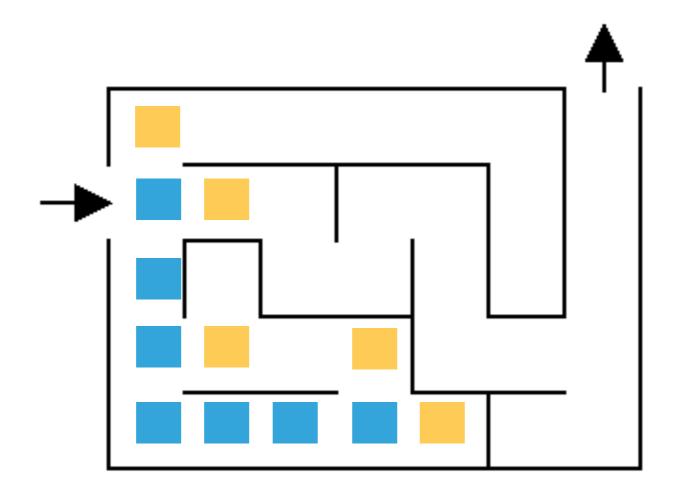
Keep exploring



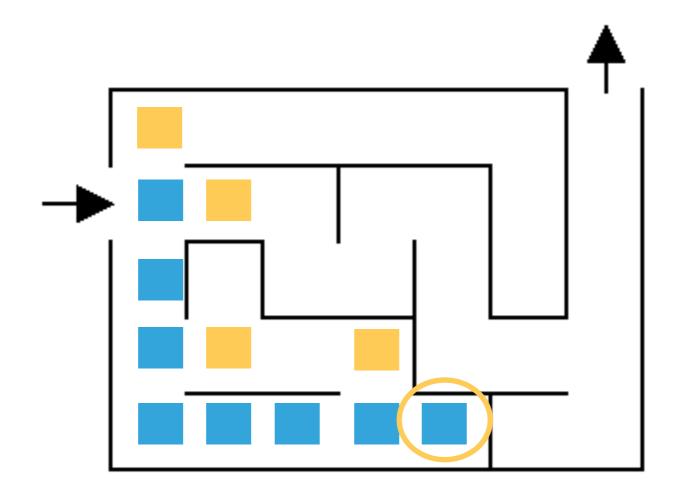
Keep exploring



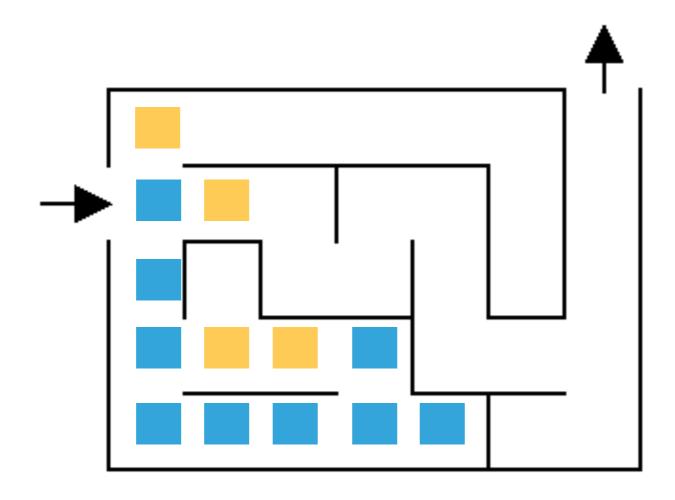
Keep exploring



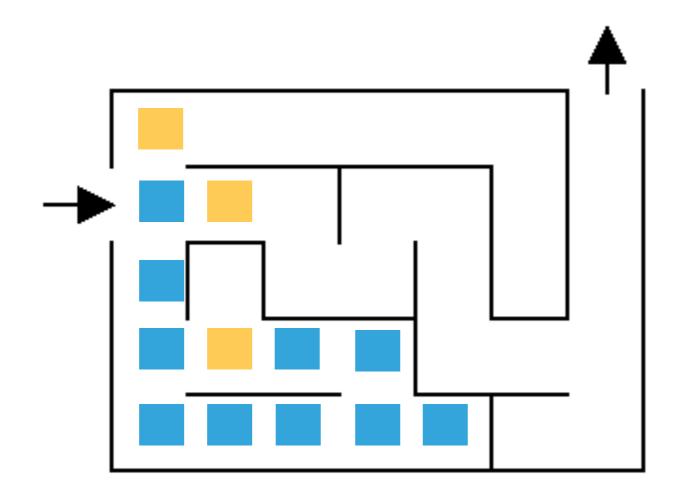
Keep exploring



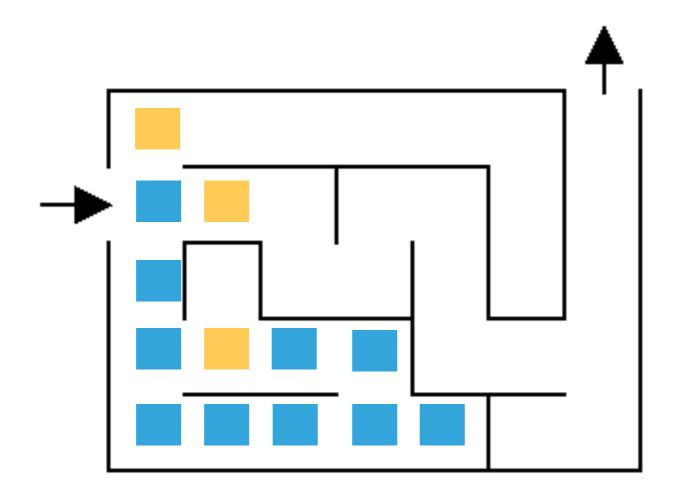
What now?



Keep exploring

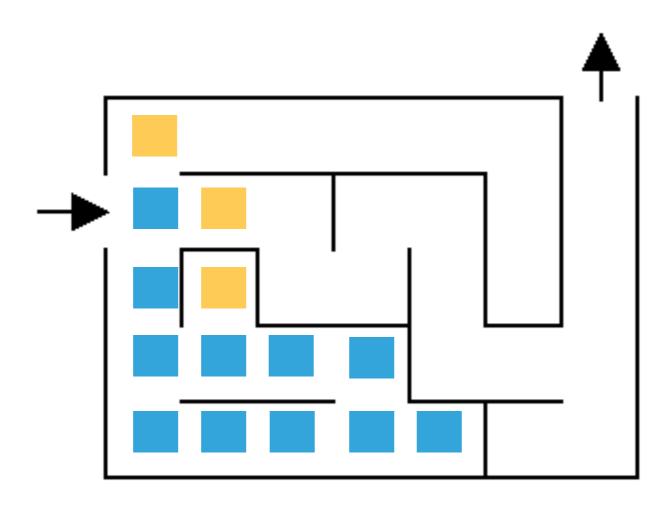


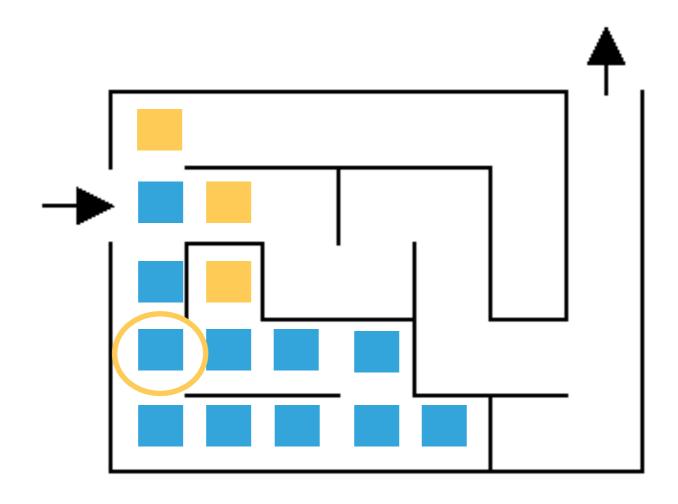
Are we stuck?



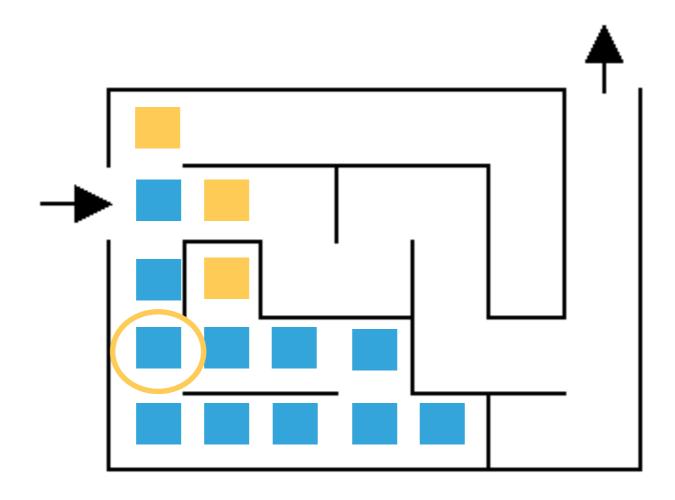
Are we stuck?

No. Yellow positions are just possible options we haven't explored

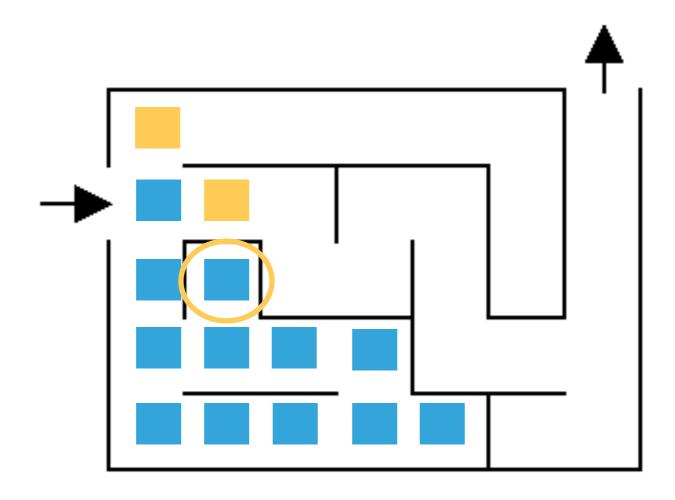




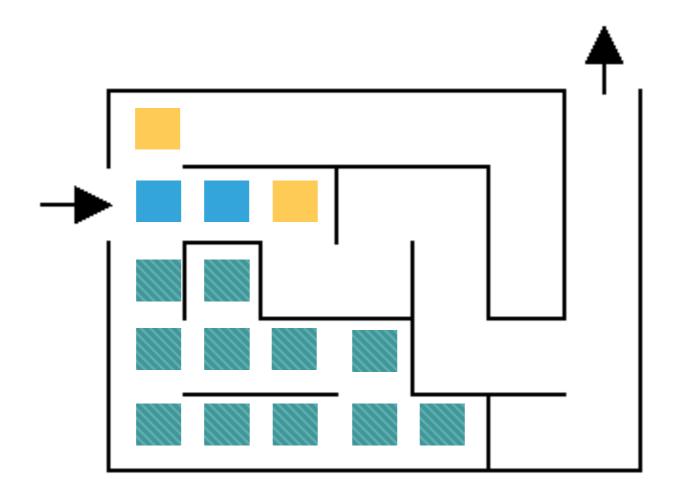
How do we know not to go here?



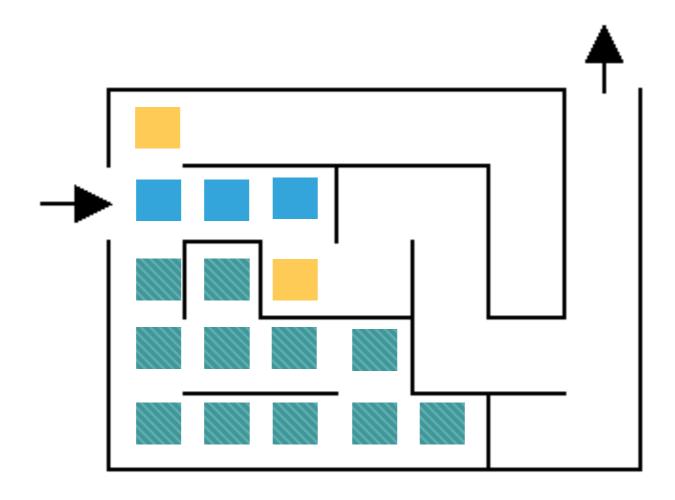
We have to be careful and keep track of where we've been in case we loop back to a previously visited location



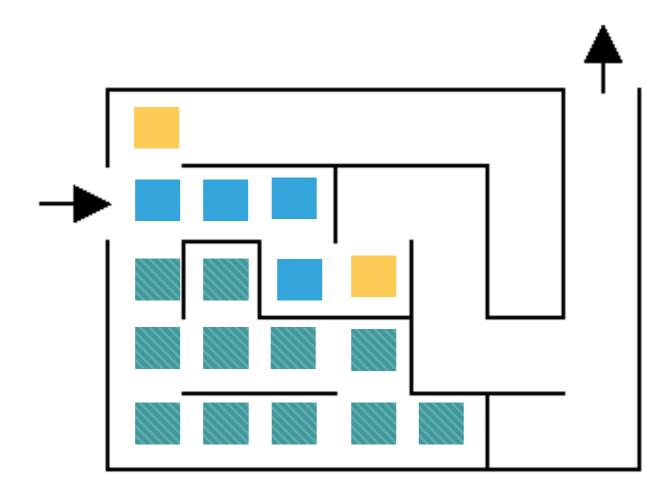
What now?



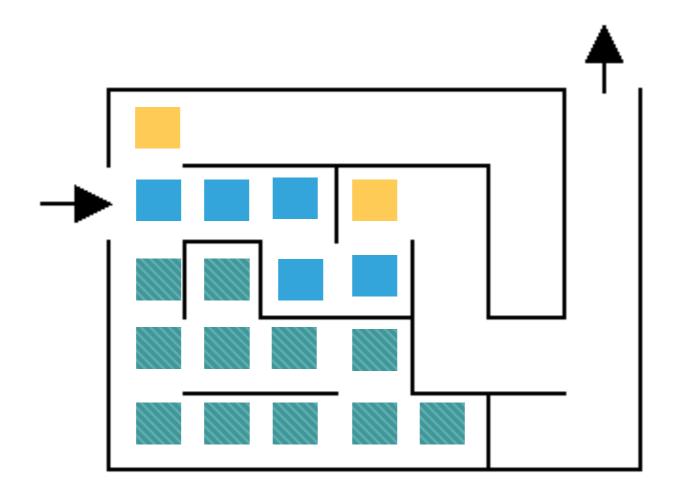
Keep exploring



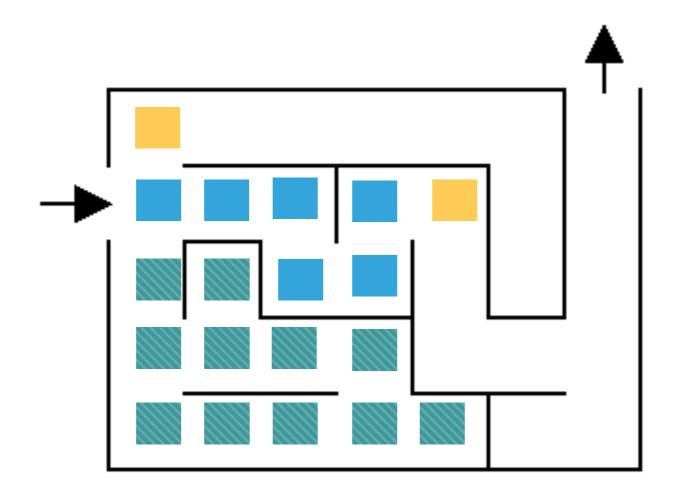
Keep exploring



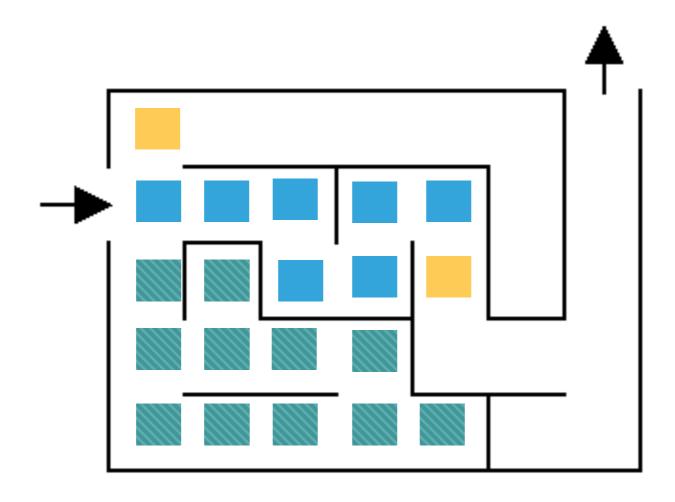
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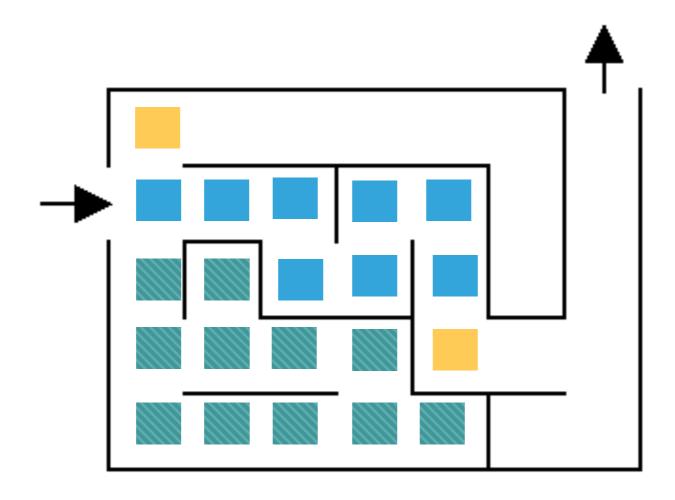
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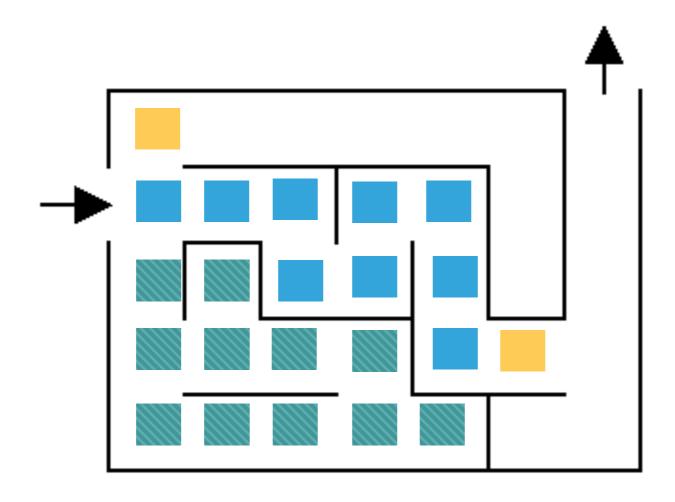
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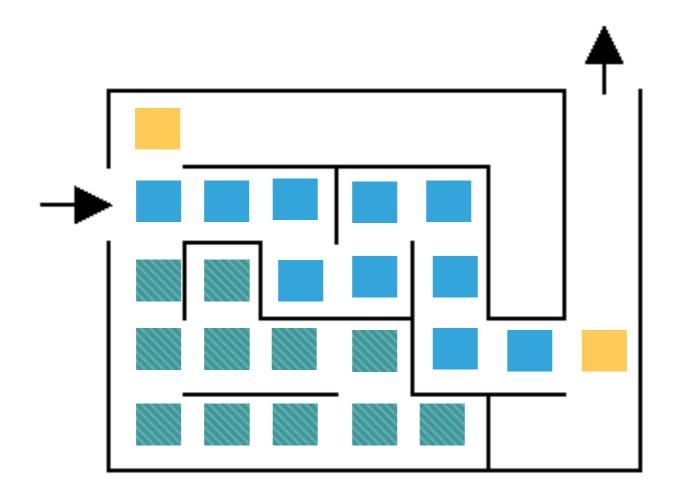
Keep exploring



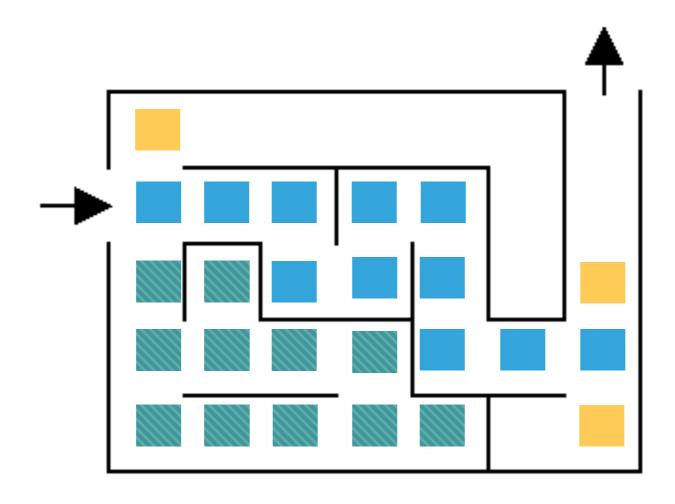
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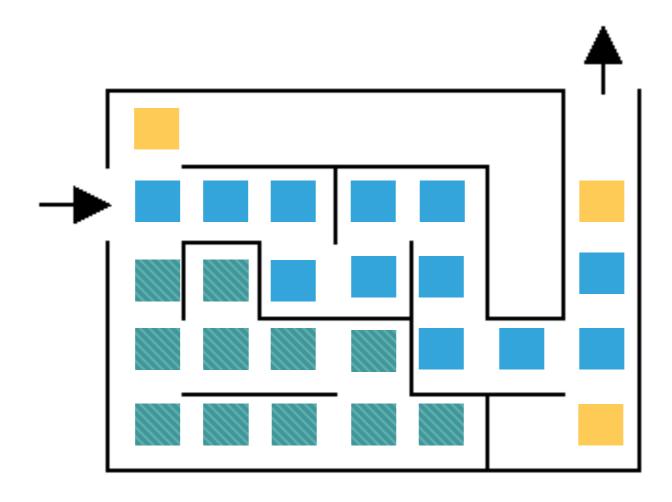
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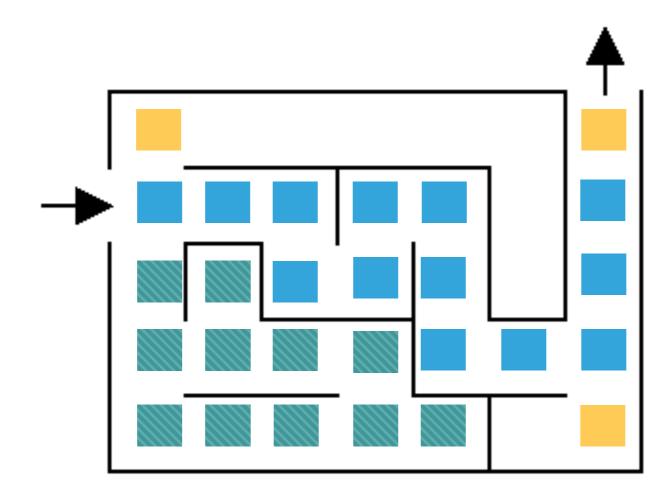
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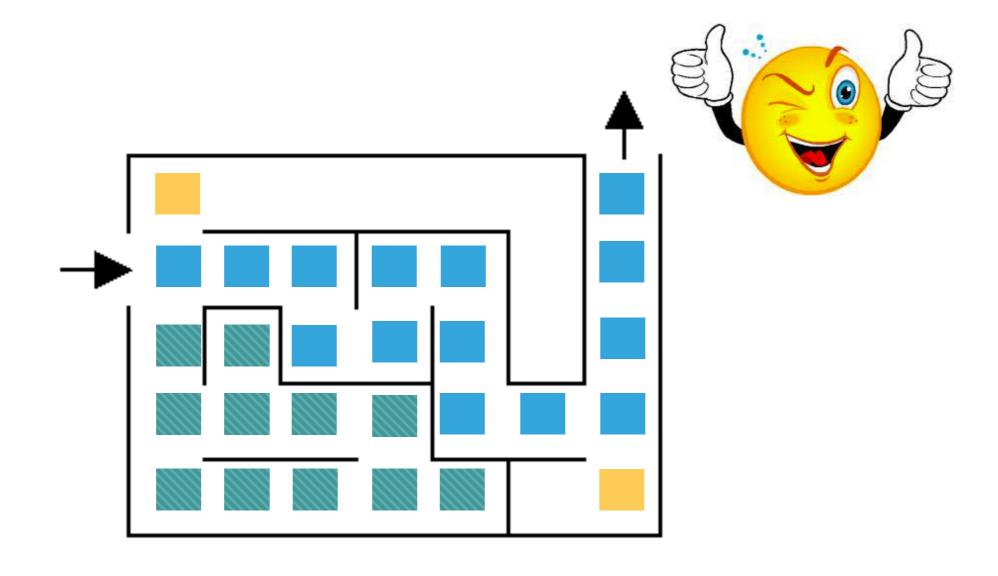
What now?



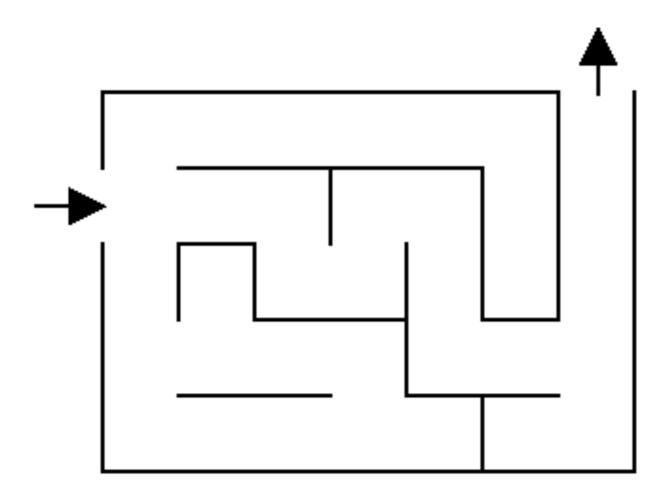
Keep exploring



Keep exploring



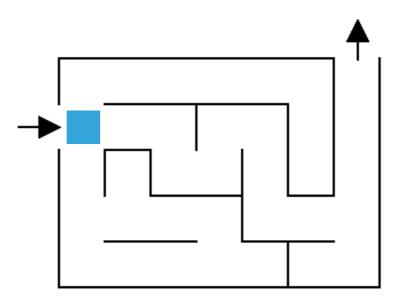
Search problems

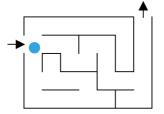


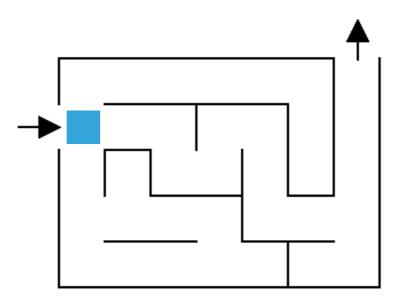
What information do we need to figure out a solution?

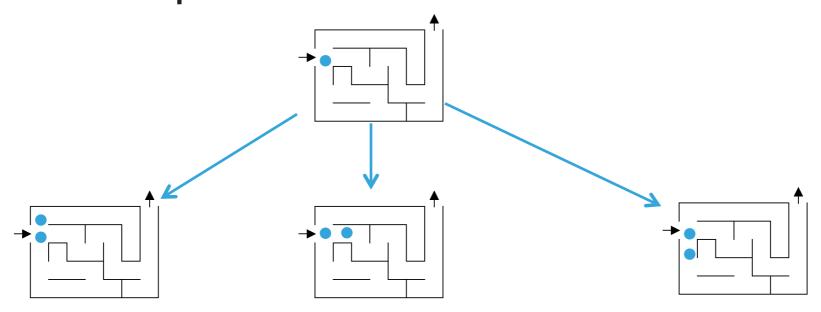
Search problems

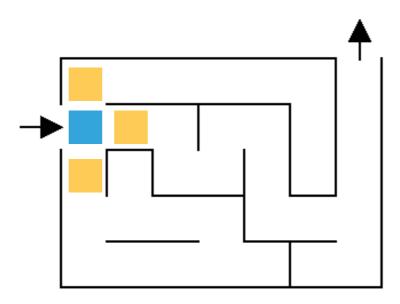
- Where to start.
- Where to finish (goal).
- What the "world" (in this case a maze) looks like.
 - We'll define the world as a collection of discrete states.
 - States are connected if we can get from one state to another by taking a particular action.
 - The set of all possible states is called the state space.

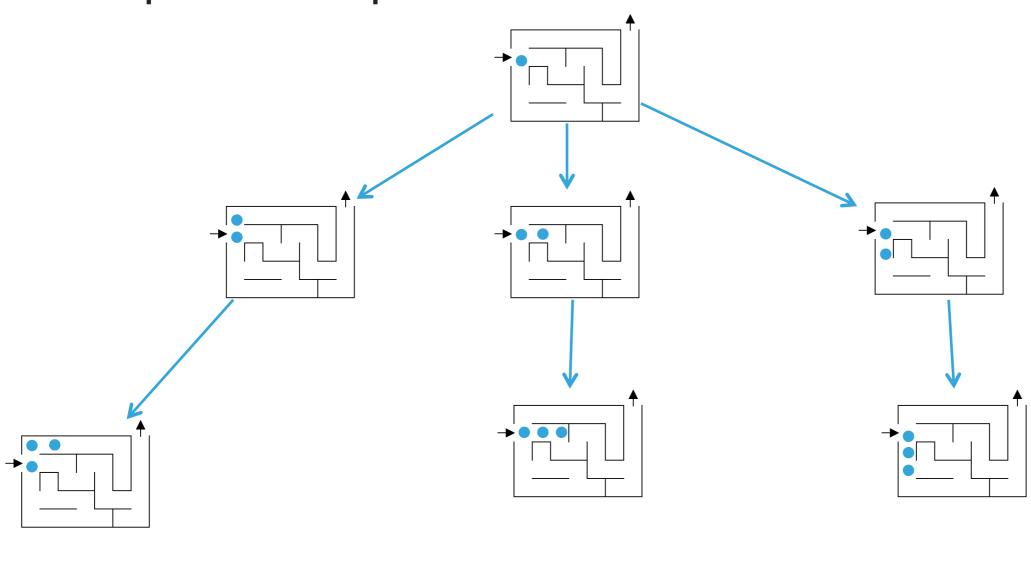




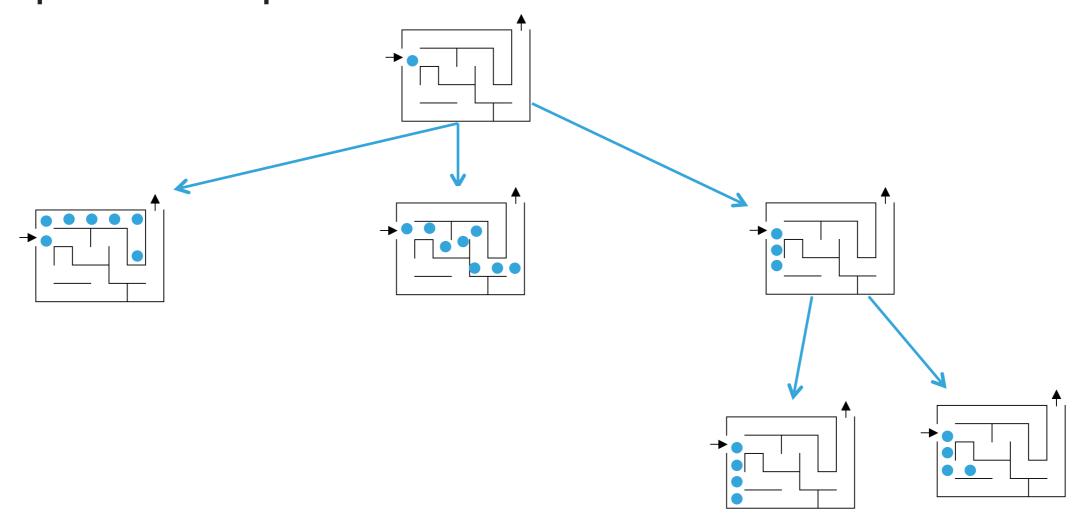




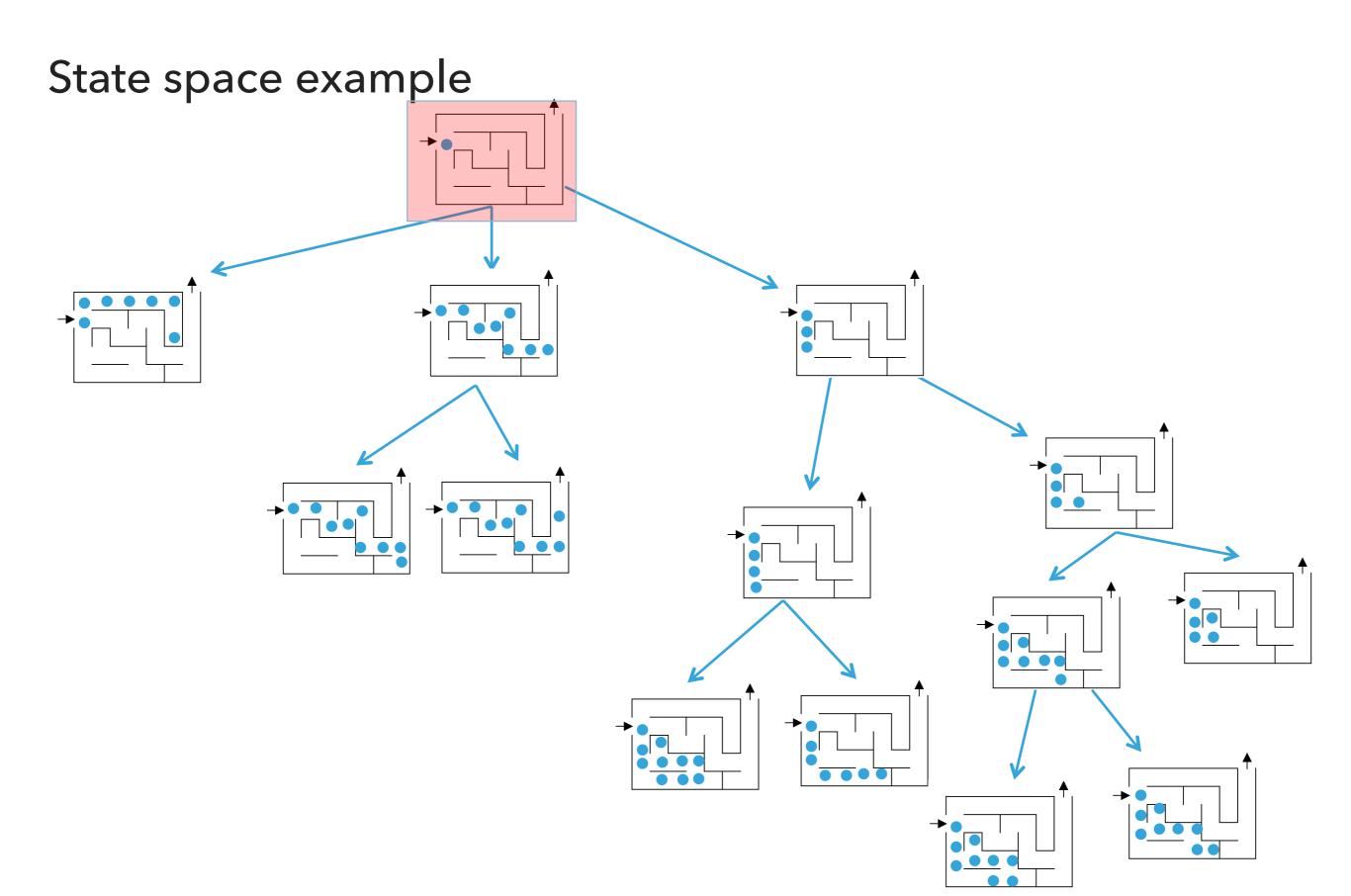


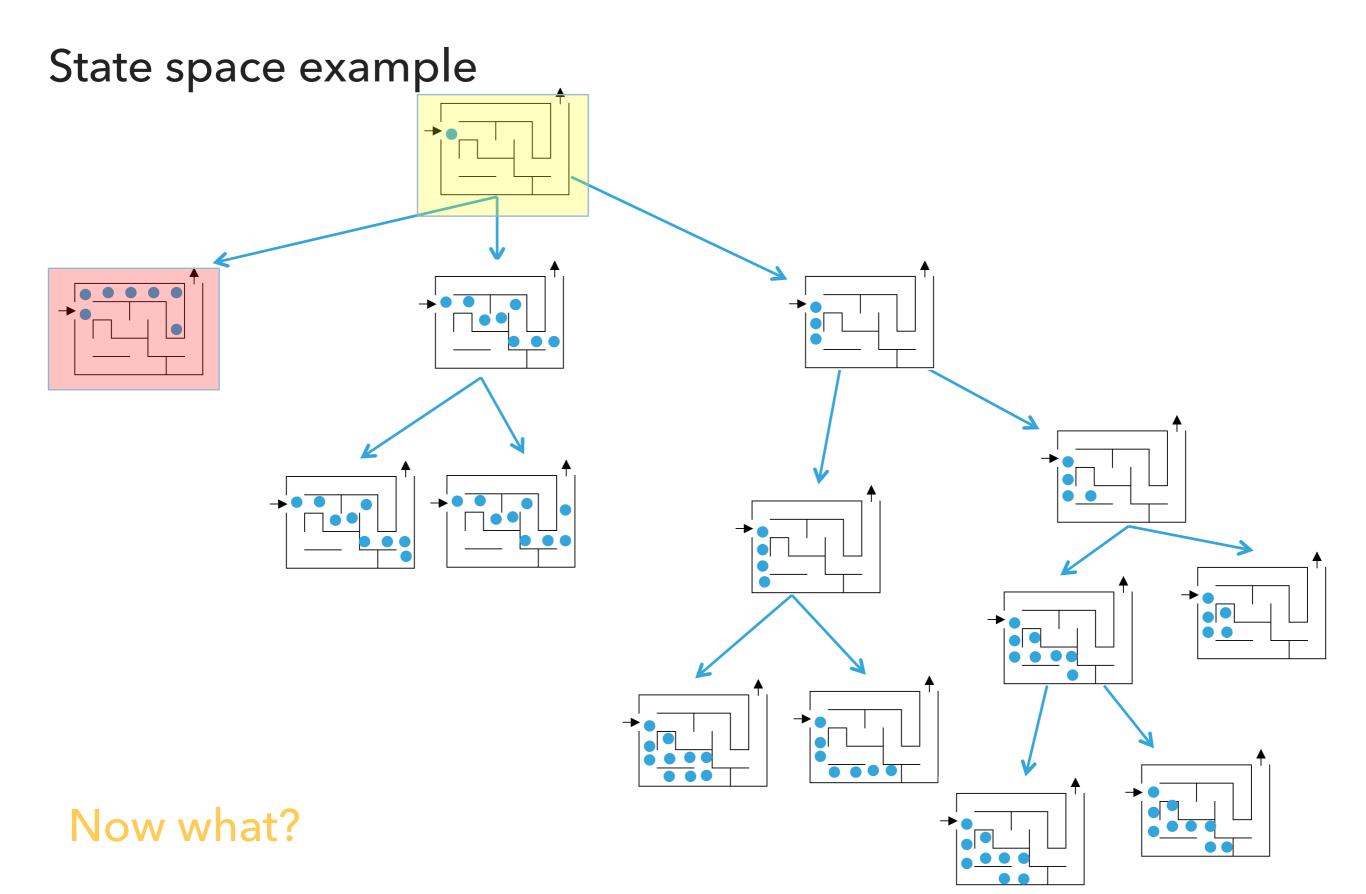


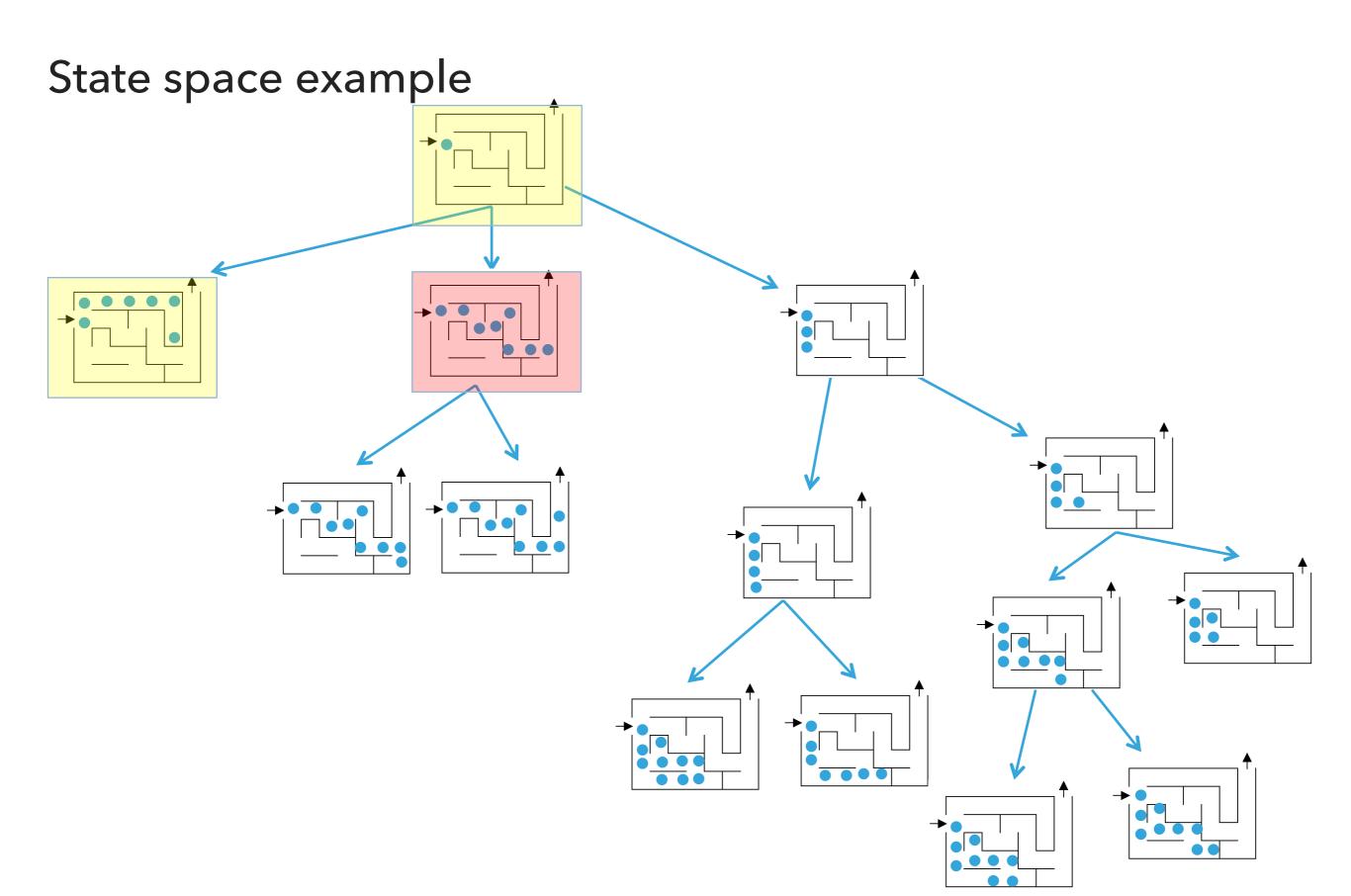
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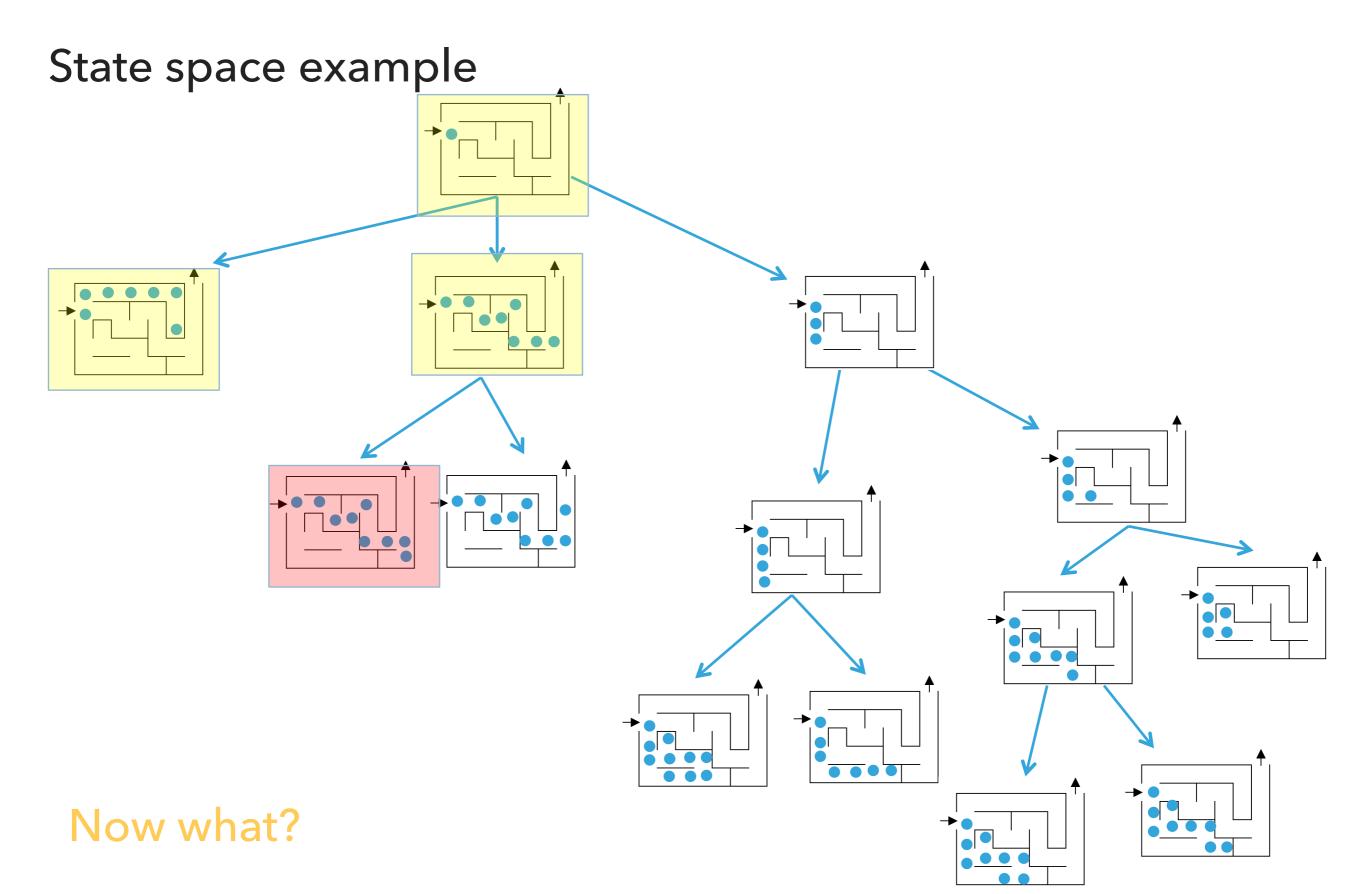


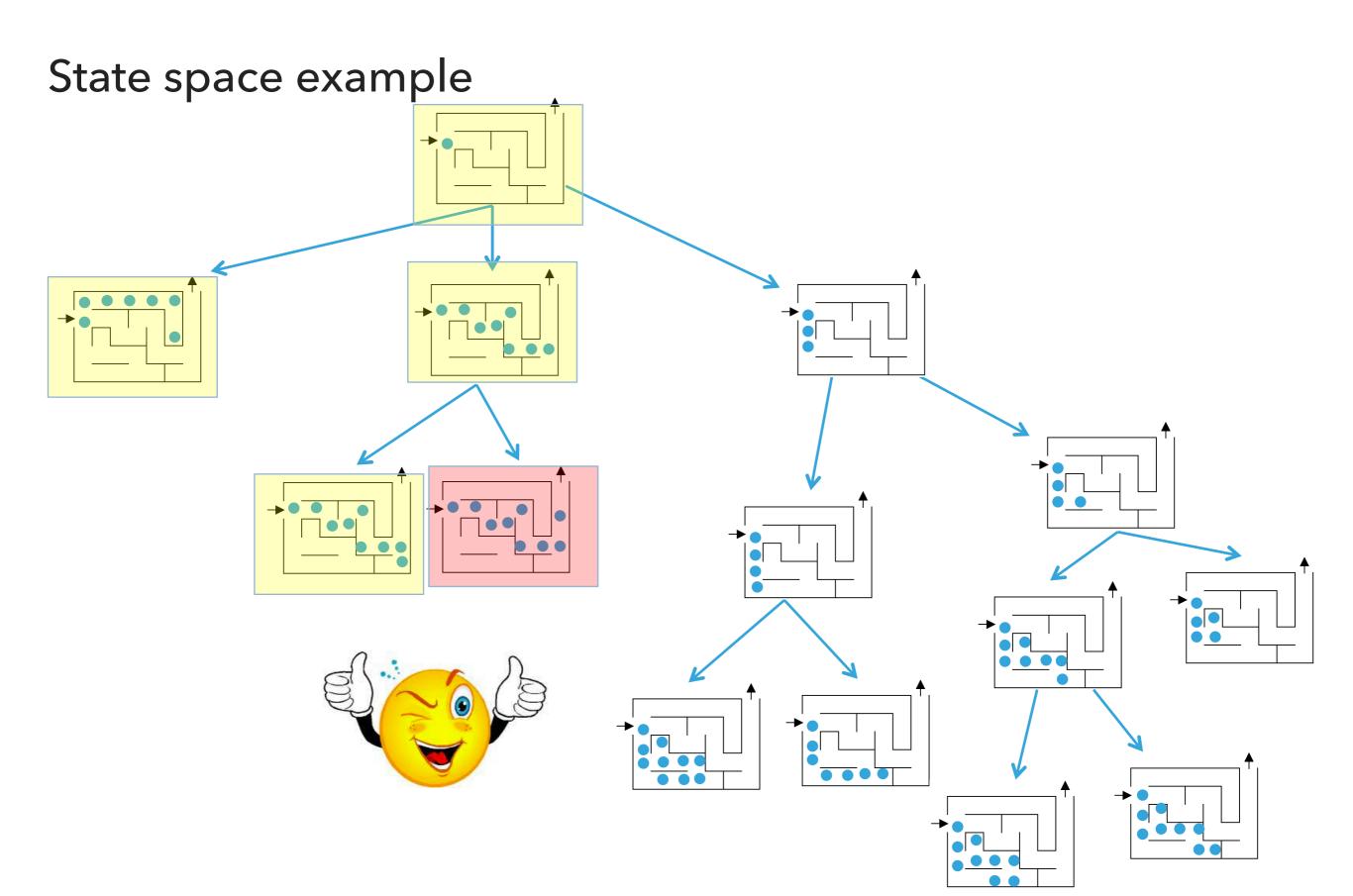
How many more states are there?

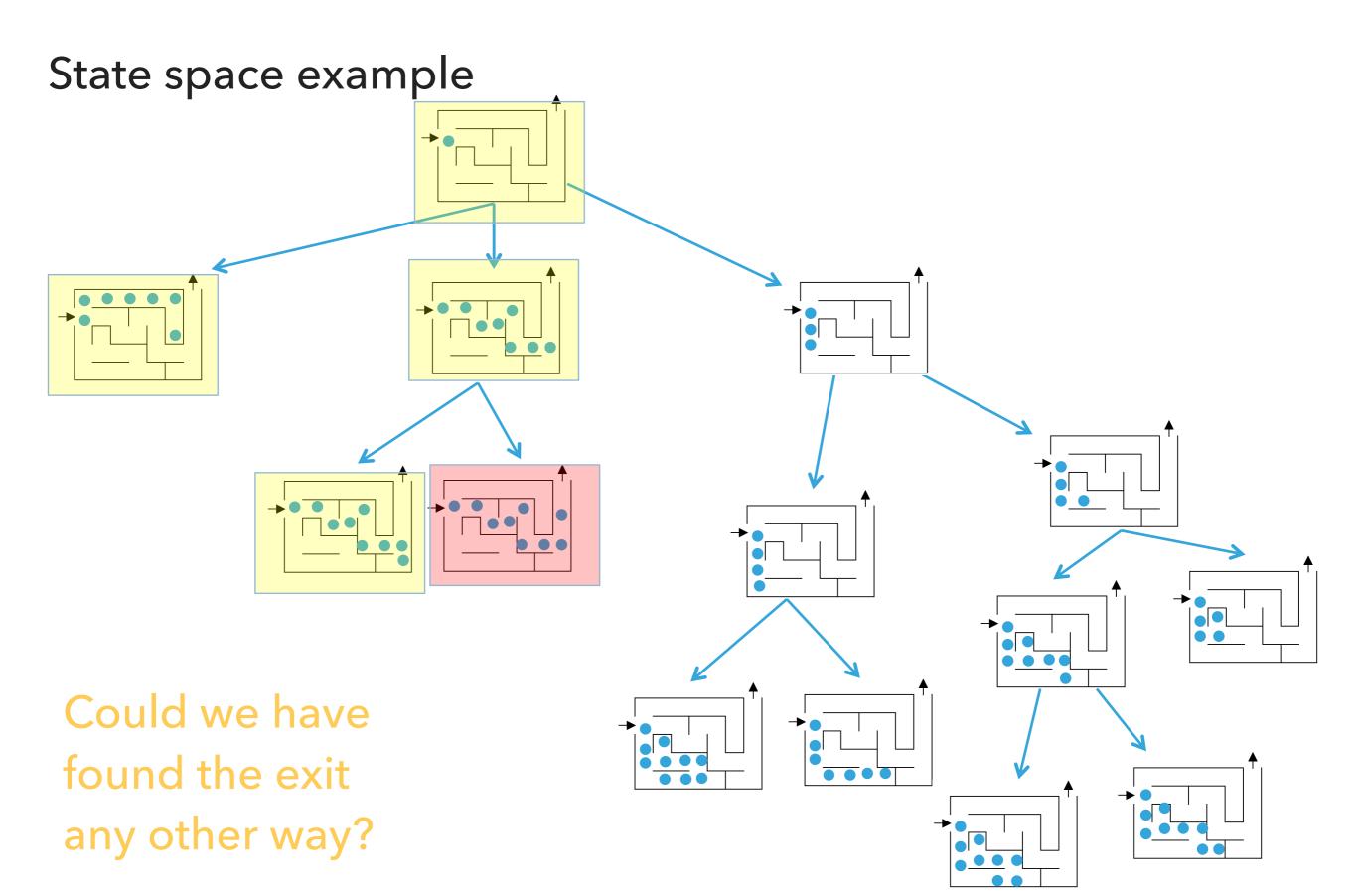










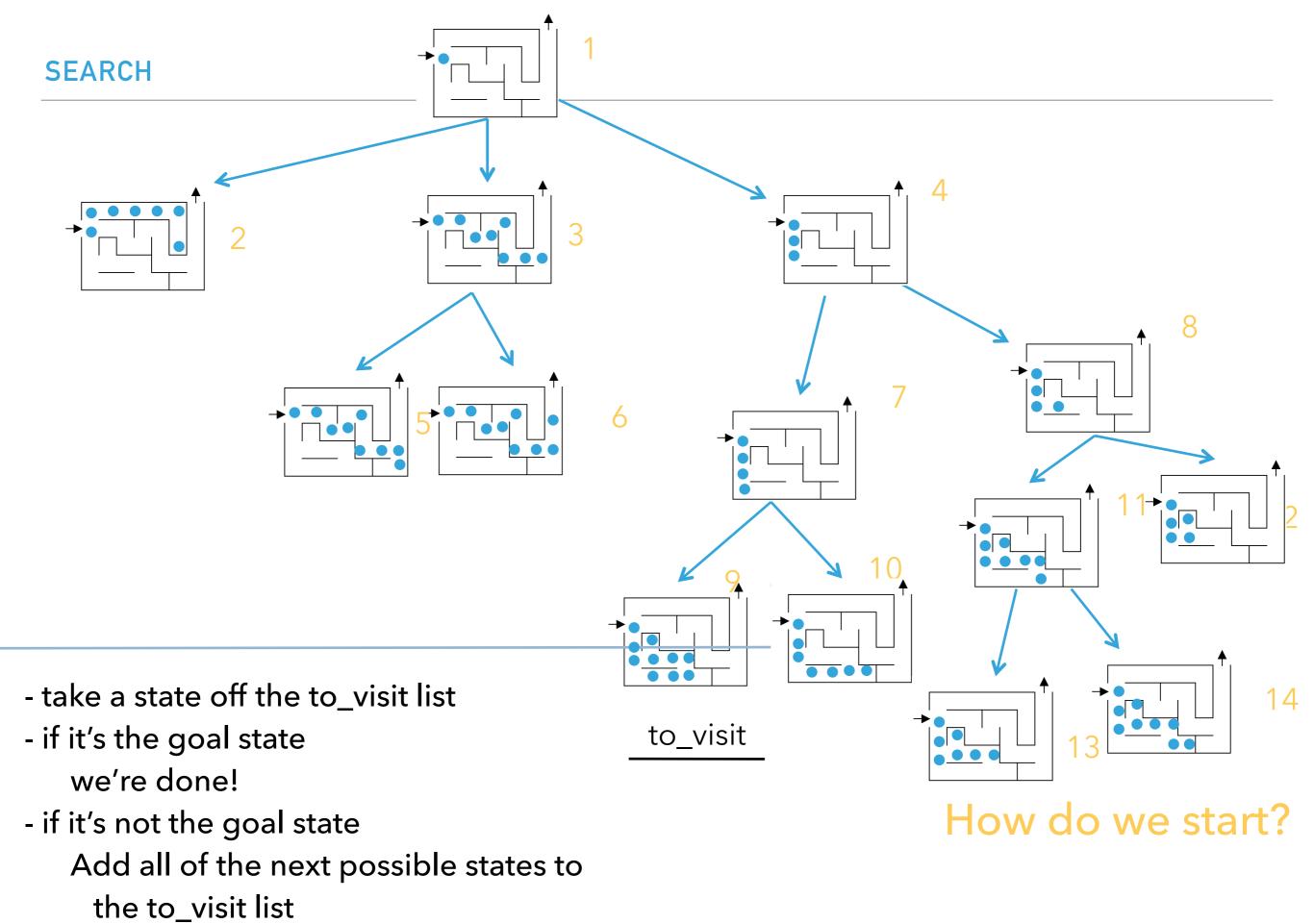


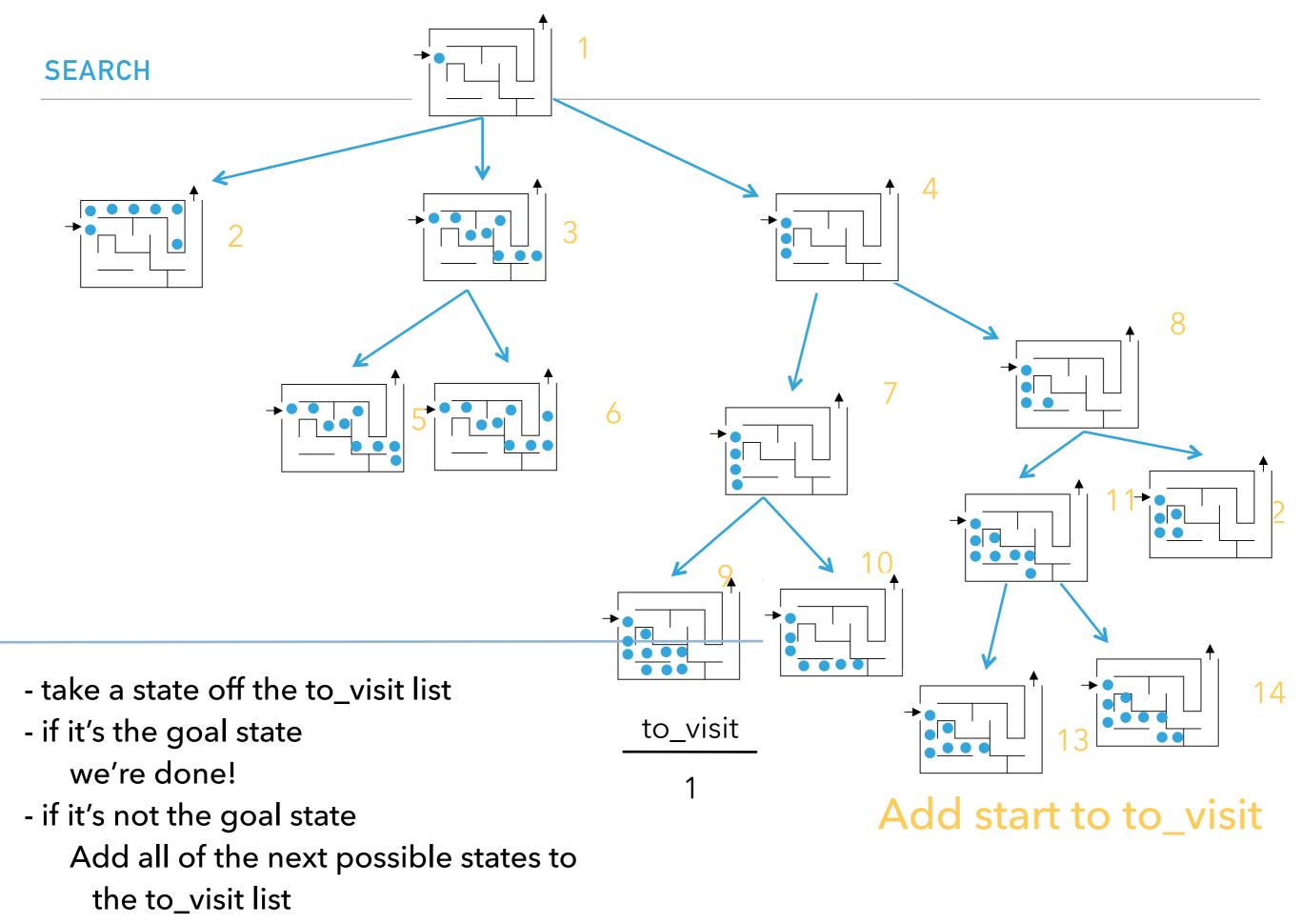
Search algorithm

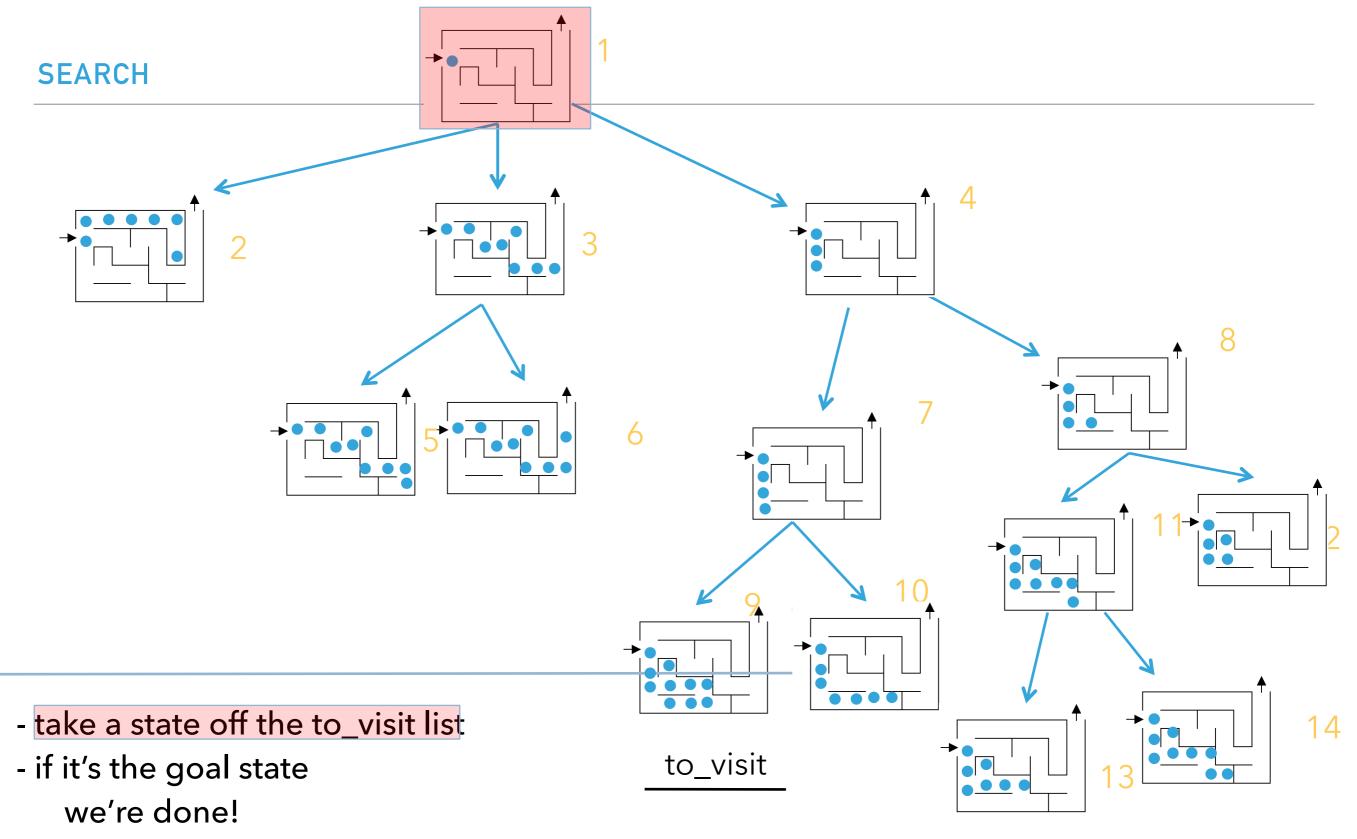
Keep track of a list of states that we could visit; we'll call it to_visit.

General idea:

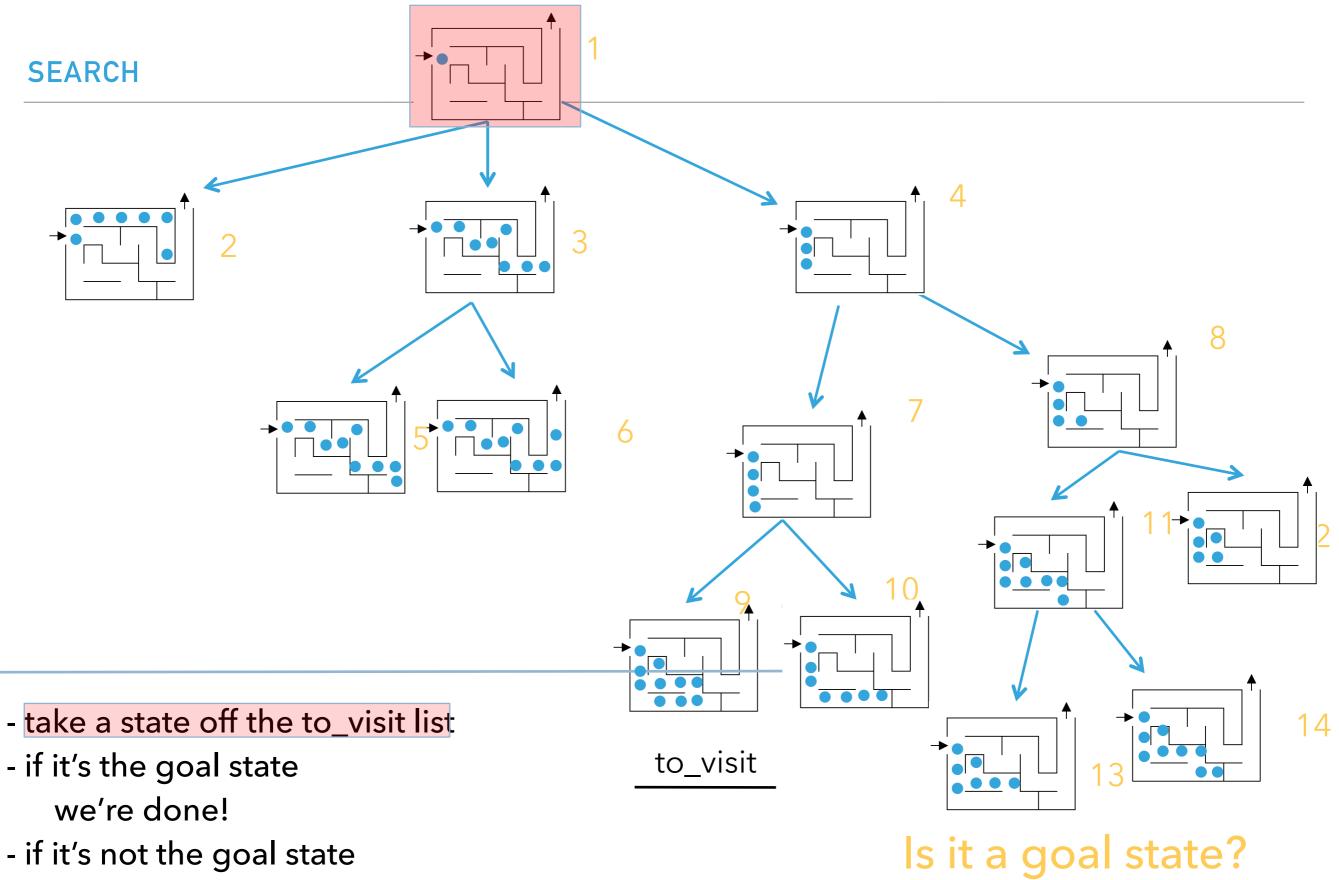
- take a state off the to_visit list
- if it's the goal state
 - we're done!
- if it's not the goal state
 - Add all of the next possible states to the to_visit list
- repeat







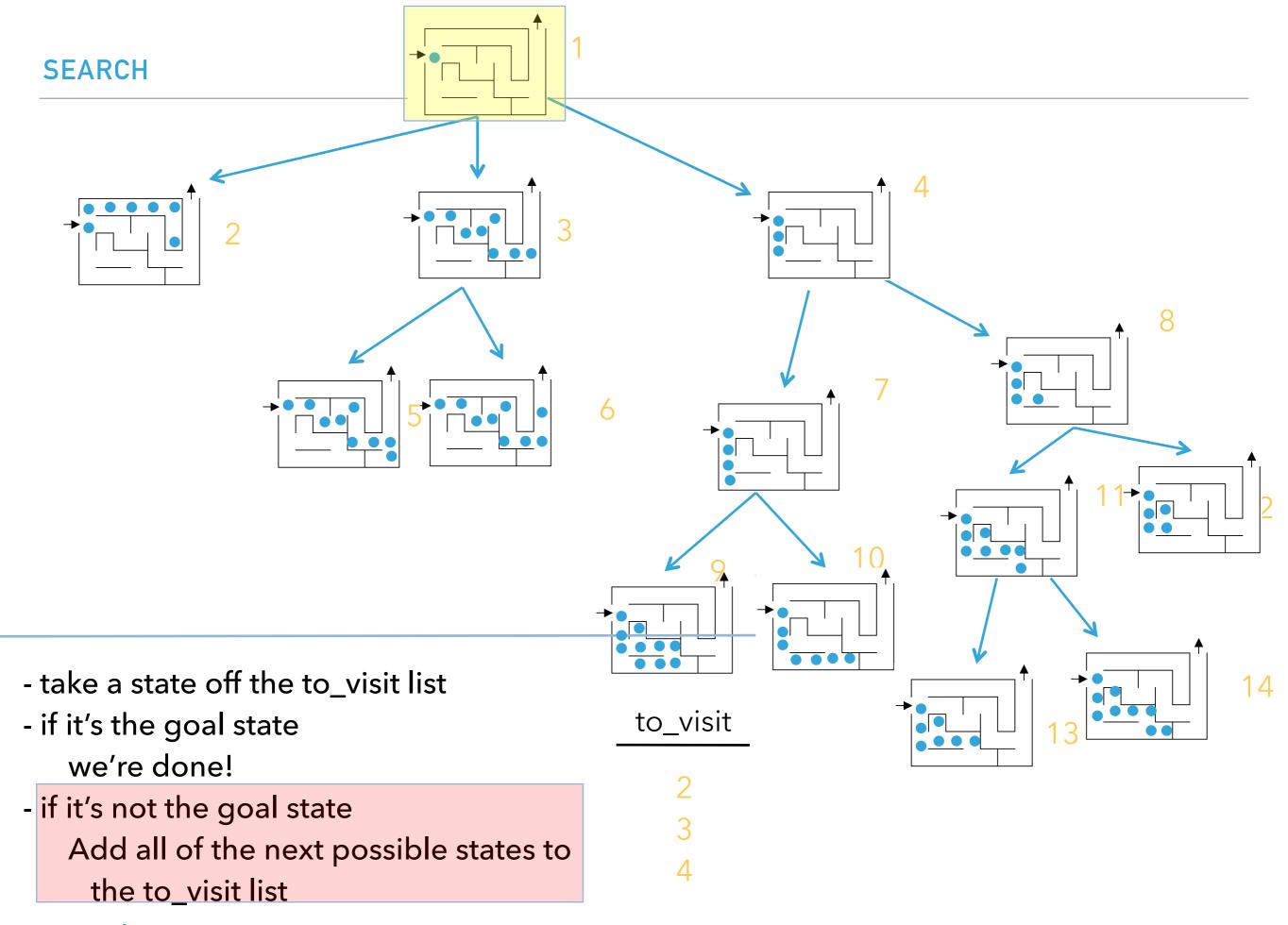
- if it's not the goal state
 Add all of the next possible states to
 the to_visit list
- repeat

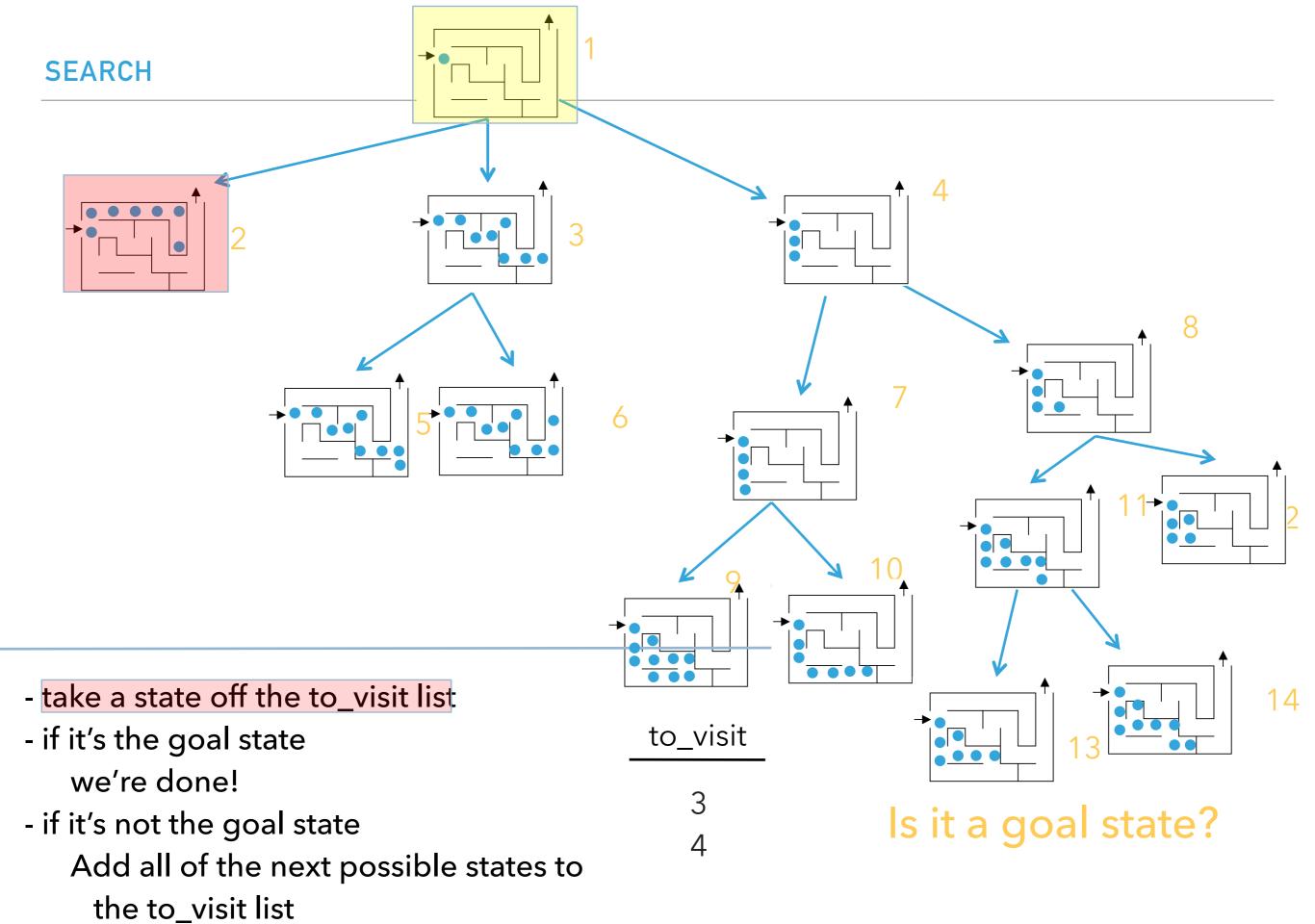


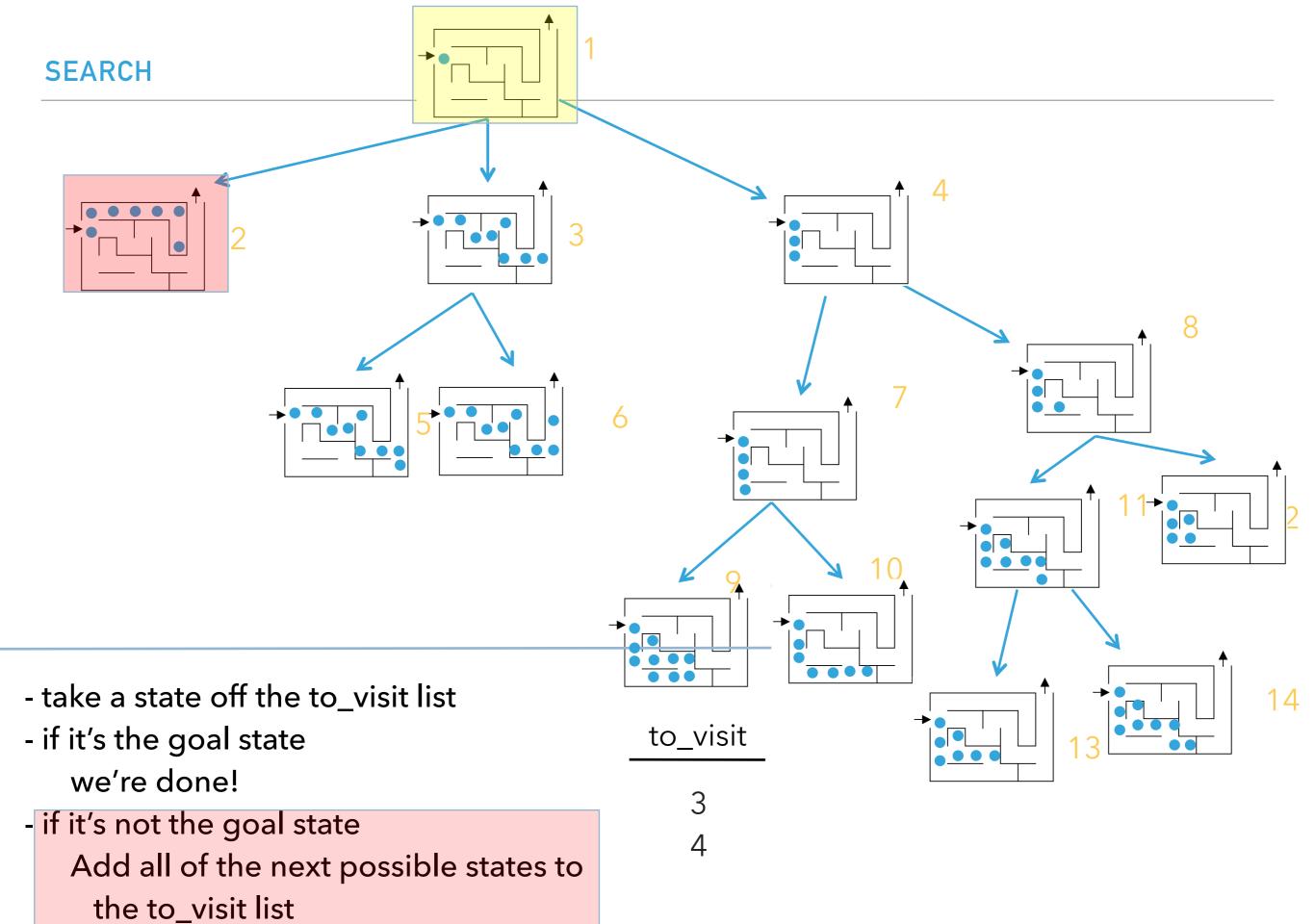
- If it's not the goal state

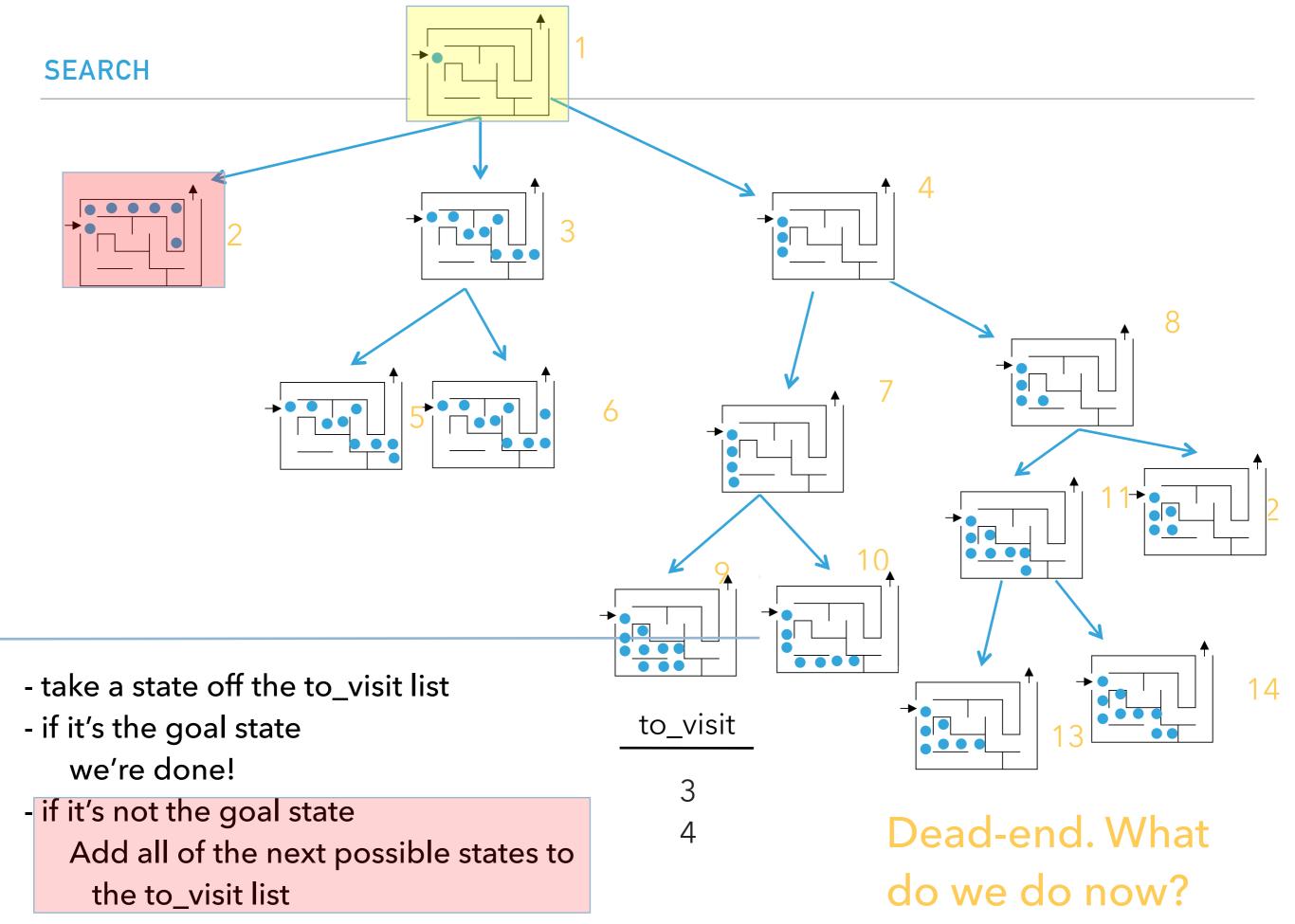
Add all of the next possible states to

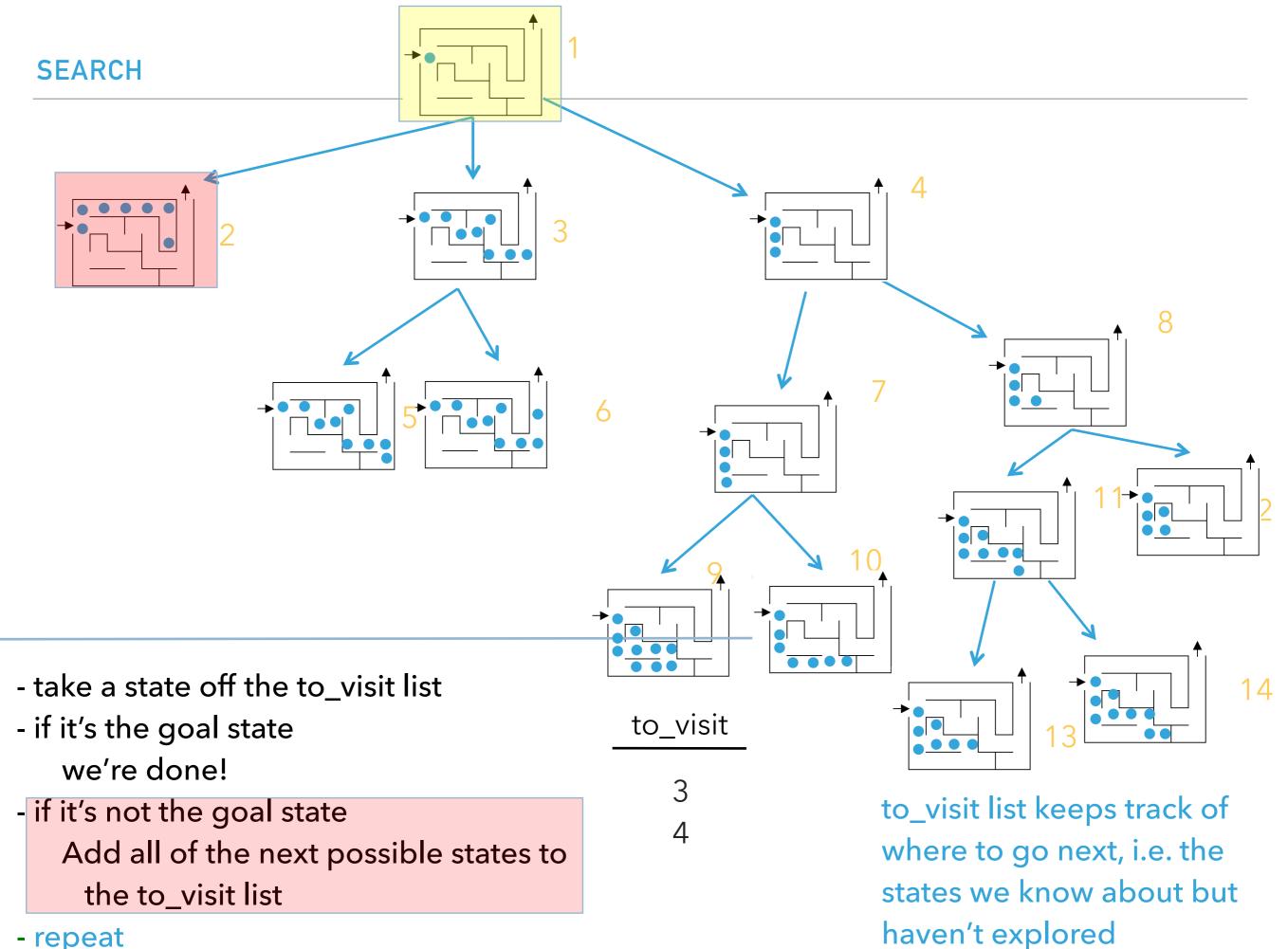
the to_visit list

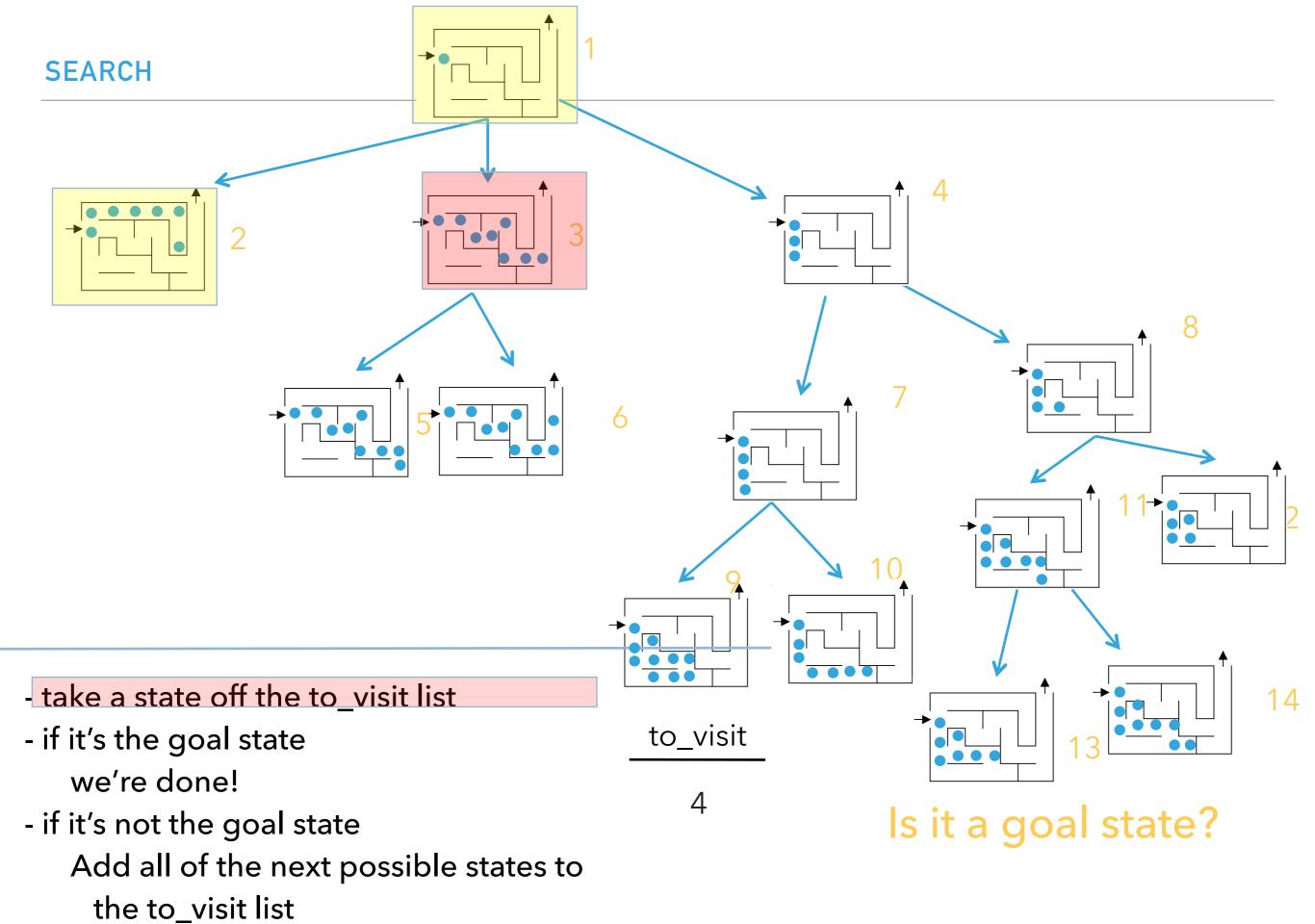


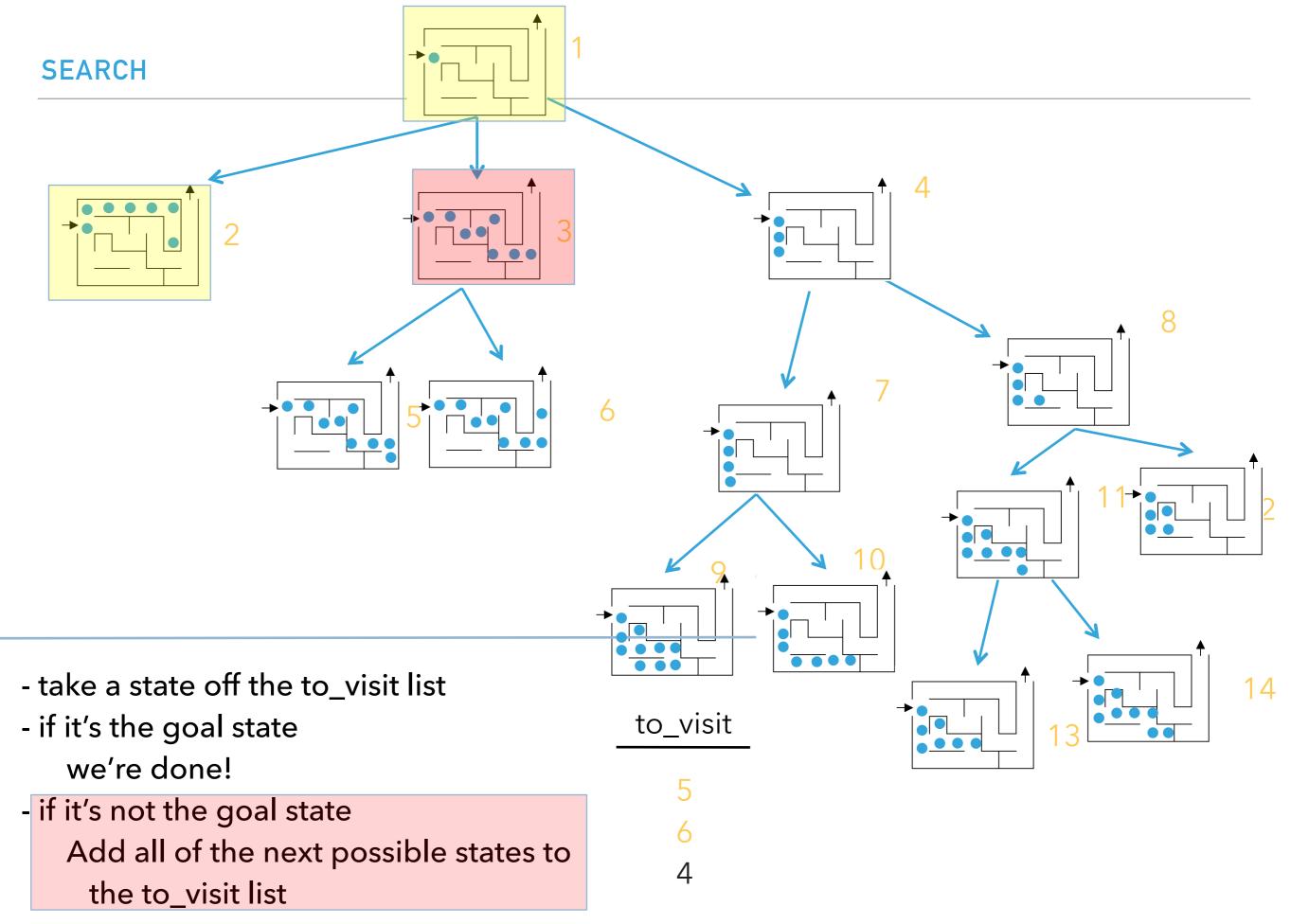


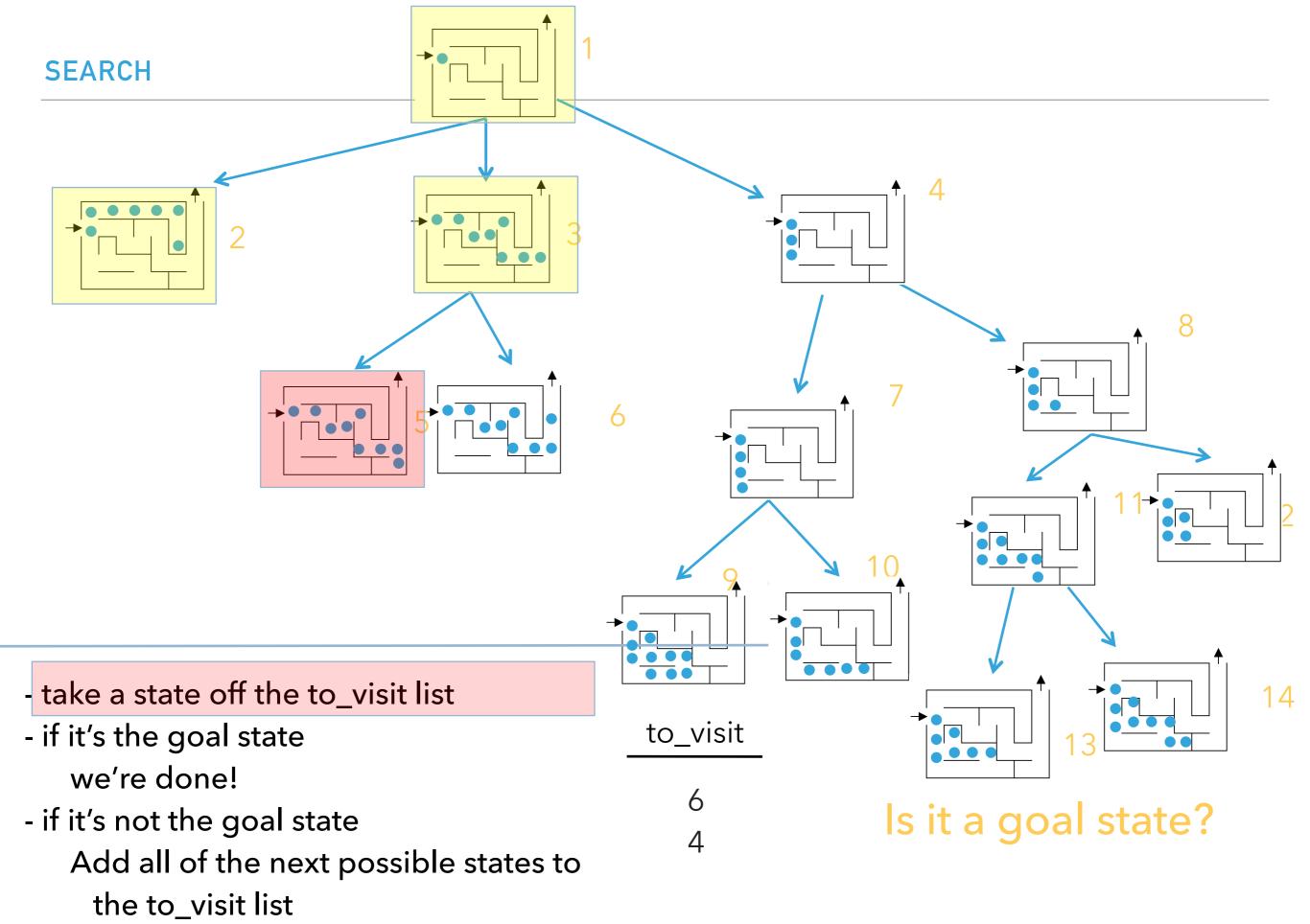


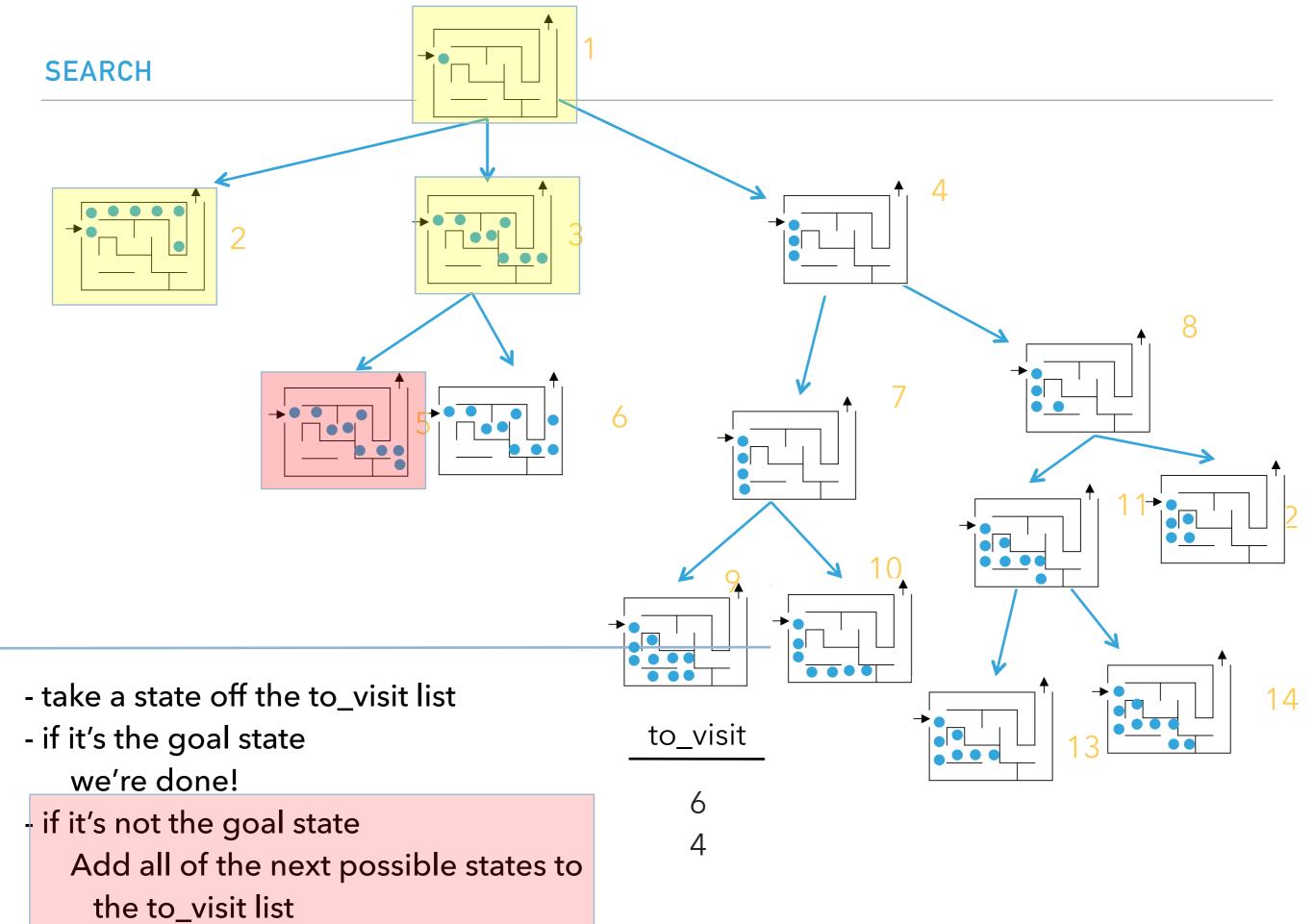


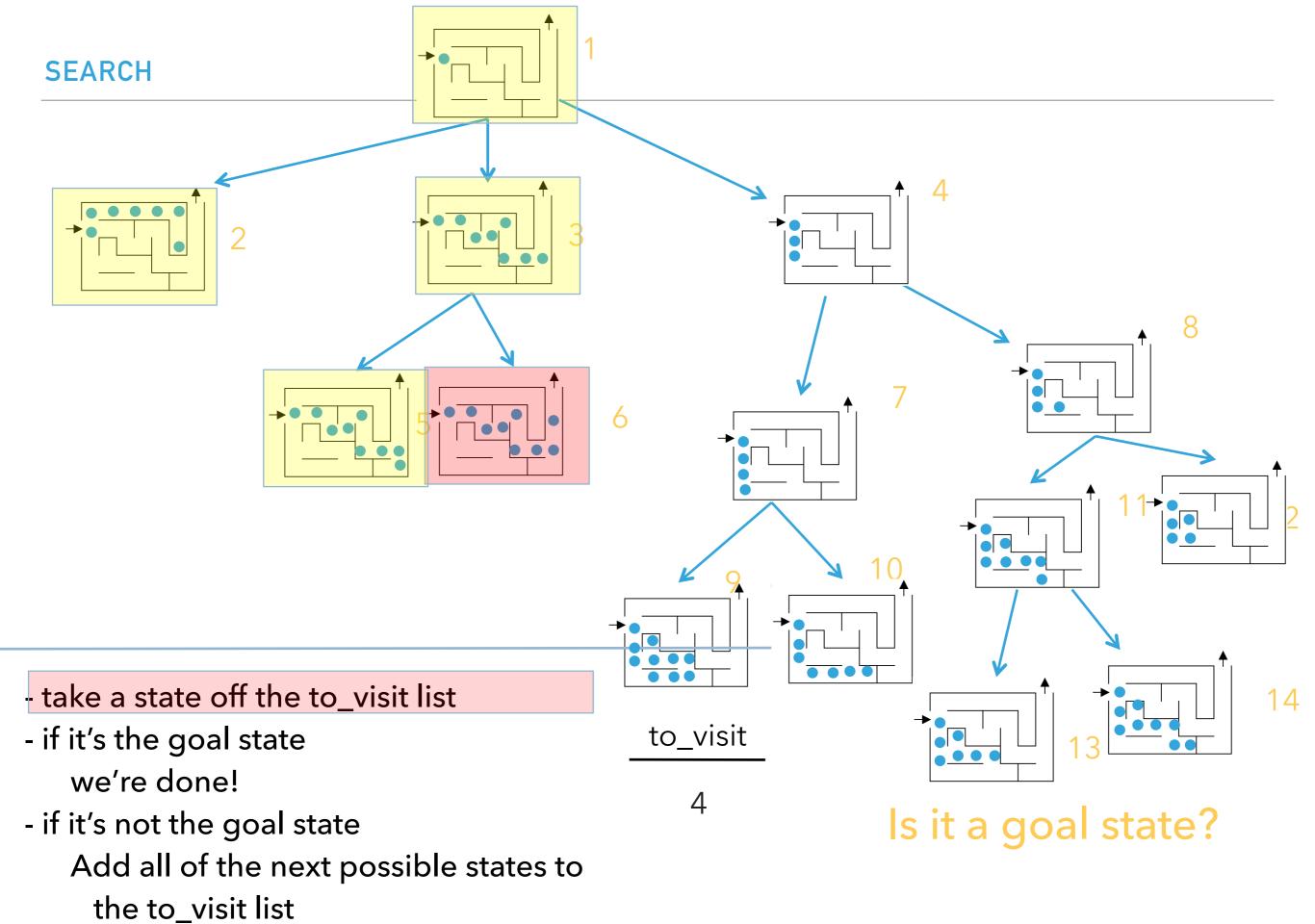


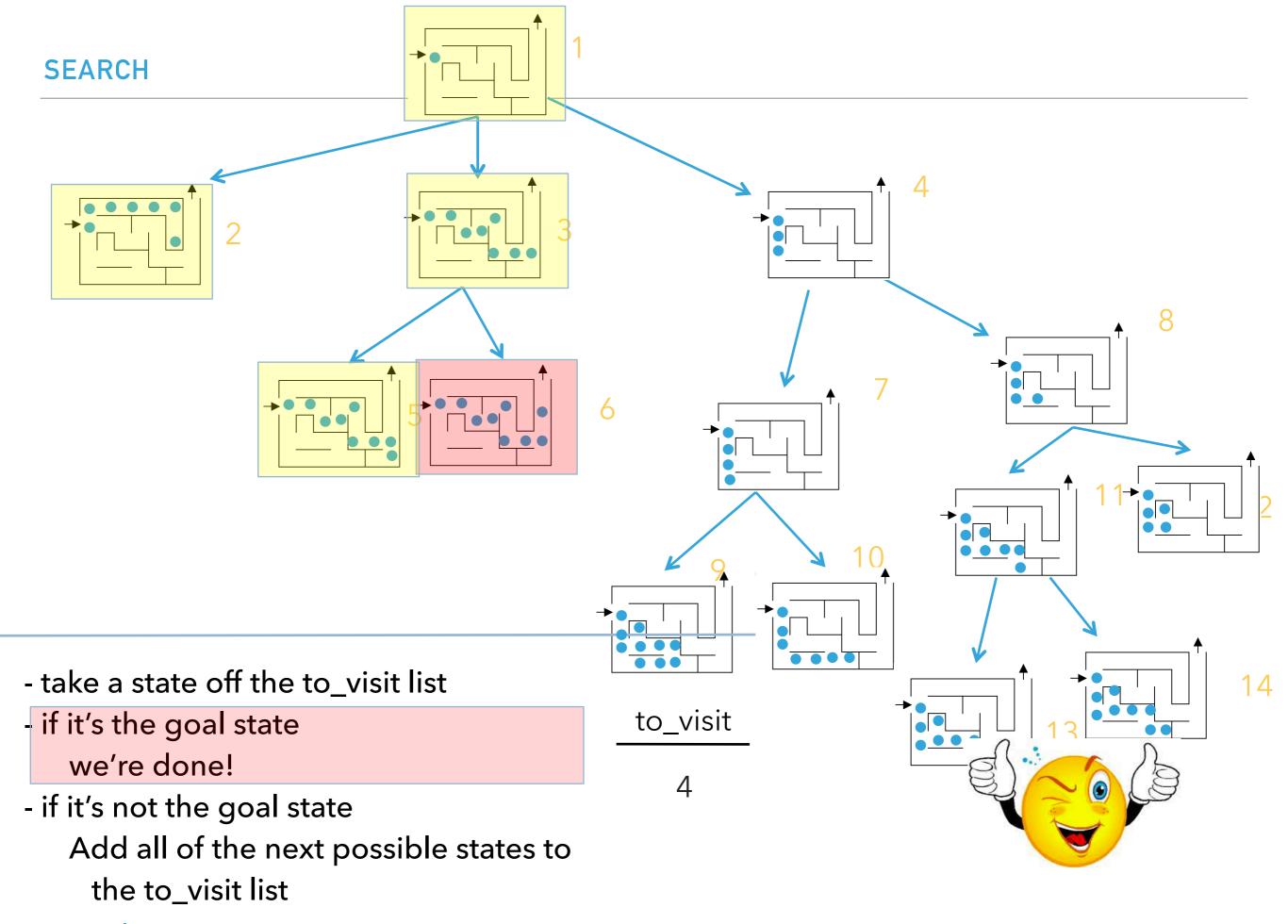


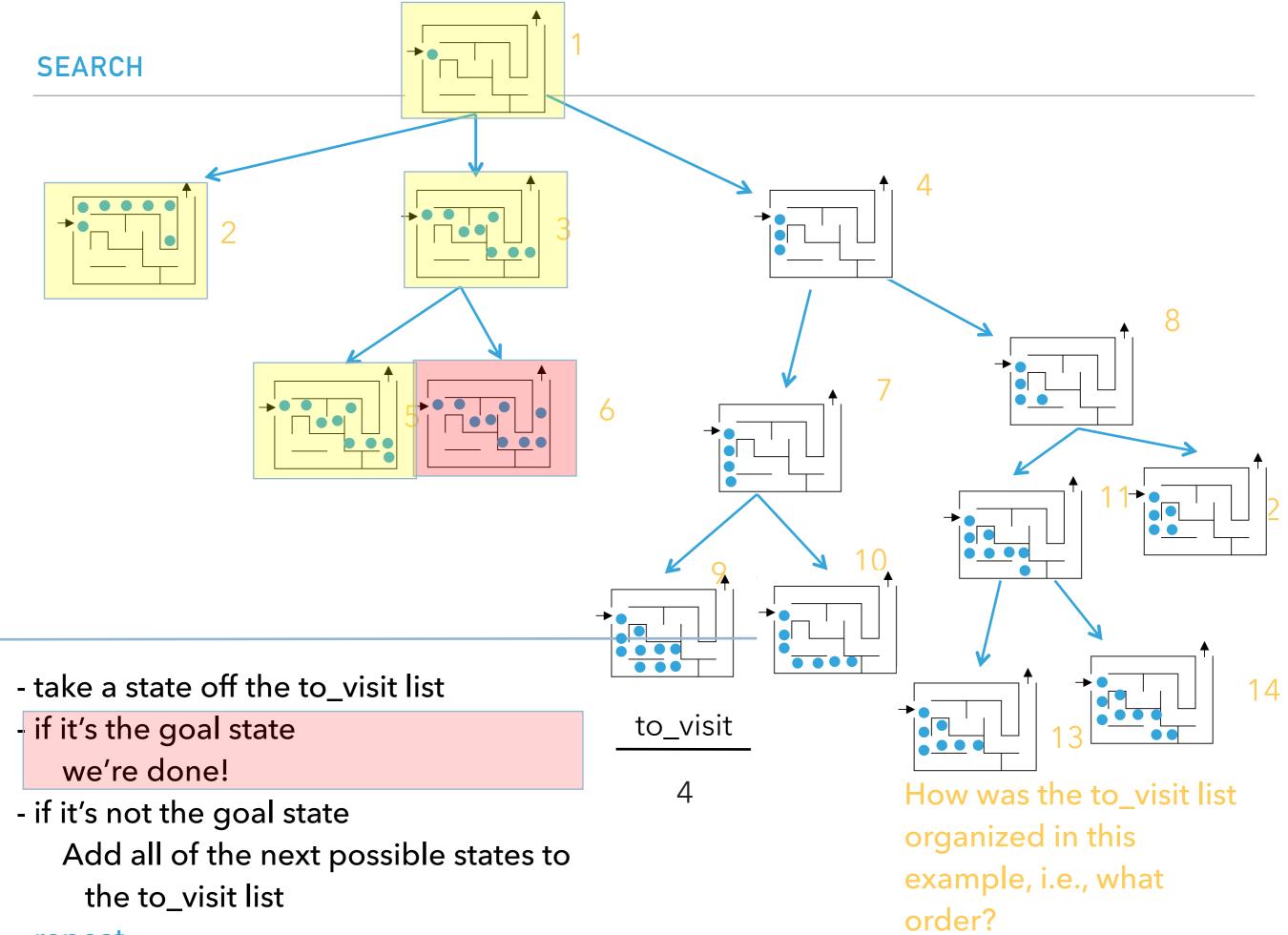


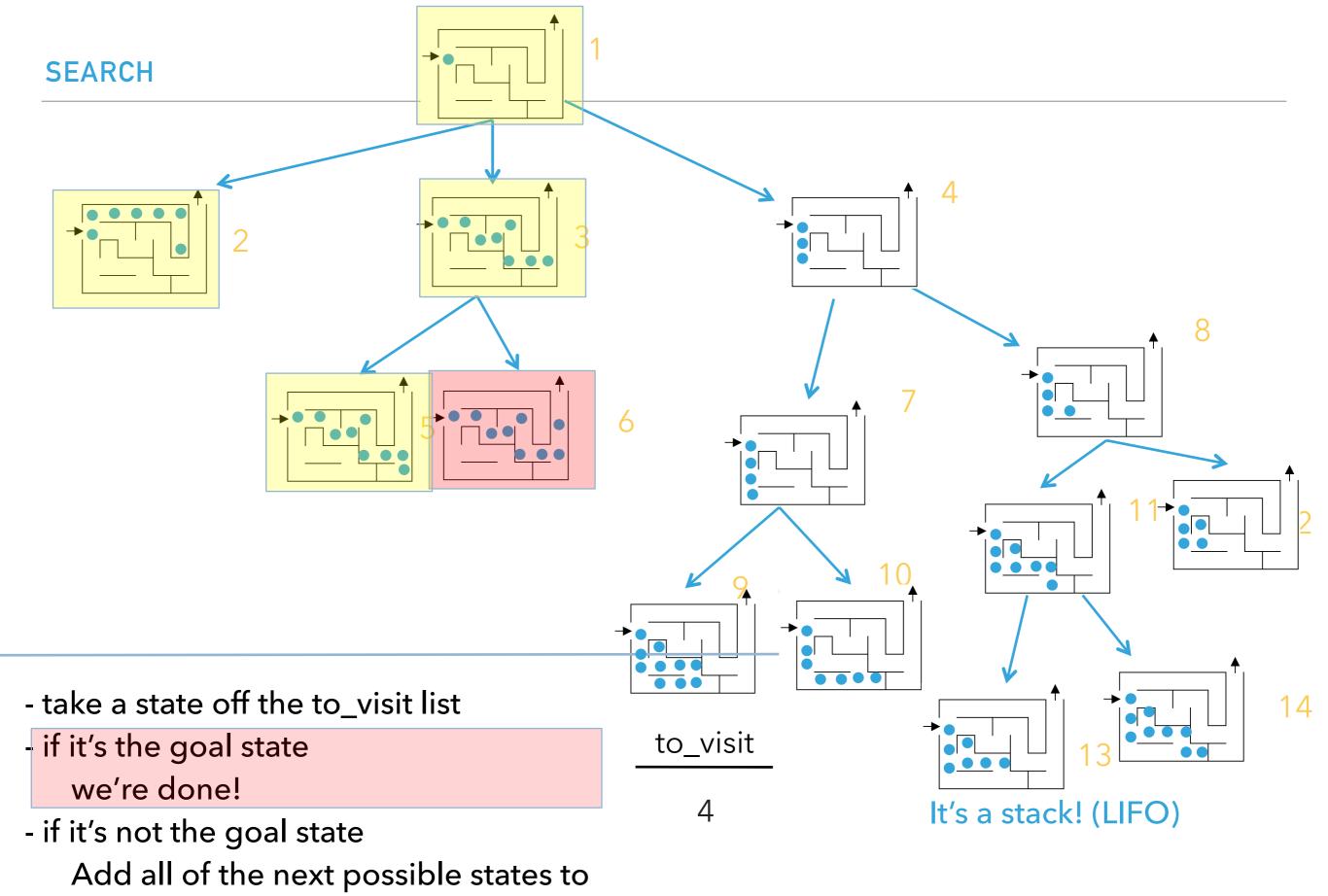






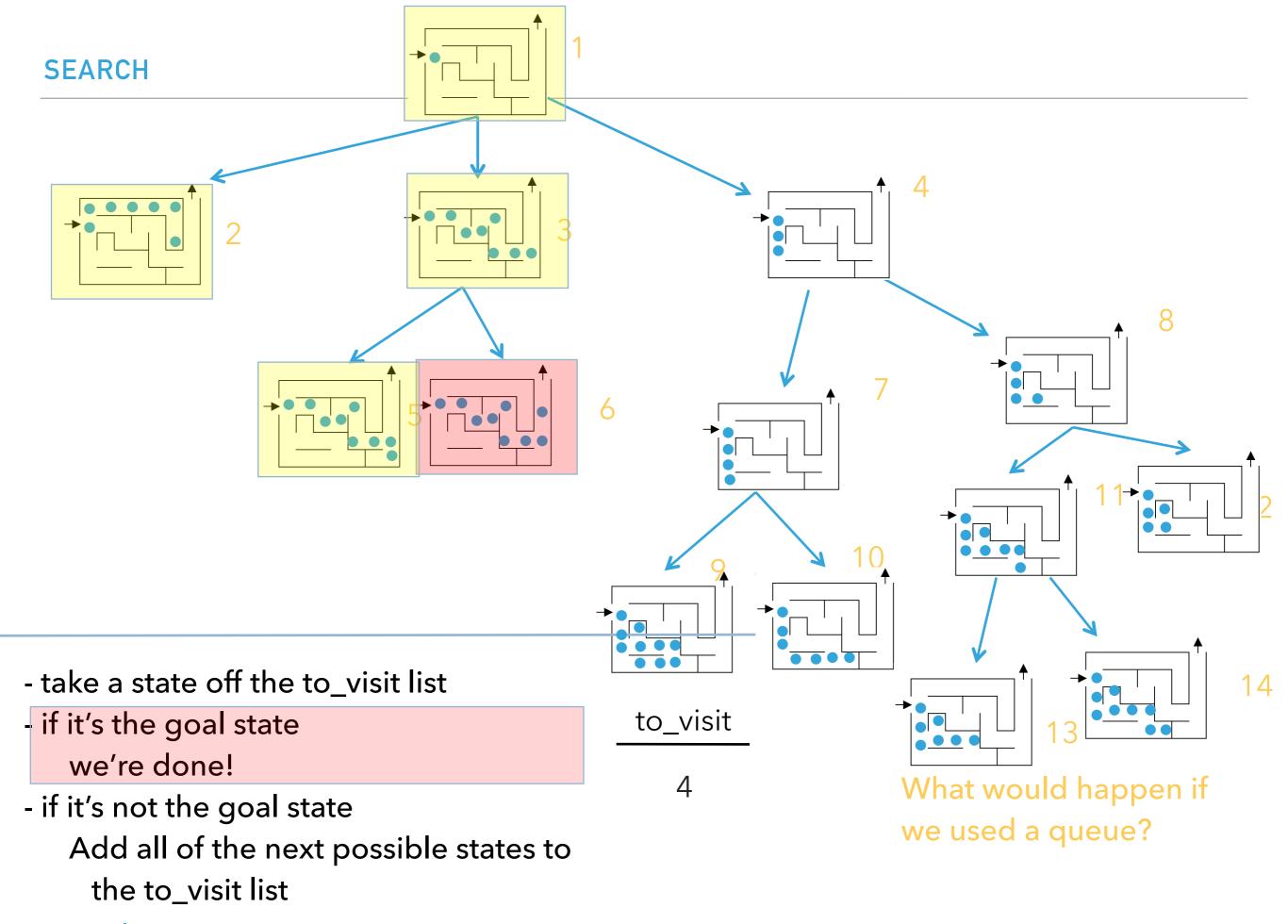






- repeat

the to_visit list



- repeat

Search algorithms

- add the start state to to_visit
- Repeat
 - take a state off the to_visit list
 - if it's the goal state
 - we're done!
 - if it's not the goal state
 - Add all of the next possible states to the to_visit list

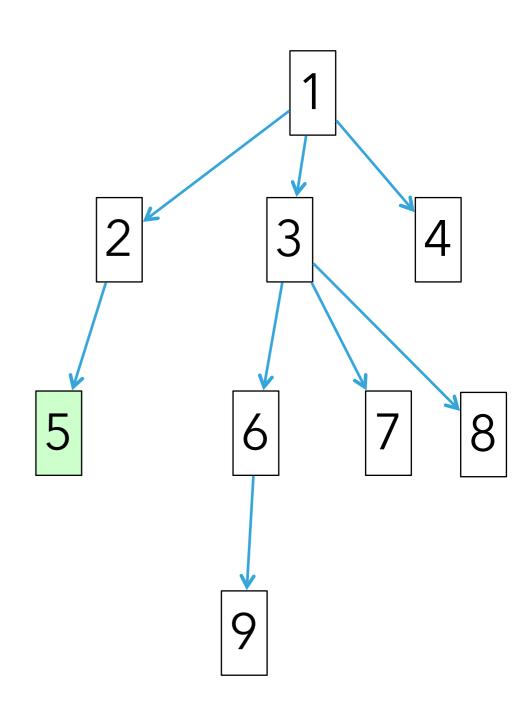
Search algorithms

- add the start state to to_visit
- Repeat
 - take a state off the to_visit list
 - if it's the goal state
 - we're done!
 - if it's not the goal state
 - Add all of the next possible states to the to_visit list
- Depth first search (DFS): to_visit is a stack
- Breadth first search (BFS): to_visit is a queue

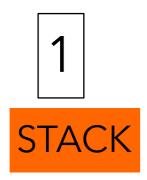
SEARCH

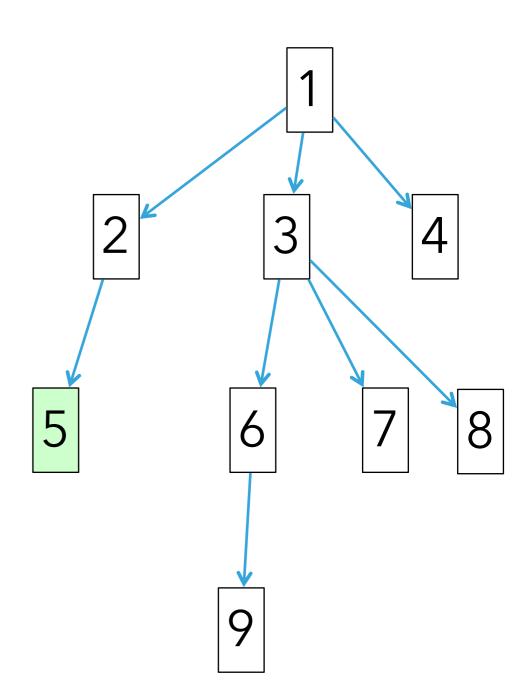
What order will BFS and DFS visit the states assuming states are added to to_visit left to right?

- add the start state to to_visit
- Repeat
 - take a state off the to_visit list
 - if it's the goal state
 - we're done!
 - if it's not the goal state
 - Add all of the next states to the to_visit list
- Depth first search (DFS): to_visit is a stack
- Breadth first search (BFS): to_visit is a queue

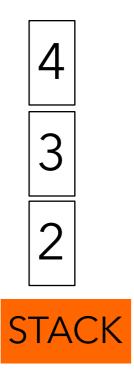


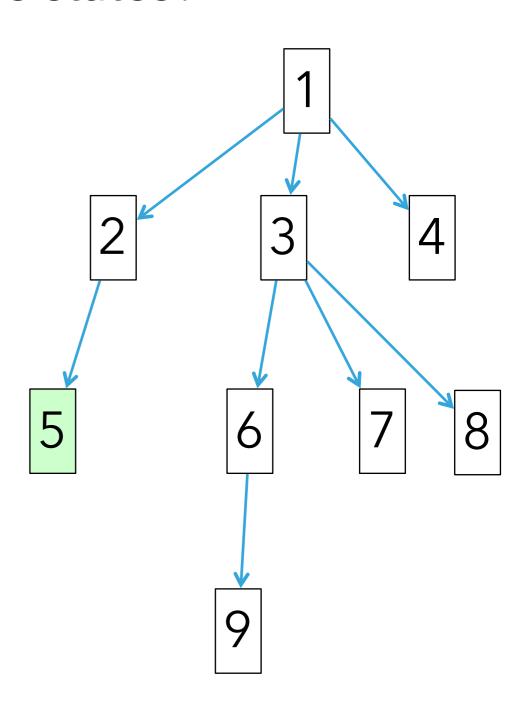
DFS:



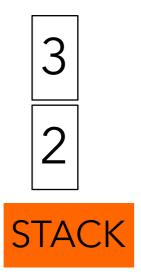


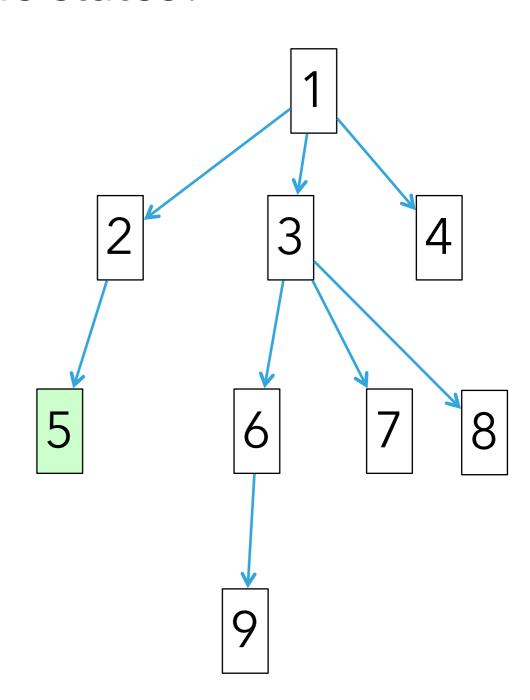
DFS: 1



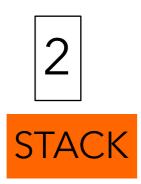


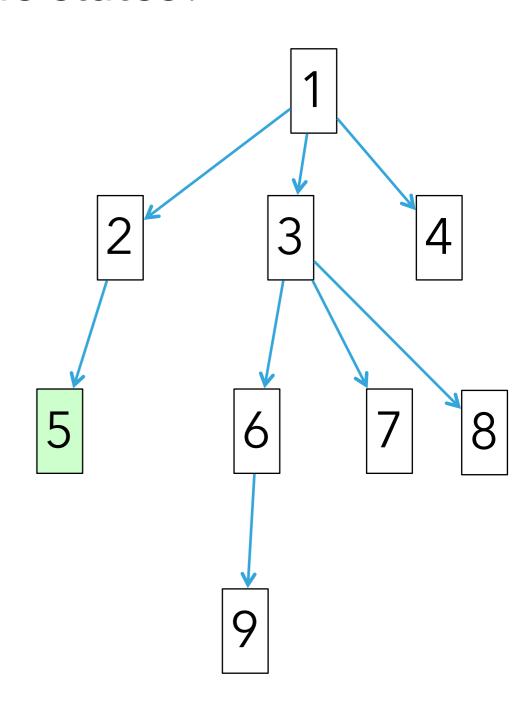
DFS: 1, 4



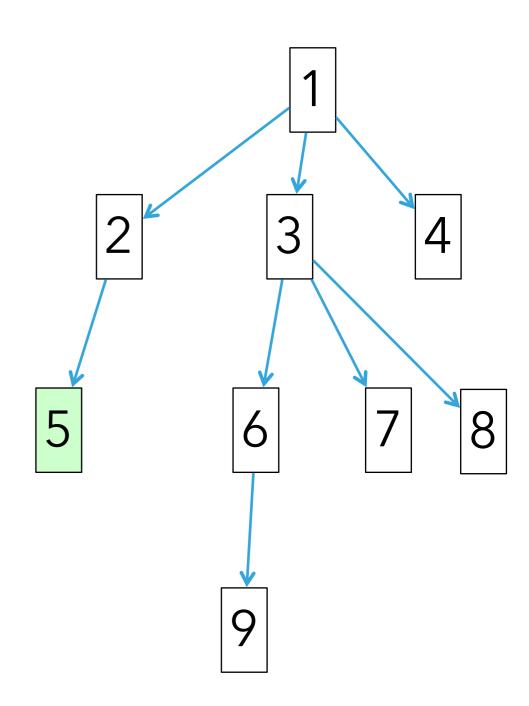


DFS: 1, 4, 3

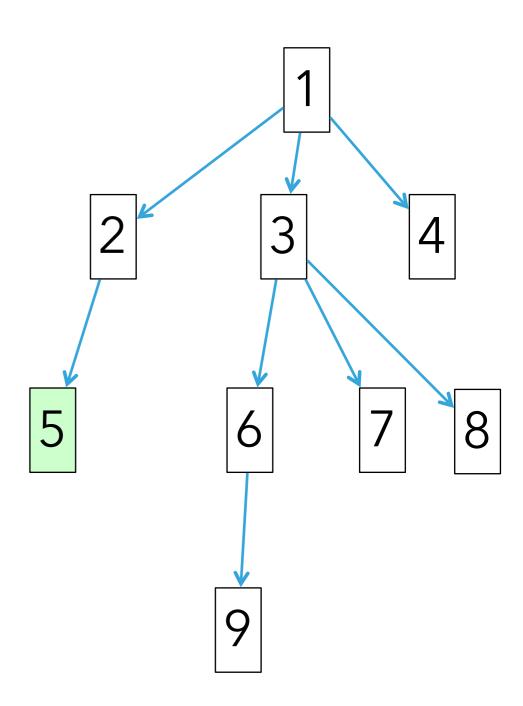




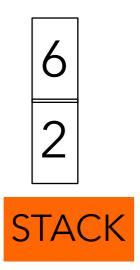
DFS: 1, 4, 3

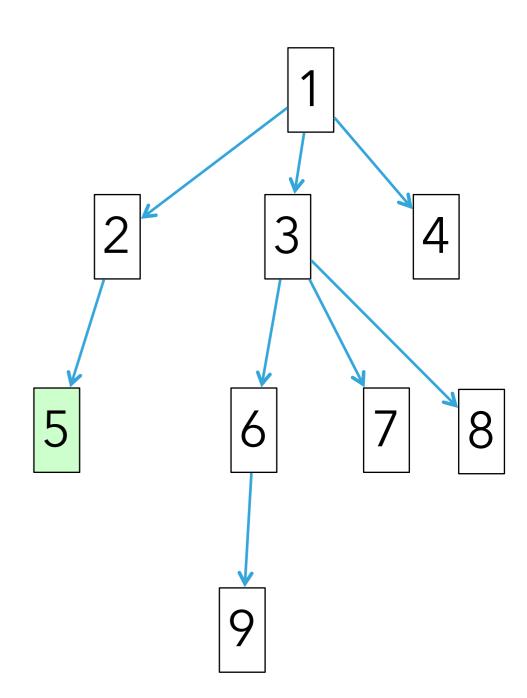


DFS: 1, 4, 3, 8

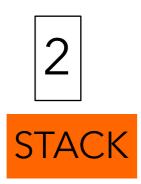


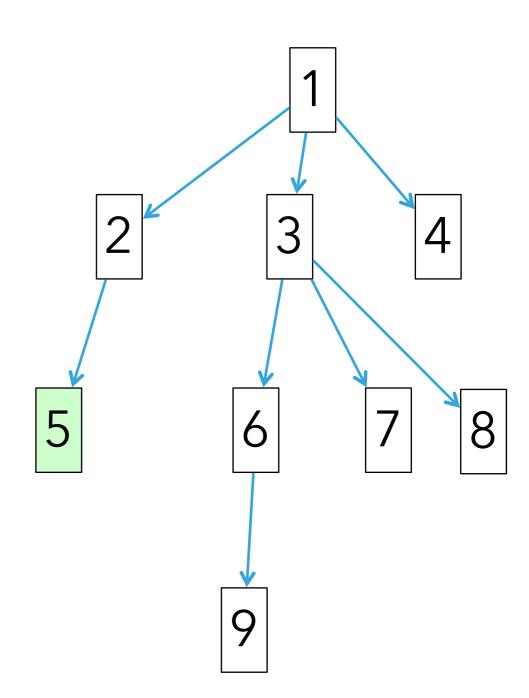
DFS: 1, 4, 3, 8, 7



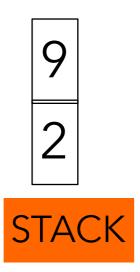


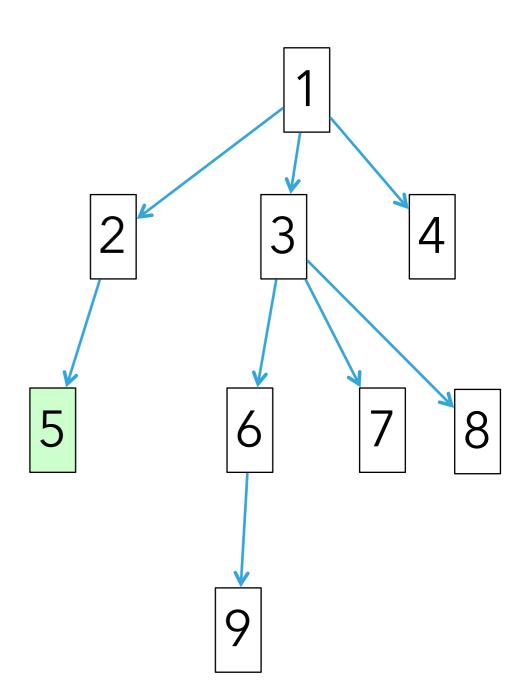
DFS: 1, 4, 3, 8, 7, 6



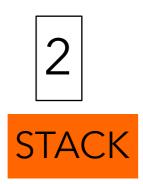


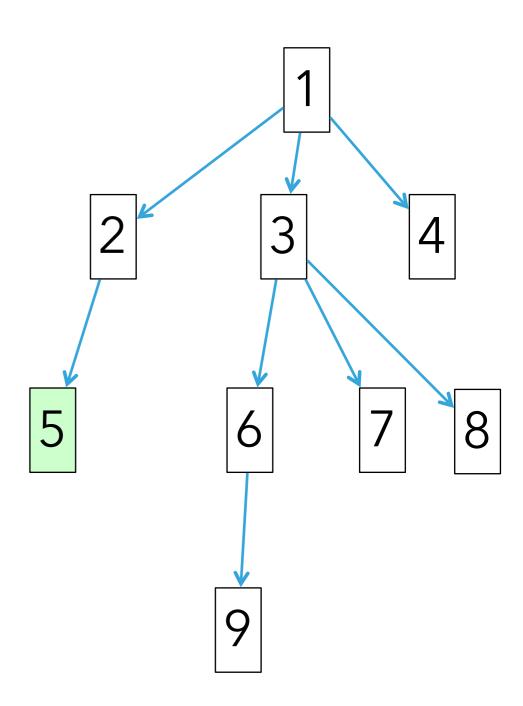
DFS: 1, 4, 3, 8, 7, 6





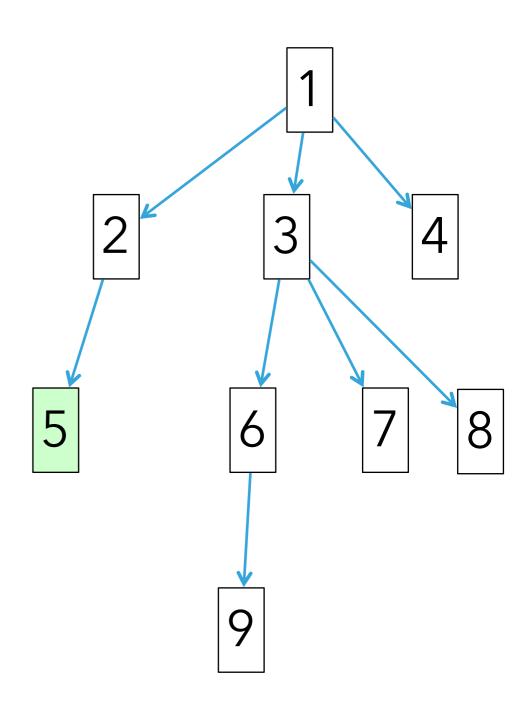
DFS: 1, 4, 3, 8, 7, 6, 9



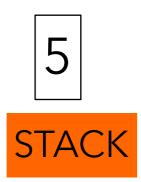


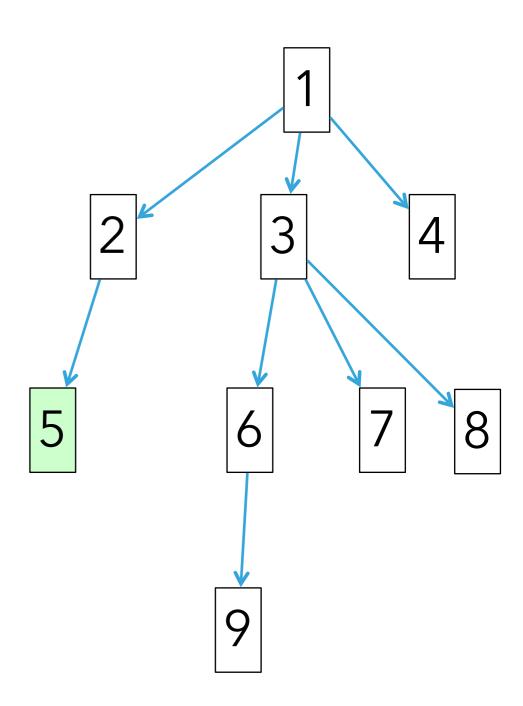
DFS: 1, 4, 3, 8, 7, 6, 9, 2





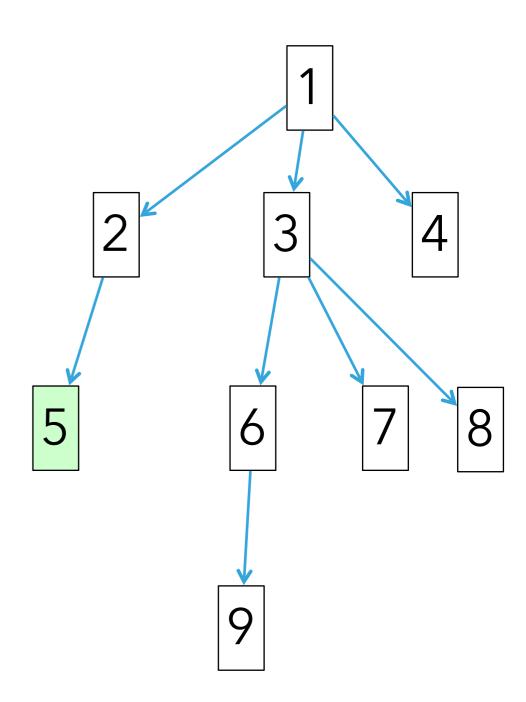
DFS: 1, 4, 3, 8, 7, 6, 9, 2





DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

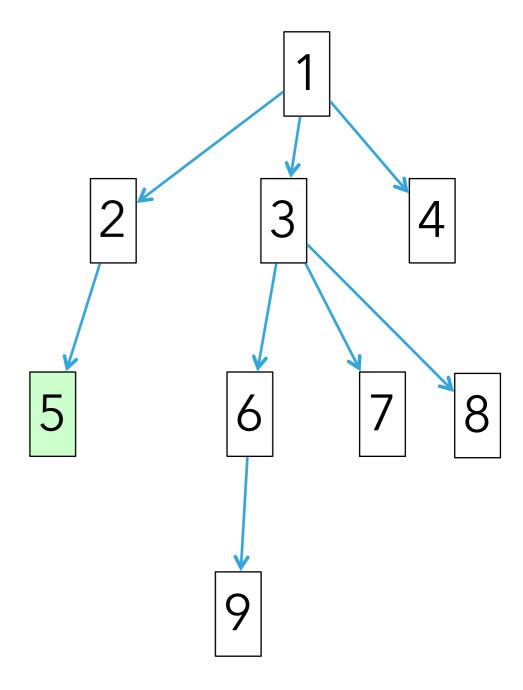




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS:

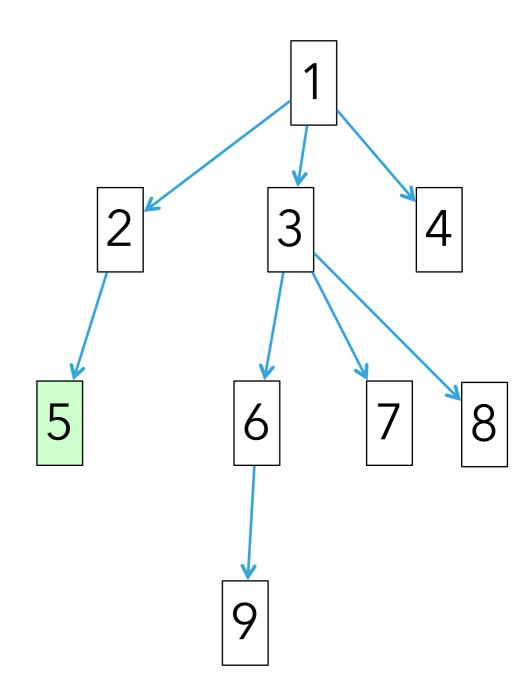
1





DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1

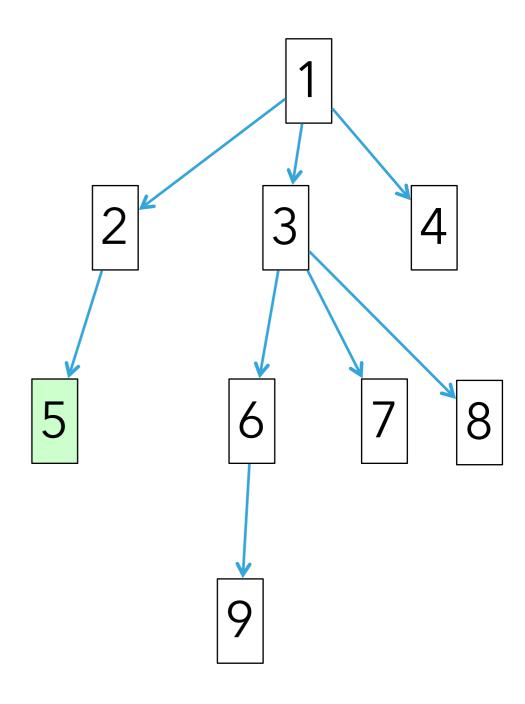




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1

2 3 4

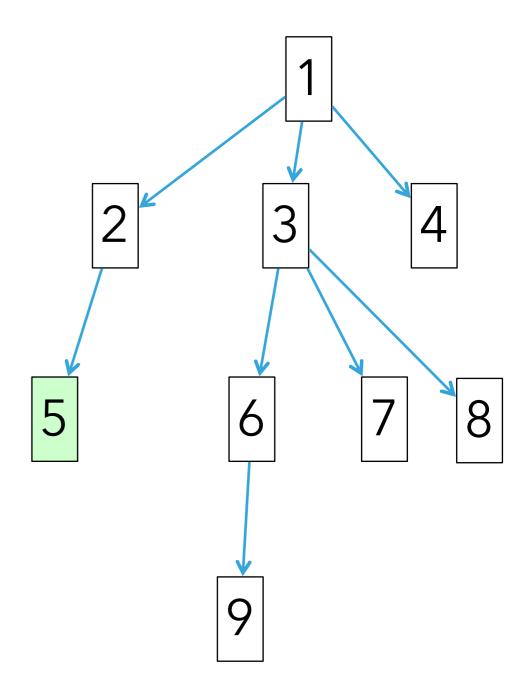




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2

3 4

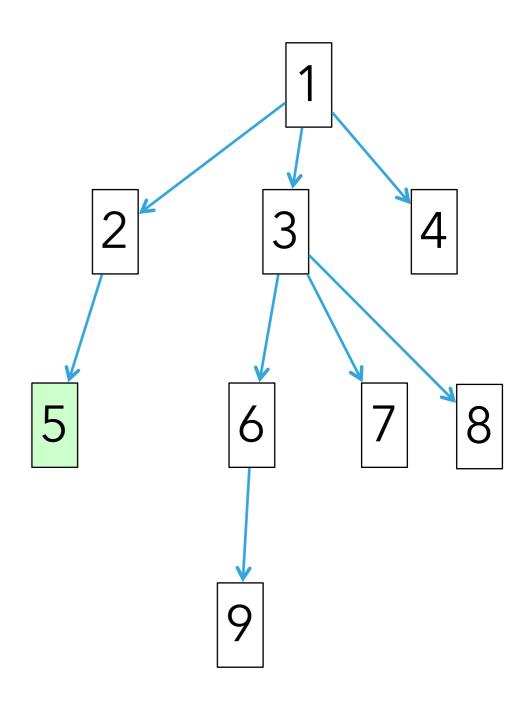




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2

3 4 5

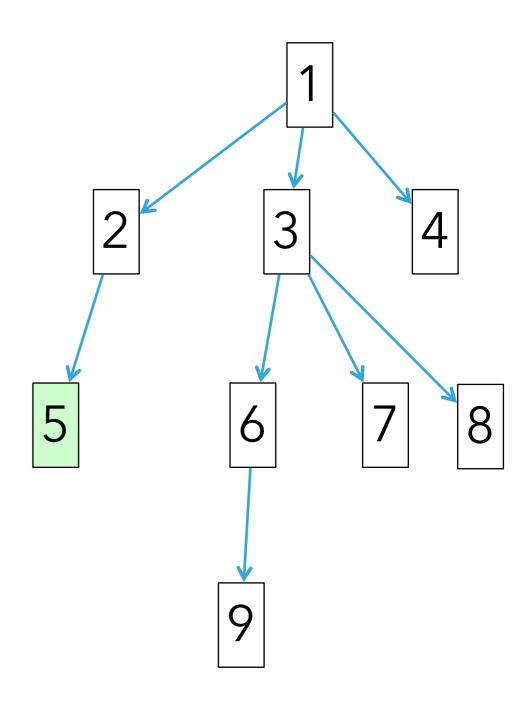




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2, 3

4 5

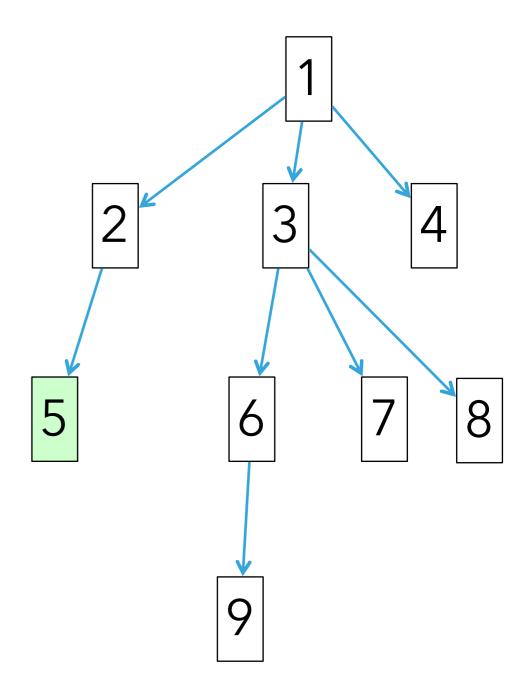




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2, 3

4 5 6 7 8

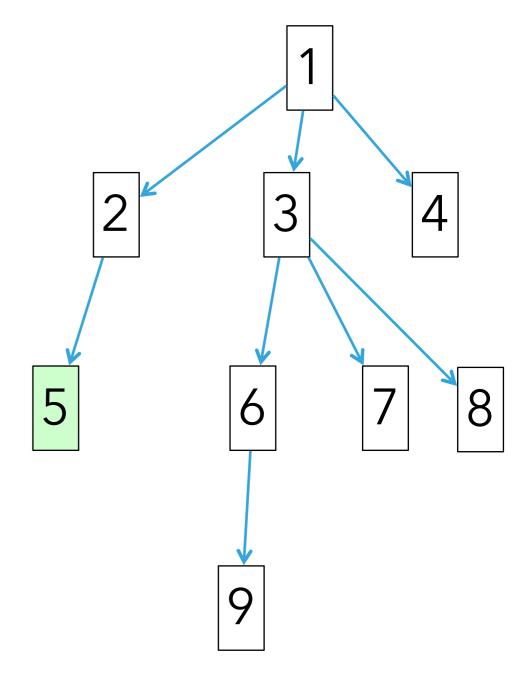




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2, 3, 4

5 6 7 8

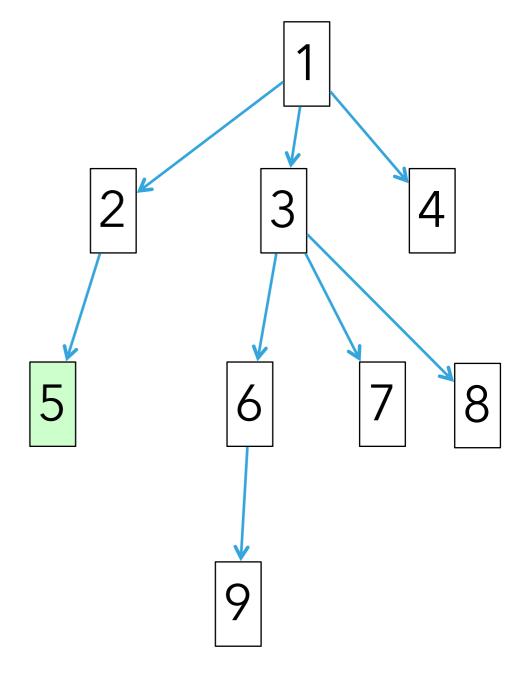




DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2, 3, 4, 5

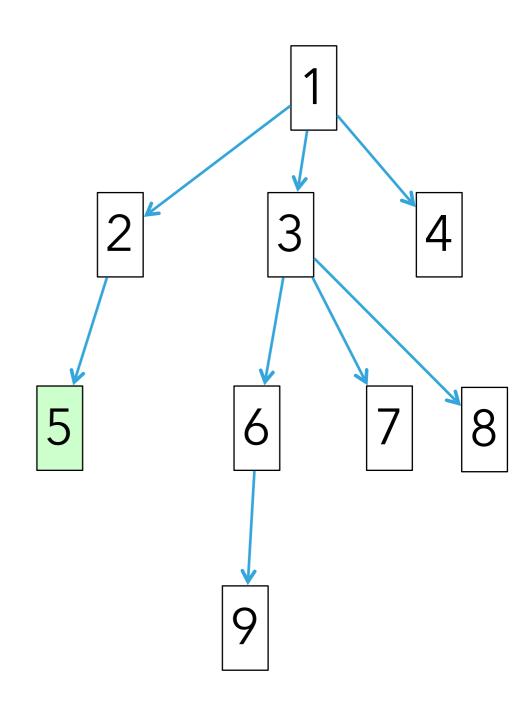
6 7 8





DFS: 1, 4, 3, 8, 7, 6, 9, 2, 5

BFS: 1, 2, 3, 4, 5



Homework

Assignment 8