

CS5201: Advanced Artificial Intelligence

Automated Problem Solving



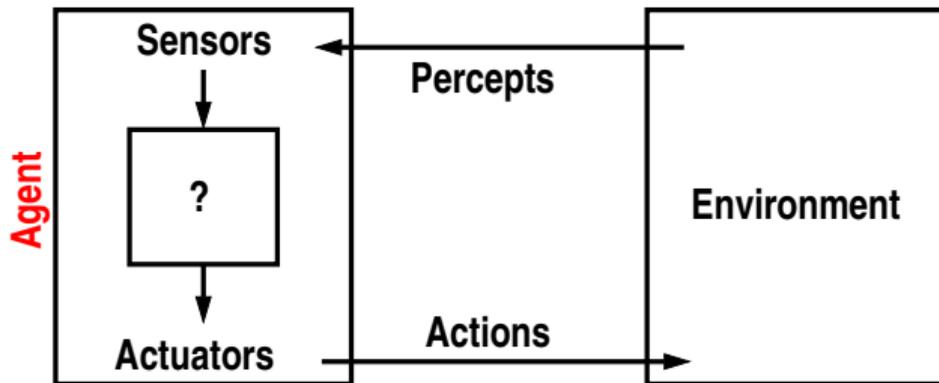
Arijit Mondal

**Dept of Computer Science and Engineering
Indian Institute of Technology Patna**

www.iitp.ac.in/~arijit/

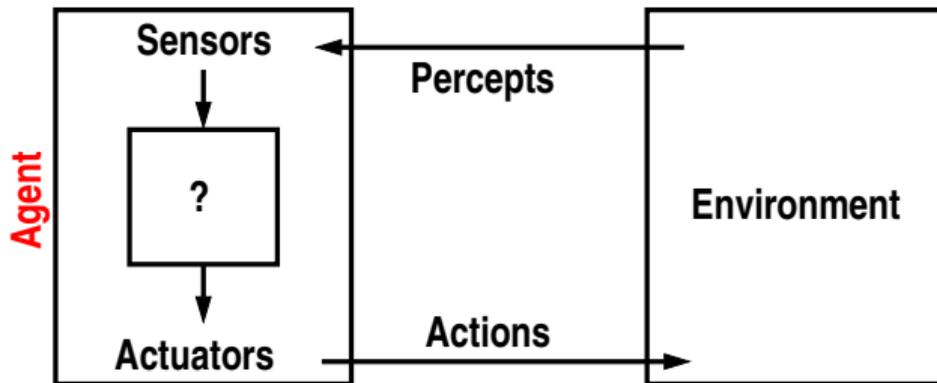
Agent and Environment

- An agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators
- Environment — Fully / partial observable, deterministic / stochastic, episodic / sequential, static / dynamic, discrete / continuous, known / unknown

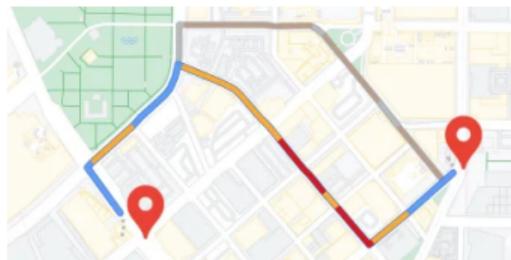


Agent and Environment

- An agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators
- Environment — Fully / partial observable, deterministic / stochastic, episodic / sequential, static / dynamic, discrete / continuous, known / unknown
 - Known & partially observable - card games
 - Unknown & fully observable - video games

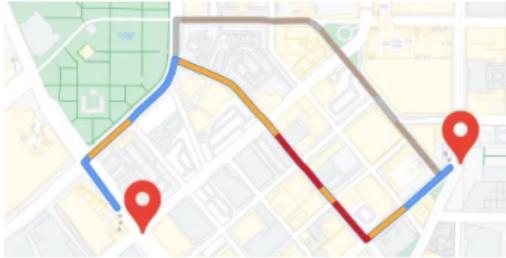


Complex problems & solutions-1



Route finding

Complex problems & solutions-1

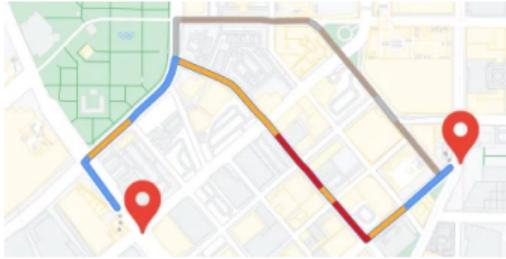


Route finding



Playing chess

Complex problems & solutions-1



Route finding

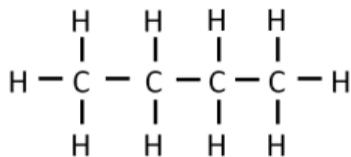


Playing chess

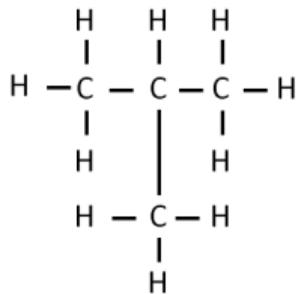


Assembly line

Complex problems & solutions-2



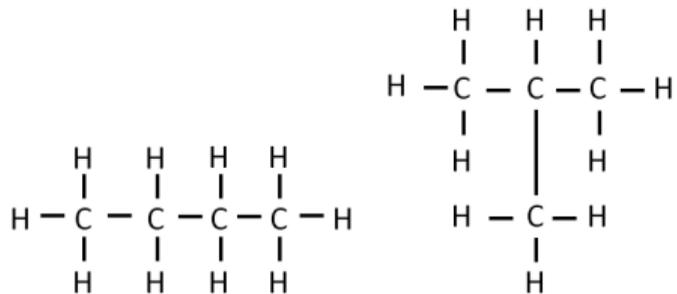
Butane C_4H_{10}



Iso-Butane C_4H_{10}

Chemical synthesis

Complex problems & solutions-2



Butane C₄H₁₀

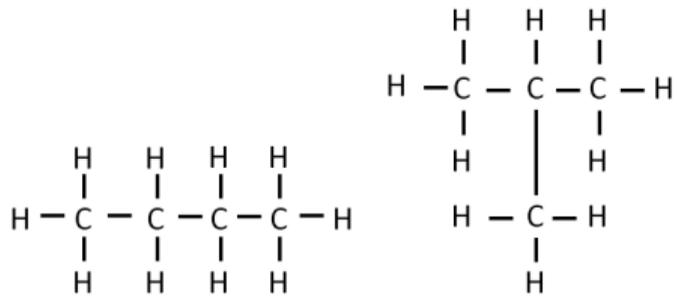
Iso-Butane C₄H₁₀

Chemical synthesis

$$\int \frac{x^4}{(1-x^2)^{\frac{5}{2}}} dx$$

Symbolic integration

Complex problems & solutions-2



Butane C₄H₁₀

Iso-Butane C₄H₁₀

Chemical synthesis

$$\int \frac{x^4}{(1-x^2)^{\frac{5}{2}}} dx$$

Symbolic integration



A grid representing a timetable generation problem. The grid has 5 rows (labeled 5-A to 7-E) and 6 columns (labeled 1 to 6). Each cell contains a subject name or a subject code, color-coded. The subjects include: Pai, PE, Mat, Fre, Eng, Ger, Bio, Geo, Mus, PE, His, TW, Che, and others. The grid is used to illustrate the complexity of generating a feasible timetable.

Timetable generation

Automated problem solving by search

- Generalized techniques for solving large class of complex problems
- Problem statement is the input and solution is the output (sometime problem specific algorithm / method could be the output)

Automated problem solving by search

- Generalized techniques for solving large class of complex problems
- Problem statement is the input and solution is the output (sometime problem specific algorithm / method could be the output)
- AI search based problem formulation requires following steps broadly
 - Configuration or state
 - Constraints or definitions of valid configuration
 - Rules for change of state and their outcomes
 - Initial state or start configurations
 - Goal satisfying configurations
 - An implicit state space
 - Valid solutions from start to goal in that state space
 - General algorithms which **search** for solutions in this state space

Automated problem solving by search

- Generalized techniques for solving large class of complex problems
- Problem statement is the input and solution is the output (sometime problem specific algorithm / method could be the output)
- AI search based problem formulation requires following steps broadly
 - Configuration or state
 - Constraints or definitions of valid configuration
 - Rules for change of state and their outcomes
 - Initial state or start configurations
 - Goal satisfying configurations
 - An implicit state space
 - Valid solutions from start to goal in that state space
 - General algorithms which **search** for solutions in this state space
- **Challenges:** Size of implicit state space, Capturing domain knowledge, Intelligent algorithms that work in reasonable time and memory, Handling incompleteness and uncertainty

Tower of Hanoi

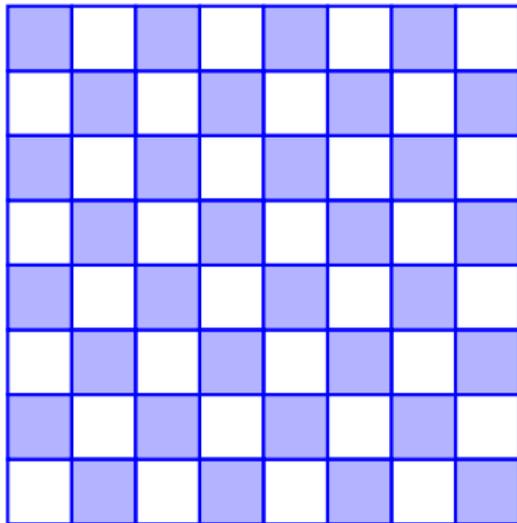
- Configuration or state
- Definitions of valid configuration
- Rules for change of state and their outcomes
- Initial state configurations
- Goal satisfying configurations
- An implicit state space
- Valid solutions from start to goal in that state space
- General algorithms which search for solutions in this state space



Two jug problem

- There is a large bucket B full of water and Two (02) jugs, J1 of volume 3 liter and J2 of volume 5 liter. You are allowed to fill up any empty jug from the bucket, pour all water back to the bucket from a jug or pour from one jug to another. The goal is to have jug J1 with exactly one (01) liter of water
- State-space modeling
 - State definition: ?
 - Rules:
 - There are ___ rules
 - Start state: ?
 - Goal state: ?

N-Queens



Need to place N-queens on this board
Rules: No queens are attacking each other

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$

- $4! = 24$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $\left\lfloor \sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right\rfloor$

- $4! = 24$
- $24! = 620448401733239439360000$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $\left\lfloor \sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right\rfloor$

- $4! = 24$

- $24! = 620448401733239439360000$

- $\sqrt{620448401733239439360000} = 787685471322.93829$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $$\left\lfloor \sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right\rfloor$$

- $4! = 24$
- $24! = 620448401733239439360000$
- $\sqrt{620448401733239439360000} = 787685471322.93829$
- $\sqrt{787685471322.93829} = 887516.46256$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $$\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$$

- $4! = 24$
- $24! = 620448401733239439360000$
- $\sqrt{620448401733239439360000} = 787685471322.93829$
- $\sqrt{787685471322.93829} = 887516.46256$
- $\sqrt{887516.46256} = 942.08092$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $$\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$$

- $4! = 24$
- $24! = 620448401733239439360000$
- $\sqrt{620448401733239439360000} = 787685471322.93829$
- $\sqrt{787685471322.93829} = 887516.46256$
- $\sqrt{887516.46256} = 942.08092$
- $\sqrt{942.08092} = 30.69333$

Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

- $\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$

- $4! = 24$
- $24! = 620448401733239439360000$
- $\sqrt{620448401733239439360000} = 787685471322.93829$
- $\sqrt{787685471322.93829} = 887516.46256$
- $\sqrt{887516.46256} = 942.08092$
- $\sqrt{942.08092} = 30.69333$
- $\sqrt{30.69333} = 5.54015$

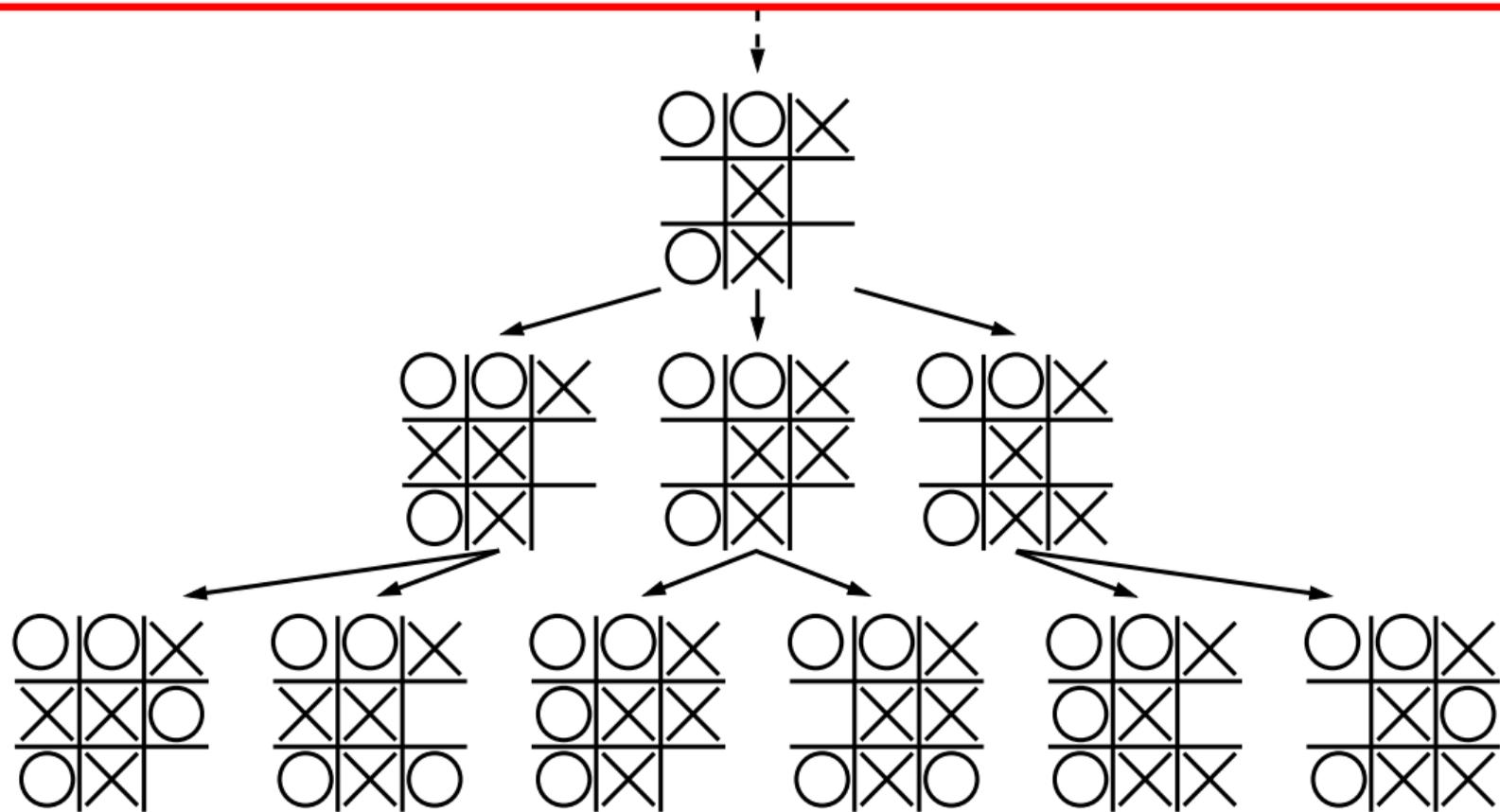
Number conversion

- Is it possible to reach 5 starting from 4 through a sequence of operations - factorial, square root and floor operations?

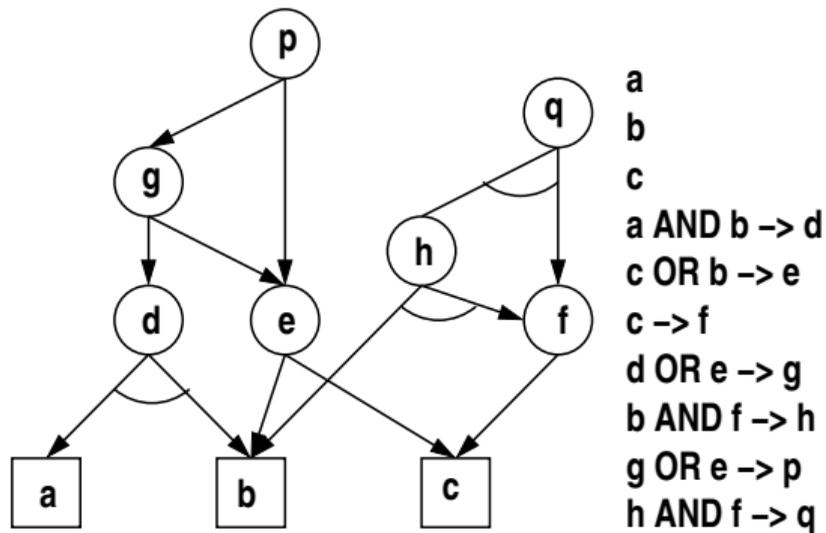
- $\left[\sqrt{\sqrt{\sqrt{\sqrt{\sqrt{(4!)!}}}}} \right]$

- $4! = 24$
- $24! = 620448401733239439360000$
- $\sqrt{620448401733239439360000} = 787685471322.93829$
- $\sqrt{787685471322.93829} = 887516.46256$
- $\sqrt{887516.46256} = 942.08092$
- $\sqrt{942.08092} = 30.69333$
- $\sqrt{30.69333} = 5.54015$
- $\lfloor 5.54015 \rfloor = 5$

Tic-Tac-Toe



AND/OR States-space



State-spaces

 S E N D
+ M O R E

M O N E Y
Cryptarithmic

1	2	3	4	5
		6		7
	8	9	10	11
		12	13	

Fill in words from the list in the given 4×4 board:
HOSES, LASER, SHEET, SNAIL, STEER, ALSO, EARN, HIKE, IRON,
SAME, EAT, LET, RUN, SUN, TEN, YES, BE, IT, NO, US

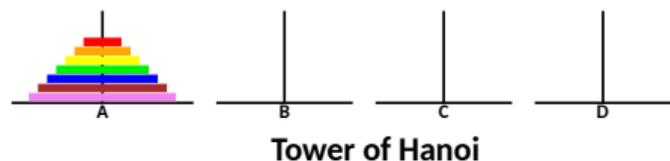
Crossword

States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms

States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms



States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms

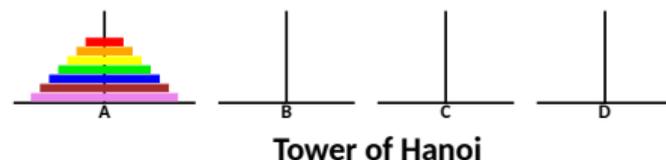
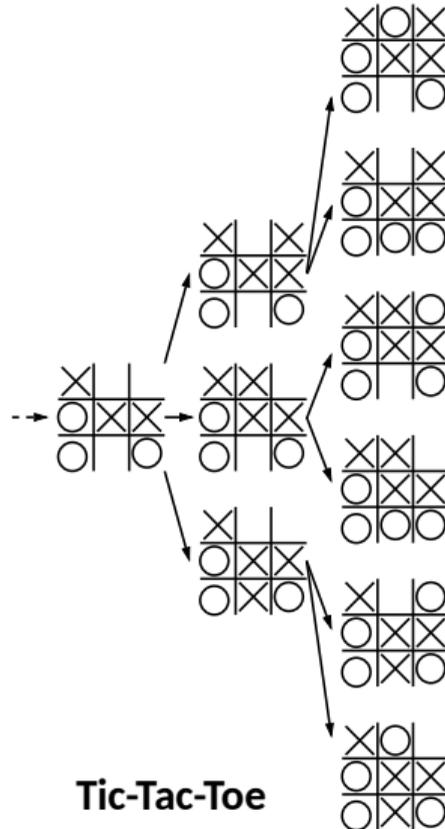


image source: internet

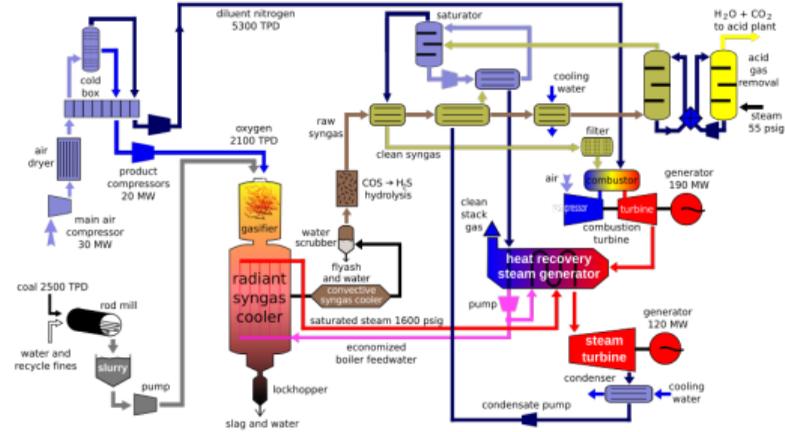
States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms



States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms



Chemical plant

States, Spaces, Solutions, Search

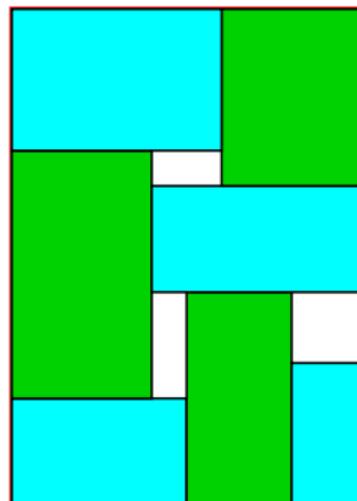
- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms

	♠ Q6432 ♥ 852 ♦ K974 ♣ 2										
♠ J9 ♥ 63 ♦ A10653 ♣ Q853	<table><tbody><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></tbody></table>		N		W		E		S		♠ A1075 ♥ J4 ♦ 82 ♣ AK974
	N										
W		E									
	S										
	♠ K8 ♥ AKQ1097 ♦ QJ ♣ J106										

Contract bridge

States, Spaces, Solutions, Search

- States
 - Full / perfect, partial information states
- State transformation rules
 - Deterministic, non-deterministic outcomes
- State space as generalized games
 - Single player (OR) vs multi-player (AND-OR)
 - Adversarial, probabilistic graphs
- Solutions
 - Paths, sub-graphs, expected outcomes
- Costs
- Size
- Domain knowledge
- Algorithms



Placement

Thank you!