

CS5201: Advanced Artificial Intelligence

Heuristic search



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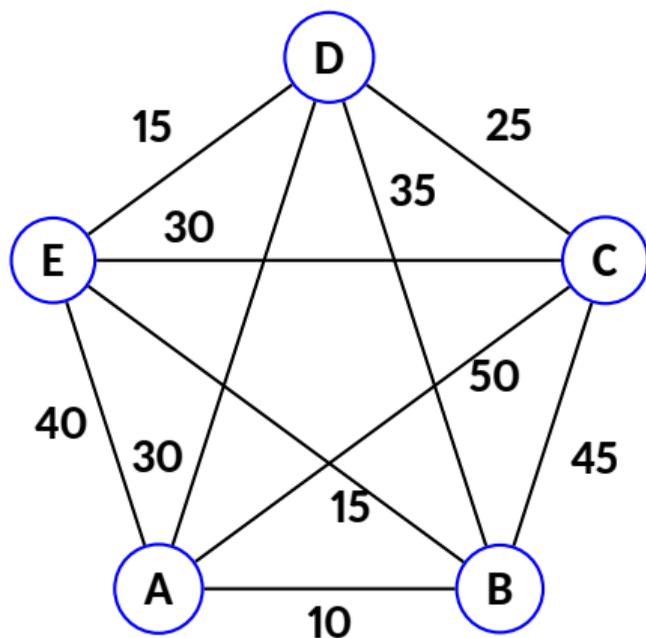
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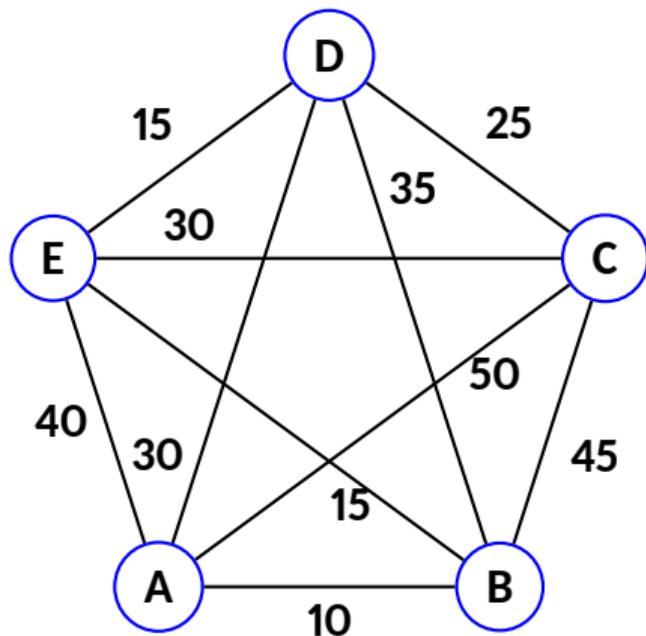
State space modeling

- **State or configurations**
 - A set of variables which define a state or configuration
 - Domains for every variable and constraints among variables to define a valid configuration
- **State transformation rules or moves**
 - A set of rules which define which are the valid set of next state of a given state
 - It also indicates who can make these moves (OR Nodes, AND nodes, etc)
- **State space or implicit graph**
 - The Complete Graph produced out of the state transformation rules.
 - Typically too large to store. Could be Infinite.
- **Start and goal states**
- **Solutions, costs**
 - Depending on the problem formulation, it can be a PATH from Start to Goal or a Sub-graph of And-ed Nodes
- **Search algorithms**
 - Intelligently explore the Implicit Graph or State Space by examining only a small sub-set to find the solution
 - To use Domain Knowledge or HEURISTICS to try and reach Goals faster

Example problems



Example problems



sliding puzzle

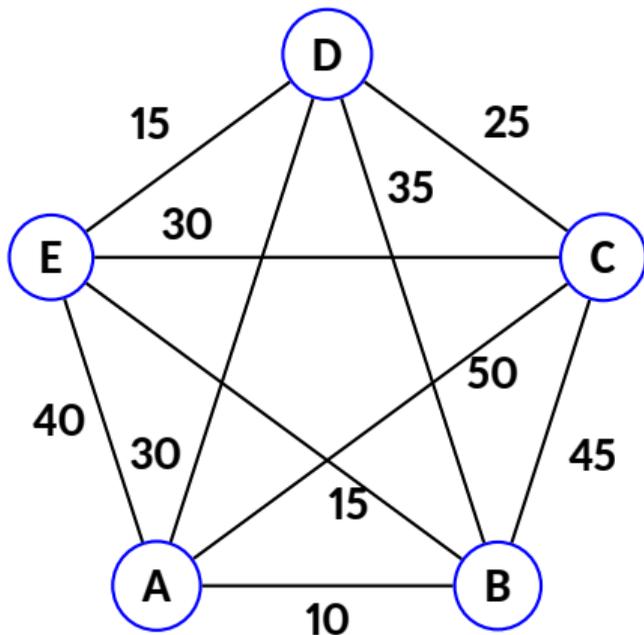
1	3	4
2		7
5	8	6

Start state

1	2	3
4	5	6
7	8	

Goal state

Example problems



Sliding puzzle

1	3	4
2		7
5	8	6

Start state

1	2	3
4	5	6
7	8	

Goal state

Knapsack

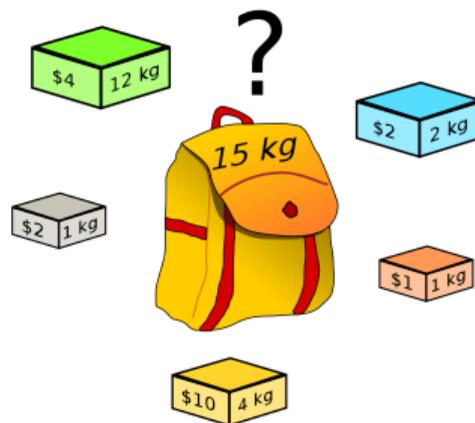
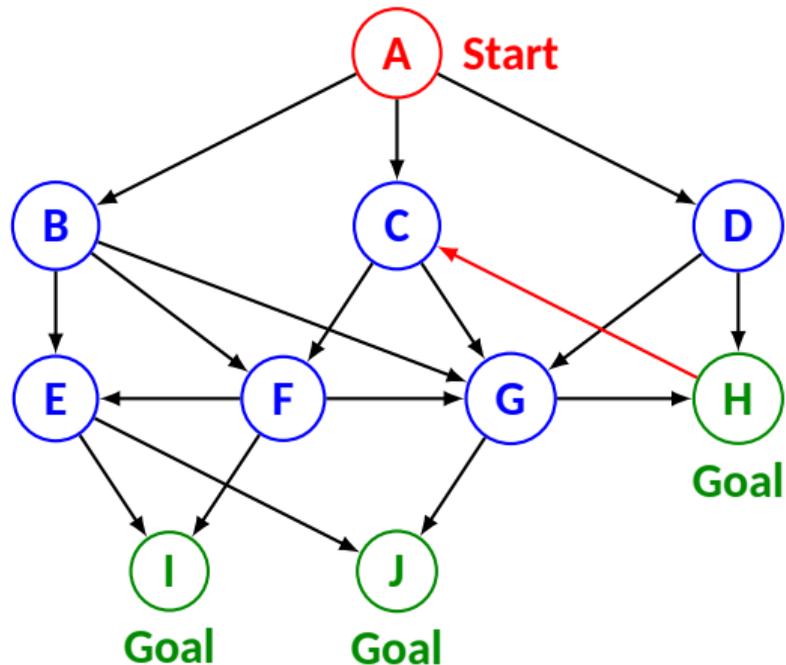


image source: Wikipedia

Searching implicit graph: Algorithms

- **Basic algorithms** — Depth-First (DFS), Breadth-First (BFS), Iterative deepening (IDS)
- **Cost-based algorithms** — Depth-First Branch-and-Bound, Best First Search, Best-First Iterative deepening
- **Widely used algorithms** — A^* and IDA^* (OR graphs), AO^* (AND/OR graphs), Alpha-beta pruning (Game-trees)

Searching state space graph



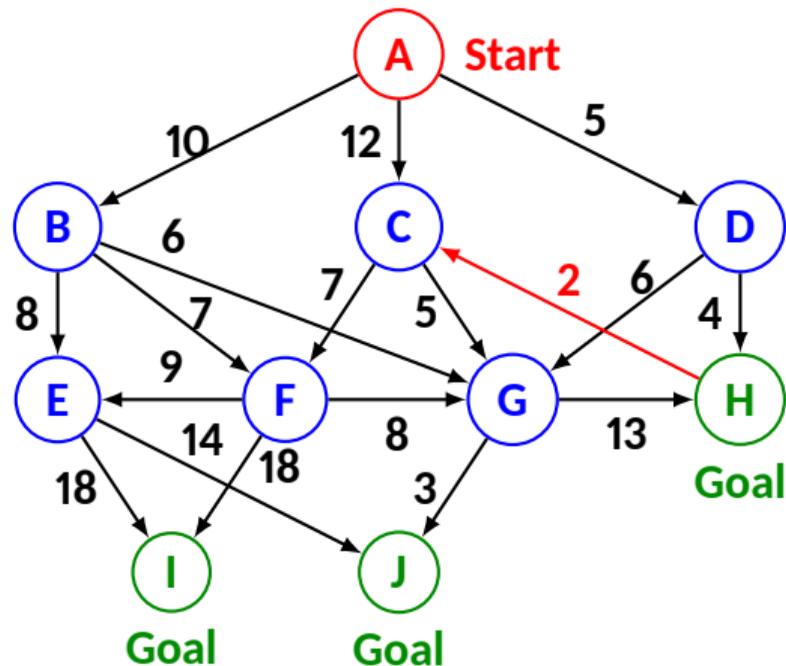
- Depth-first search
- Breadth-first search
- Iterative deepening search

Basic algorithms

1. **[Initialize]** Initially the OPEN List contains the Start Node s . CLOSED List is Empty.
2. **[Select]** Select the first Node n on the OPEN List. If OPEN is empty, Terminate
3. **[Goal Test]** If n is Goal, then decide on Termination or Continuation / Cost Updation
4. **[Expand]**
 - a. Generate the successors n_1, n_2, \dots, n_k , of node n , based on the State Transformation Rules
 - b. Put n in LIST CLOSED
 - c. For each n_i , not already in OPEN or CLOSED List, put n_i in the **FRONT (for DFS) / END (for BFS)** of OPEN List
 - d. For each n_i already in OPEN or CLOSED decide based on cost of the paths
5. **[Continue]** Go to Step 2

Algorithm IDS Performs DFS level by level iteratively (DFS(1), DFS(2), ...and so on)

Searching state space graph with edge cost



Cost ordered search:

- DFBB
- Best first search
- Best first IDS
- Use of heuristic estimates: A^* , AO^*

Heuristic search

- State or configurations
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- State space or implicit graph
- Start and goal states
- Solutions, costs

Heuristic search

- State or configurations
- State transformation rules or moves
- State space or implicit graph
- Start and goal states
- Solutions, costs
- Heuristics
 - Estimates of cost from a given state to goal. This, along with the current cost of the path from start till now is used to guide the search
- Heuristic search algorithms
 - Algorithm A*, Depth-First Branch & Bound, IDA*, AO*, Alpha-Beta, etc.
 - $g(n)$ - current cost of the node from start
 - $h(n)$ - estimated cost of the best path from n to goal
 - $f(n) = g(n) + h(n)$ - heuristic estimate

Example of heuristics: 8 puzzle problem

1	3	4
2		7
5	8	6

Start state

1	2	3
4	5	6
7	8	

Goal state

Example of heuristics: 8 puzzle problem

- Heuristic 1: Number of misplaced tiles

1	3	4
2		7
5	8	6

Start state

1	2	3
4	5	6
7	8	

Goal state

Example of heuristics: 8 puzzle problem

- Heuristic 1: Number of misplaced tiles
- Heuristic 2: Sum of tile distance from goal

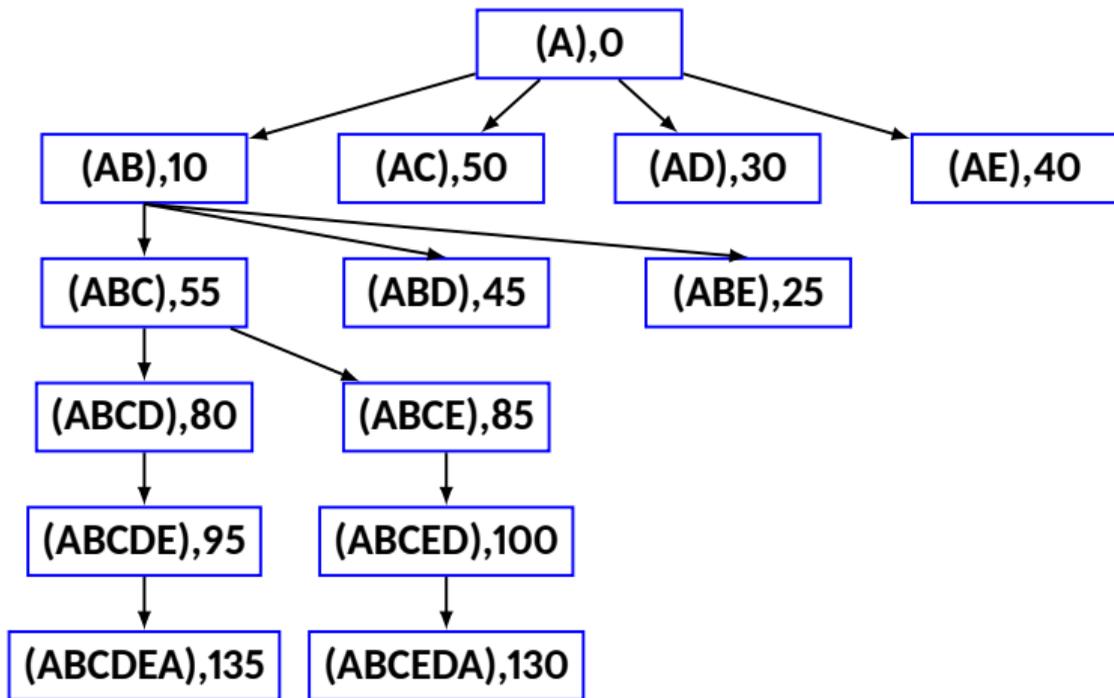
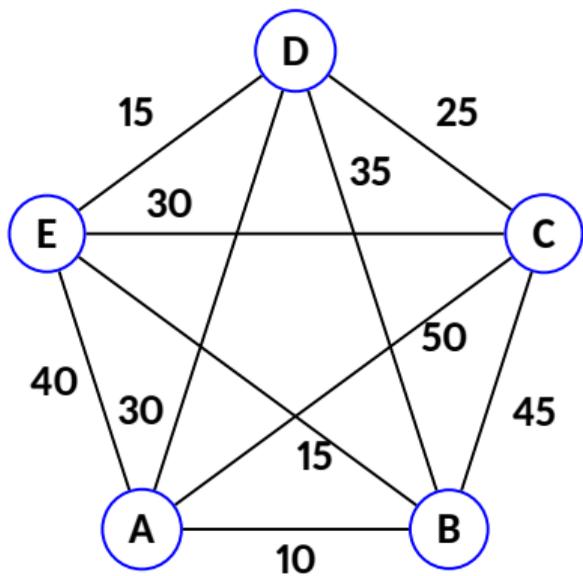
1	3	4
2		7
5	8	6

Start state

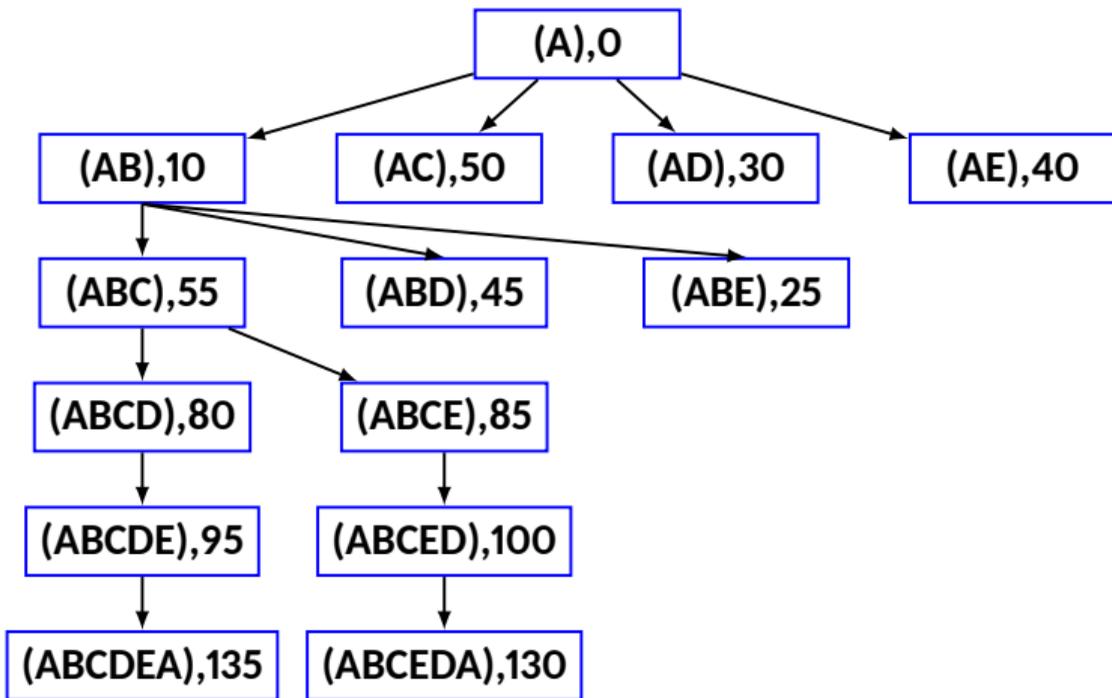
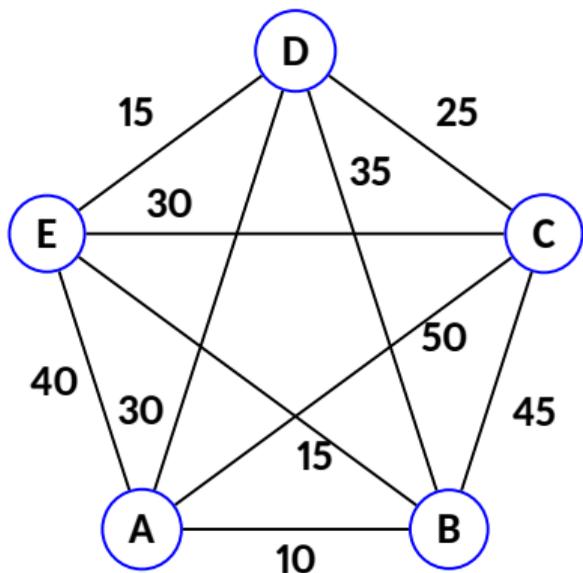
1	2	3
4	5	6
7	8	

Goal state

OR Graph: Travelling salesperson problem

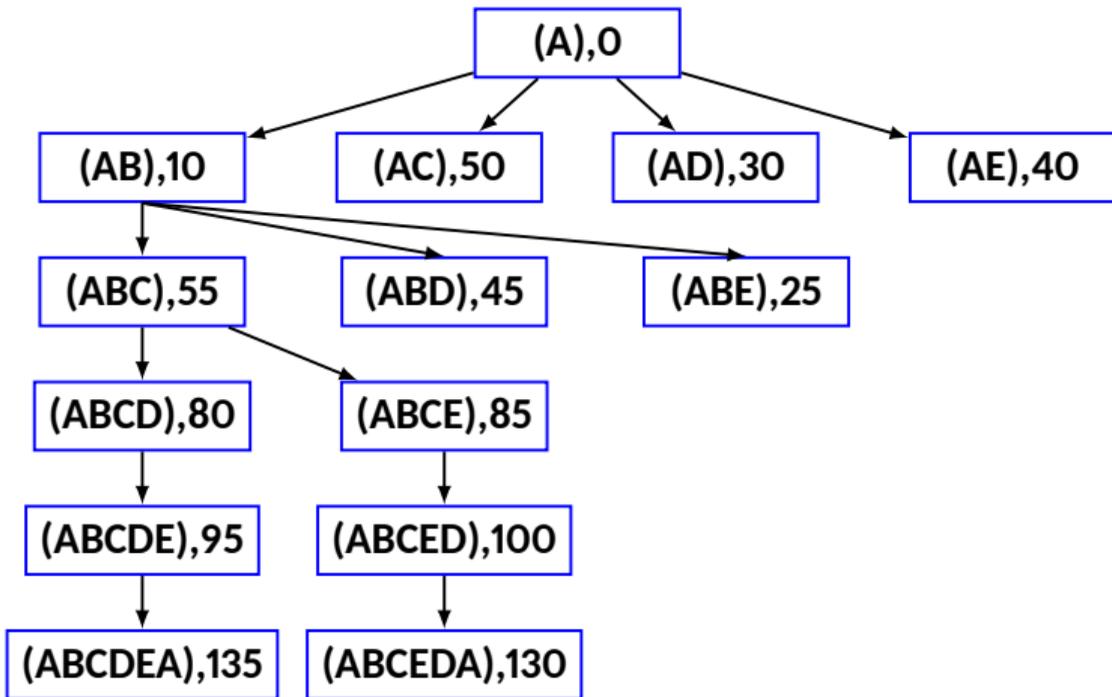
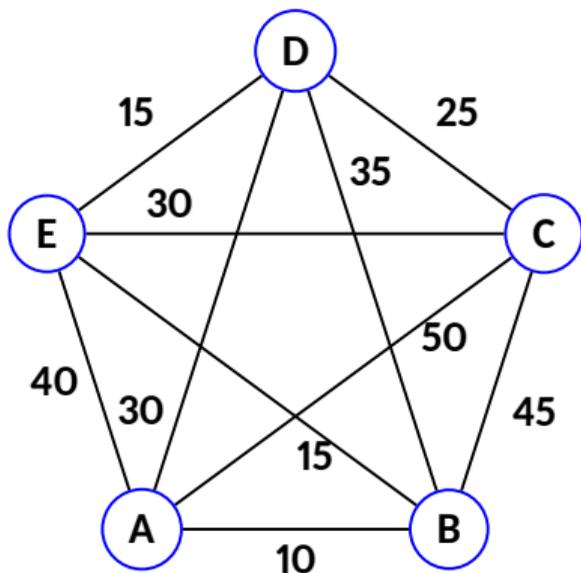


OR Graph: Travelling salesperson problem



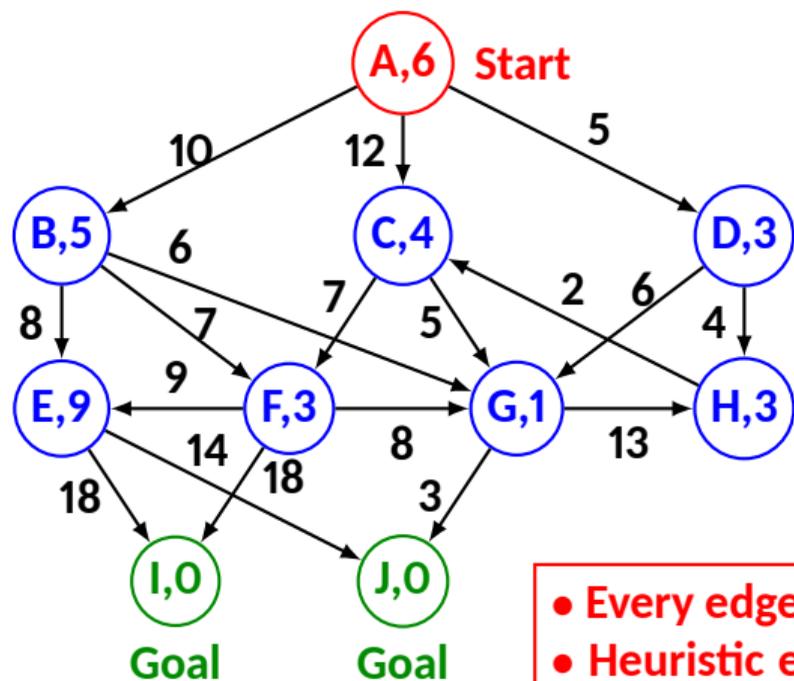
- Heuristic 1: Shortest path

OR Graph: Travelling salesperson problem



- Heuristic 1: Shortest path
- Heuristic 2: Minimum spanning tree

Searching implicit graph: Edge & Heuristic costs



Cost ordered search:

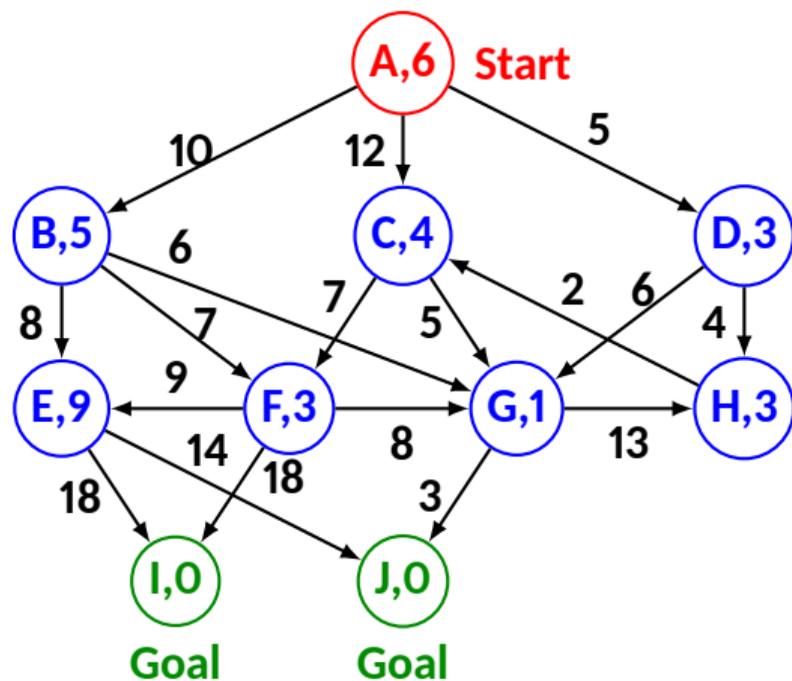
- DFBB
- A* - Best first search
- Best first IDS - IDA*
- Use of heuristic estimates: A*, AO*

- Every edge (n, m) has a cost $c(n, m) > 0$
- Heuristic estimate: $h(n) \geq 0$ at every node is the estimated cost of the minimum cost path from node n to goal

Algorithm A*

- Each Node n in the algorithm has a cost $g(n)$ and a heuristic estimate $h(n)$, $f(n) = g(n) + h(n)$. Assume all $c(n, m) > 0$
- 1. **[Initialize]** Initially the OPEN List contains the Start Node s . $g(s) = 0$, $f(s) = h(s)$. CLOSED List is Empty.
- 2. **[Select]** Select the Node n on the OPEN List with minimum $f(n)$. If OPEN is empty, Terminate with Failure
- 3. **[Goal Test, Terminate]** If n is Goal, then Terminate with Success and path from s to n .
- 4. **[Expand]**
 - a. Generate the successors n_1, n_2, \dots, n_k , of node n , based on the State Transformation Rules
 - b. Put n in CLOSED List
 - c. For each n_i , not already in OPEN or CLOSED List, compute $g(n_i) = g(n) + c(n, n_i)$, $f(n_i) = g(n_i) + h(n_i)$, Put n_i in the OPEN List
 - d. For each n_i already in OPEN, if $g(n_i) > g(n) + c(n, n_i)$, then revise costs as: $g(n_i) = g(n) + c(n, n_i)$, $f(n_i) = g(n_i) + h(n_i)$
- 5. **[Continue]** Go to Step 2

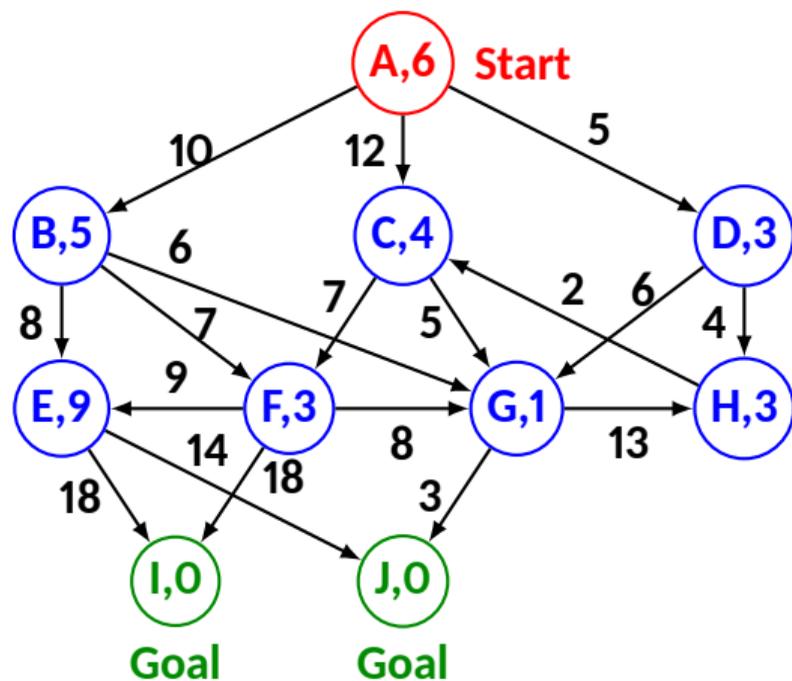
Execution of A*



(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

Execution of A*

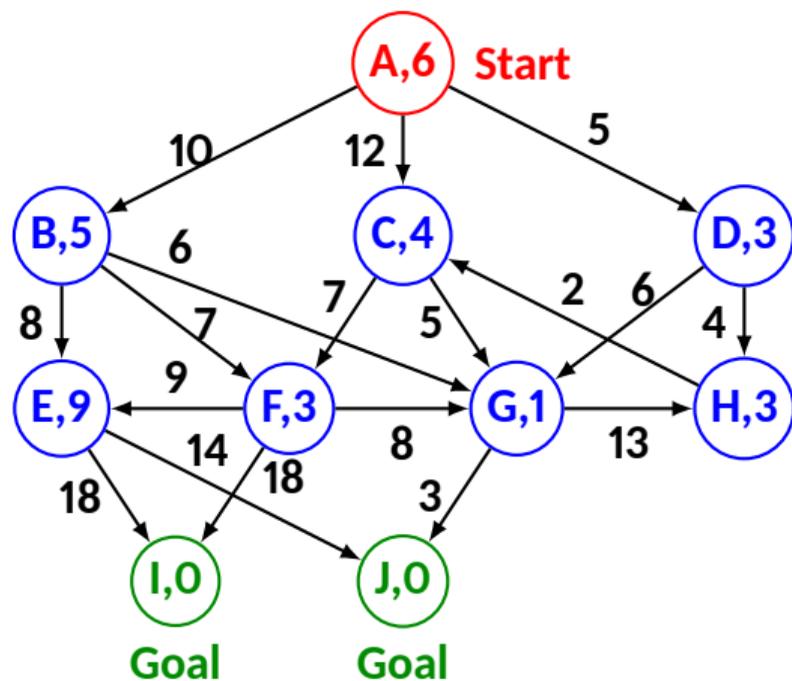


(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

1 O={(A,0,6,6)}, C={}

Execution of A*



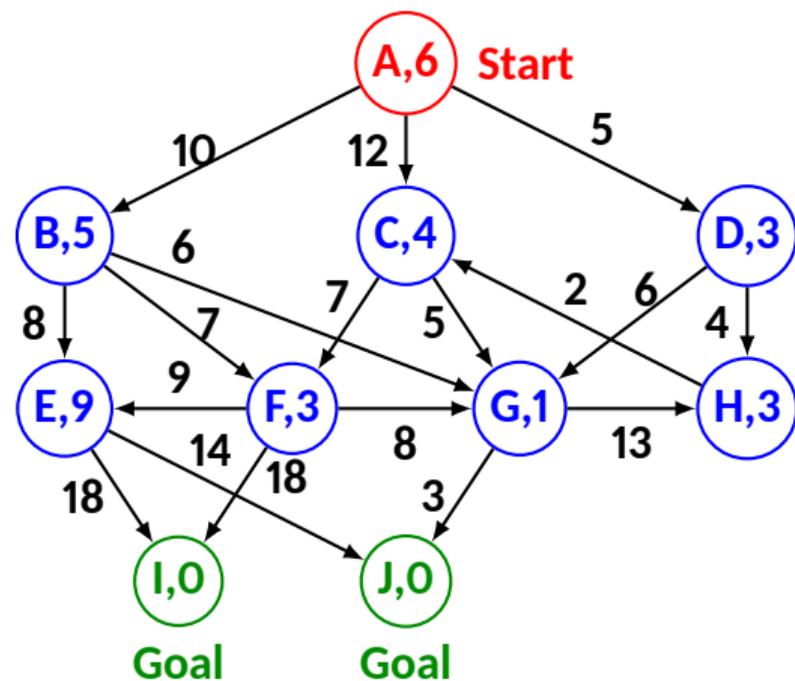
(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

1 O={(A,0,6,6)}, C={}

2 O={(B,10,5,15), (C,12,4,16), (D,5,3,8)},
C={A}

Execution of A*



(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

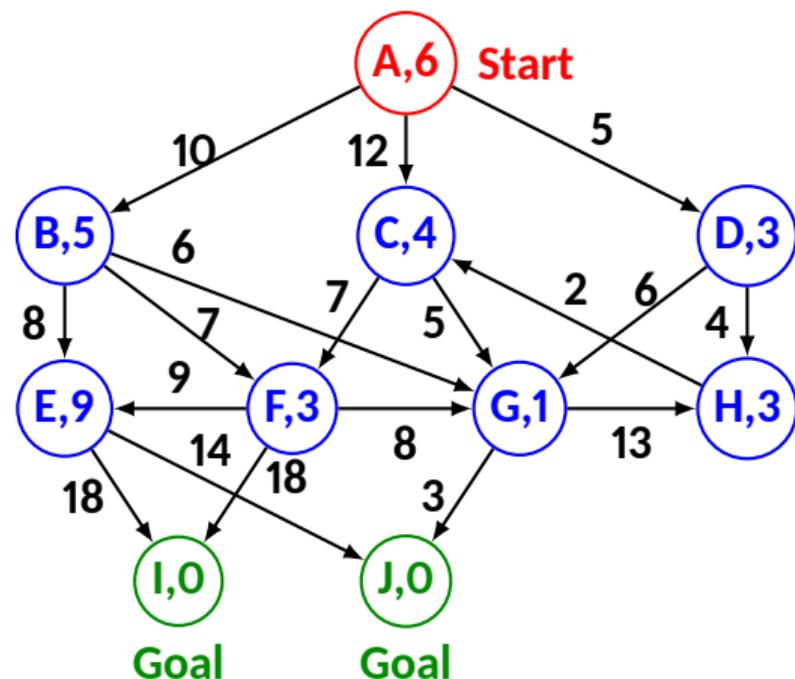
St. Outcome

1 O={(A,0,6,6)}, C={}

2 O={(B,10,5,15), (C,12,4,16), (D,5,3,8)},
C={A}

3 O={(B,10,5,15), (C,12,4,16), (G,11,1,12),
(H,9,3,12)}, C={A,D[A]}

Execution of A*



(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

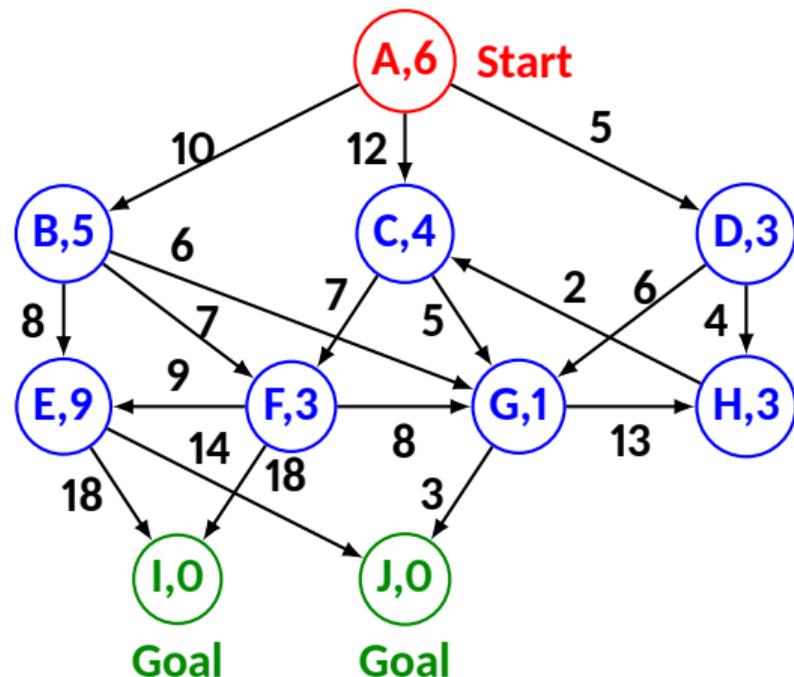
1 O={(A,0,6,6)}, C={}

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C={A,D[A], H[D]}

Execution of A*



(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

1 O={(A,0,6,6)}, C={}

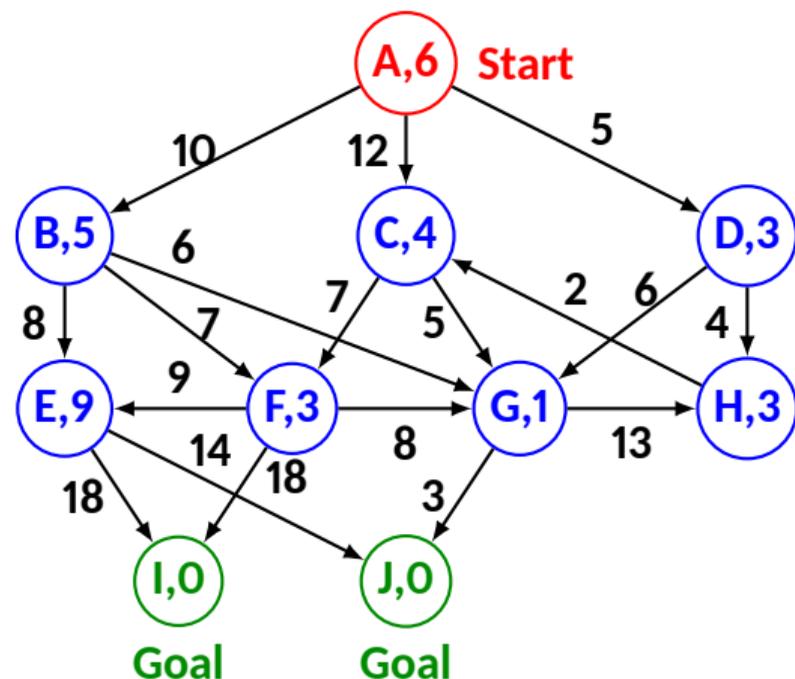
2 O={(B,10,5,15), (C,12,4,16), (D,5,3,8)},
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3 O={(B,10,5,15), (C,12,4,16), (G,11,1,12),
(H,9,3,12)}, C={A,D[A]}

4 O={(B,10,5,15), (C,11,4,15), (G,11,1,12)},
C={A,D[A], H[D]}

5 O={(B,10,5,15), (C,11,4,15), (J,14,0,14)},
C={A,D[A], H[D], G[D]}

Execution of A*



(node, $g(n)$, $h(n)$, $f(n)$), O-OPEN, C-CLOSED

St. Outcome

1 O={(A,0,6,6)}, C={}

2 O={(B,10,5,15), (C,12,4,16), (D,5,3,8)}, C={A}

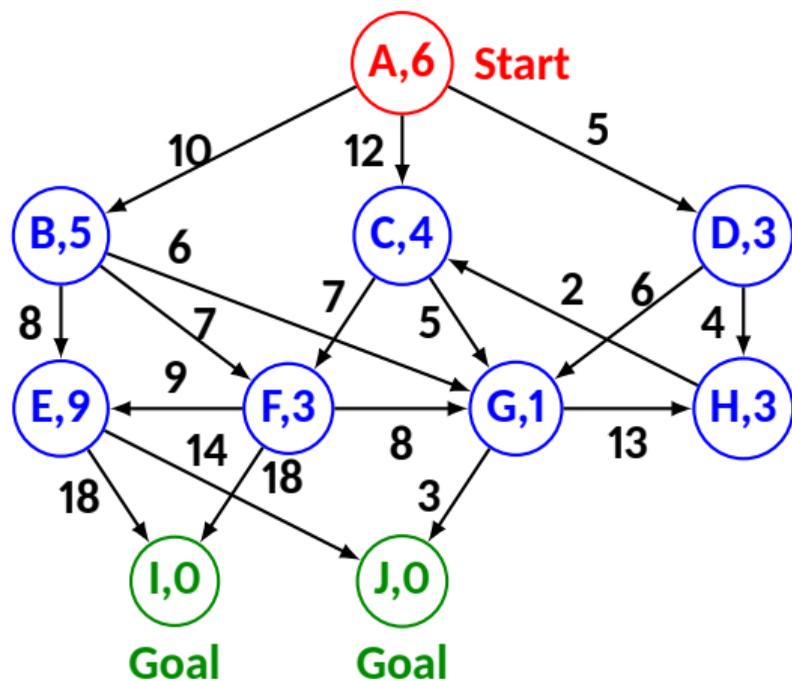
3 O={(B,10,5,15), (C,12,4,16), (G,11,1,12), (H,9,3,12)}, C={A,D[A]}

4 O={(B,10,5,15), (C,11,4,15), (G,11,1,12)}, C={A,D[A], H[D]}

5 O={(B,10,5,15), (C,11,4,15), (J,14,0,14)}, C={A,D[A], H[D], G[D]}

6 Goal J found. Terminate with cost 14, path - A, D, G, J

Properties of A*



If lower heuristic bounds estimates and edge costs are non-negative:

- First solution is optimal
- No node in closed is ever reopened
- Whenever a node is removed from open its minimum cost from start is found
- Every node n with $f(n)$ less than optimal cost is expanded
- If heuristics are more accurate then search is less

Heuristic properties

- An **admissible heuristic** is one that never overestimates the cost to reach the goal
 - Since $g(n)$ is the actual cost to reach n , therefore $f(n) = g(n) + h(n)$ never overestimates the true cost of a goal
- A heuristic $h(n)$ is **consistent** if, for every node n and every successor n' of n generated by any action a , the estimated cost of reaching the goal from n is no greater than the step cost of getting to n' plus the estimated cost of reaching the goal from n' :
$$h(n) \leq c(n, a, n') + h(n')$$

A* search is optimal

- With an admissible heuristic, A* is cost-optimal

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 - Suppose the optimal path cost is C^* but the algorithm returns a path with cost $C > C^*$

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 - Assume, $g^*(n)$ to denote the cost of optimal path from the start to n
 - Assume, $h^*(n)$ to denote the cost of optimal path from n to goal node

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 - We have, $f(n) > C^*$ otherwise n would have expanded

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 - We have, $f(n) > C^*$ otherwise n would have expanded
 - We know, $f(n) = g(n) + h(n)$ hence, $f(n) = g^*(n) + h(n)$ as n is on optimal path

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 - We know, $f(n) = g(n) + h(n)$ hence, $f(n) = g^*(n) + h(n)$ as n is on optimal path
 - $f(n) \leq g^*(n) + h^*(n)$ as $h(n) < h^*(n)$ (admissibility)

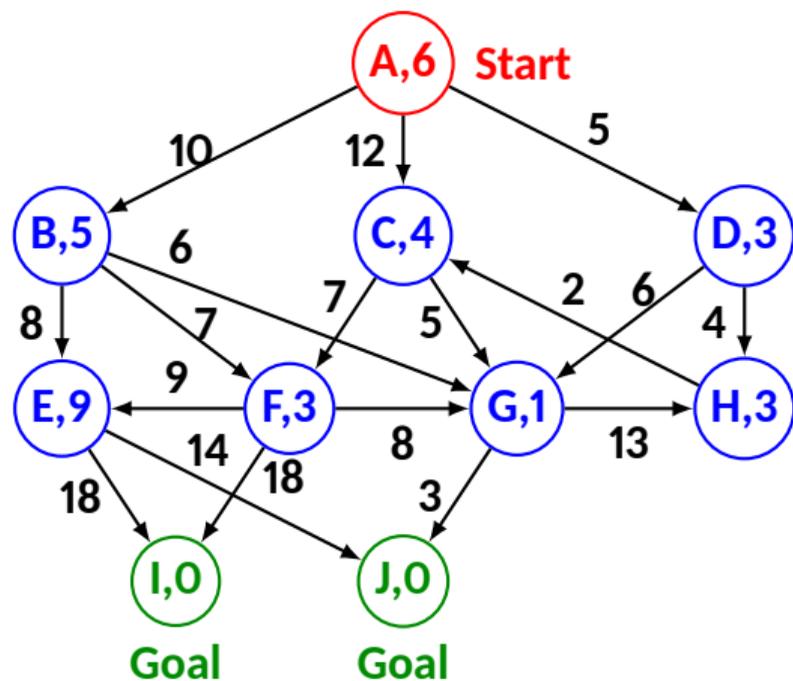
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 - We know, $f(n) = g(n) + h(n)$ hence, $f(n) = g^*(n) + h(n)$ as n is on optimal path
 - $f(n) \leq g^*(n) + h^*(n)$ as $h(n) < h^*(n)$ (admissibility)
 - $f(n) \leq C^* = g^*(n) + h^*(n)$ - contradiction

Depth First Branch-and-Bound algorithm

1. Initialize Best-Cost to INFINITY
2. Perform DFS with costs and Backtrack from any node n whose $f(n) \geq \text{Best-Cost}$
3. On reaching a Goal Node, update Best-Cost to the current best
4. Continue till OPEN becomes empty

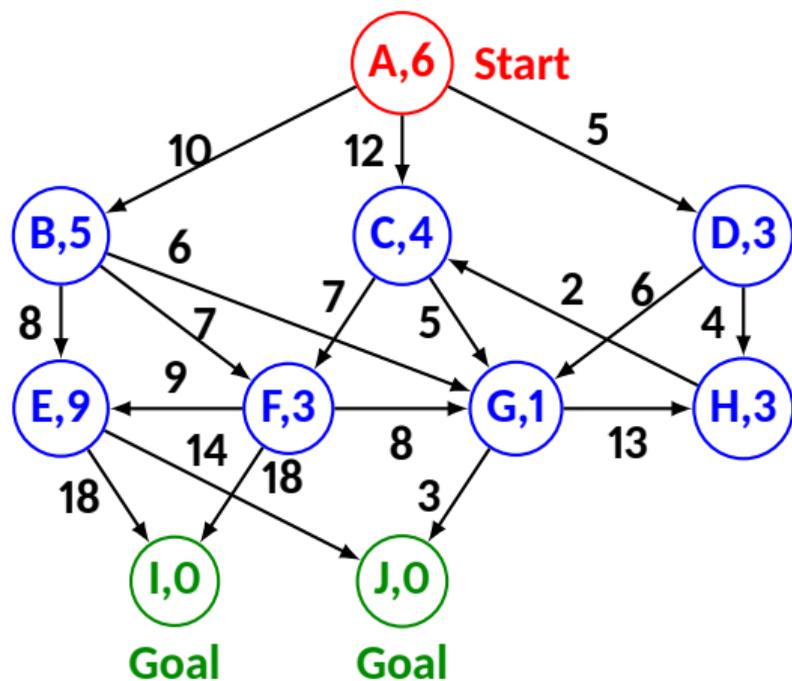
Execution of DFBB



Step OPEN

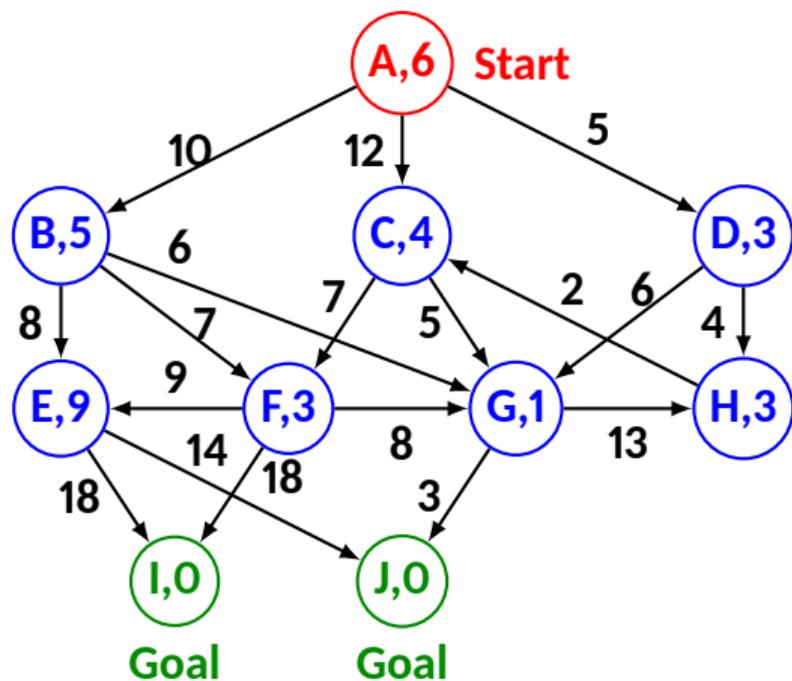
CLOSED

Execution of DFBB



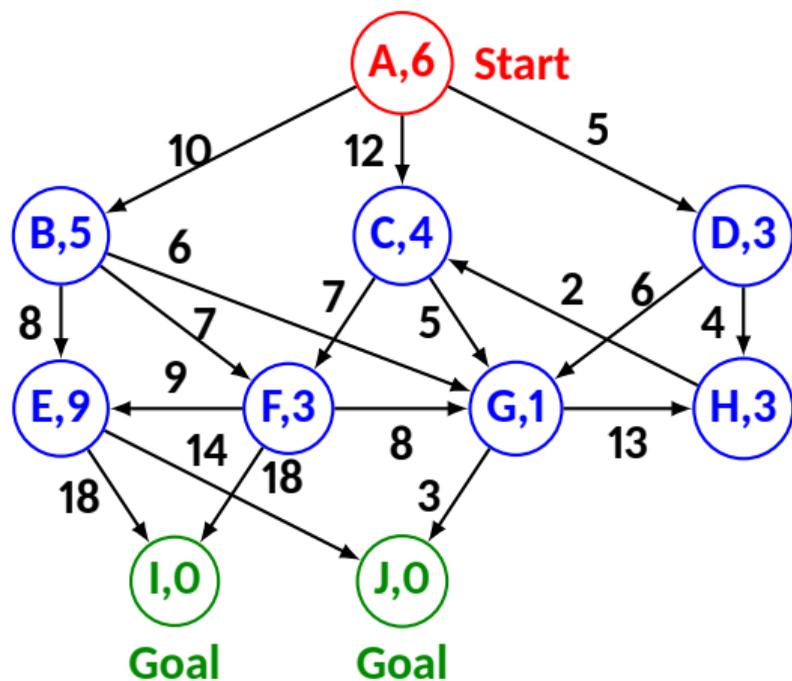
Step	OPEN	CLOSED
1	A	{}

Execution of DFBB



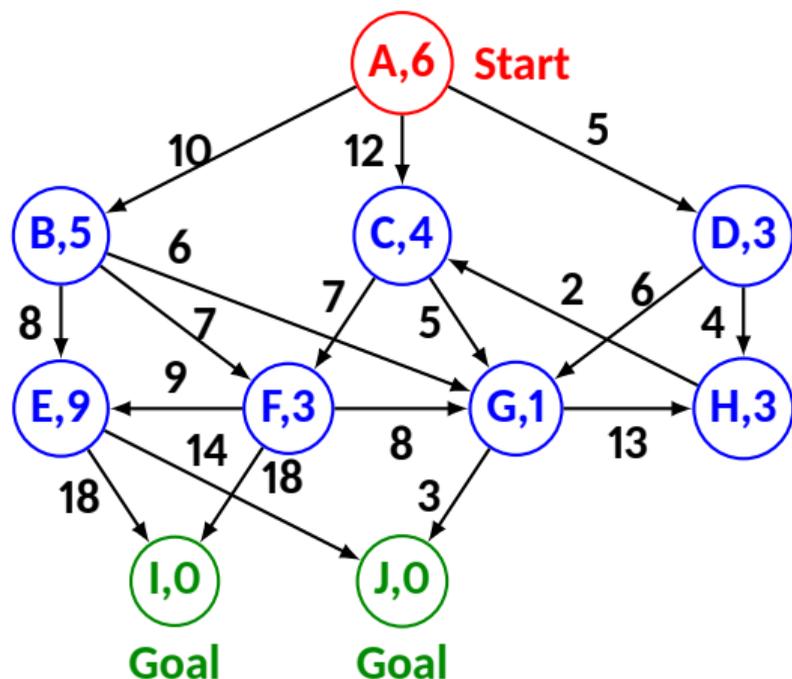
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB= ∞	A

Execution of DFBB



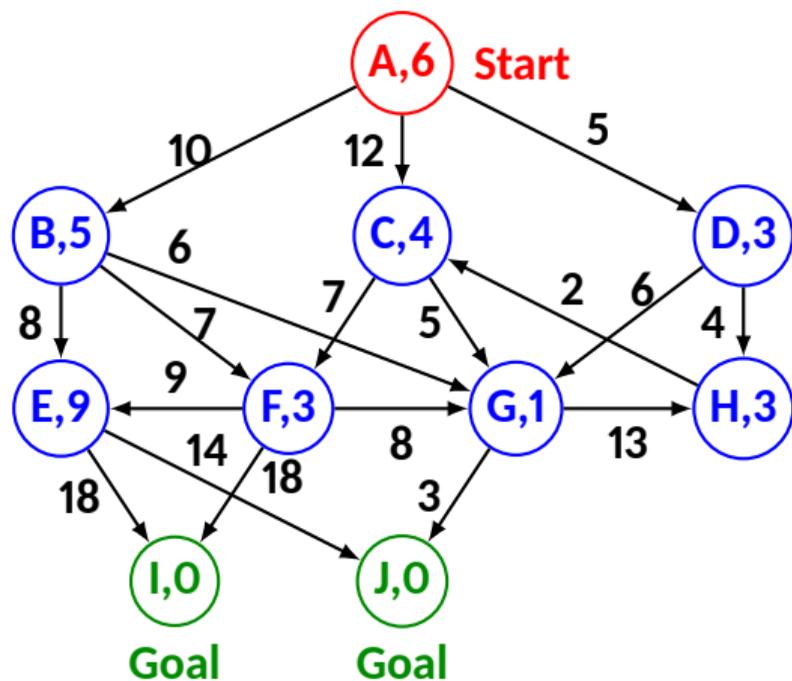
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B

Execution of DFBB



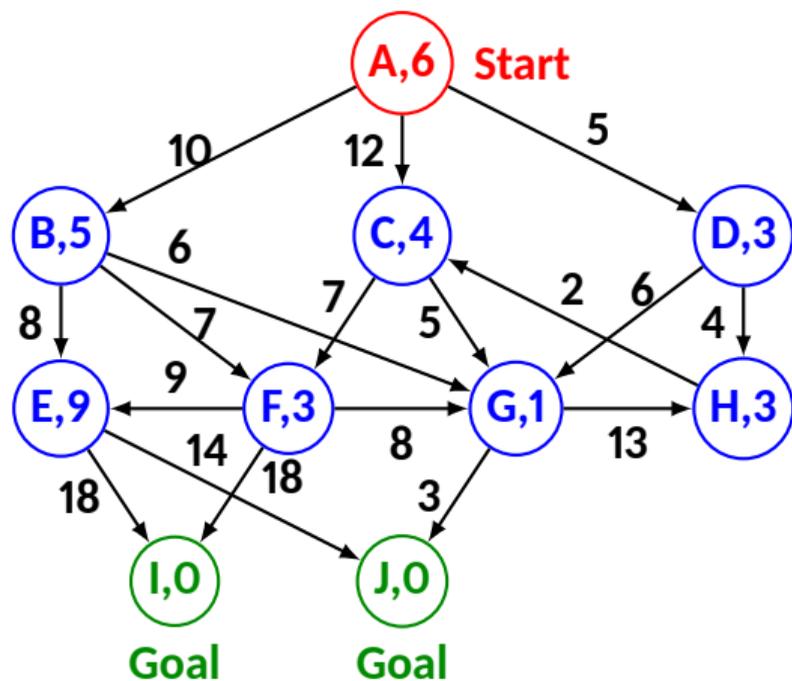
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E

Execution of DFBB



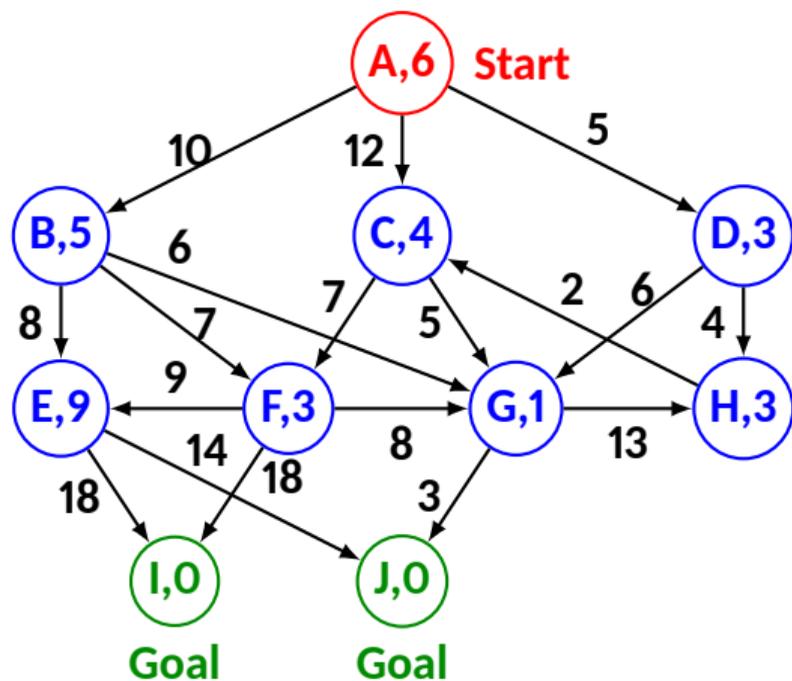
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E
5	(J,32), (F,20), (G,17), (C,16), (D,8), CB=36	I

Execution of DFBB



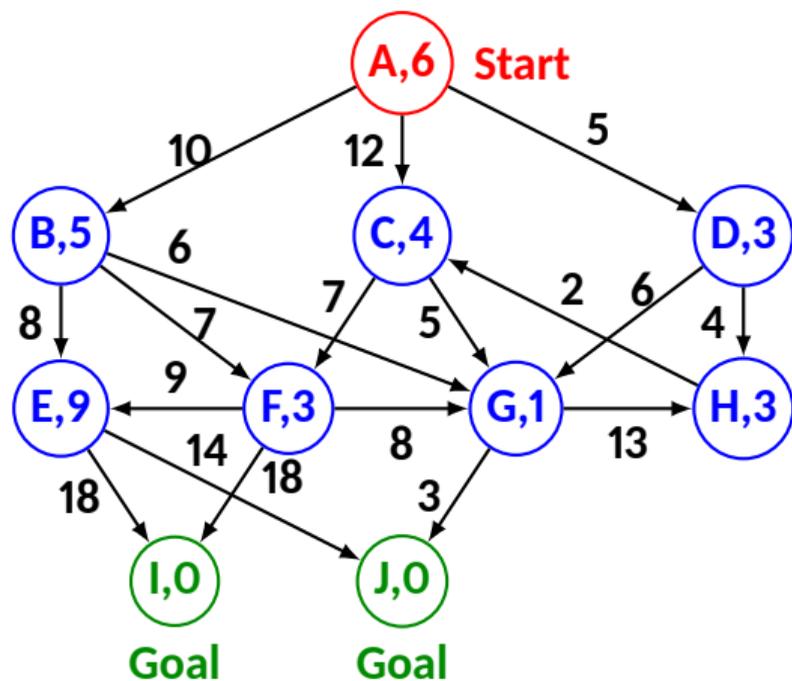
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E
5	(J,32), (F,20), (G,17), (C,16), (D,8), CB=36	I
6	(F,20), (G,17), (C,16), (D,8), CB=32	J

Execution of DFBB



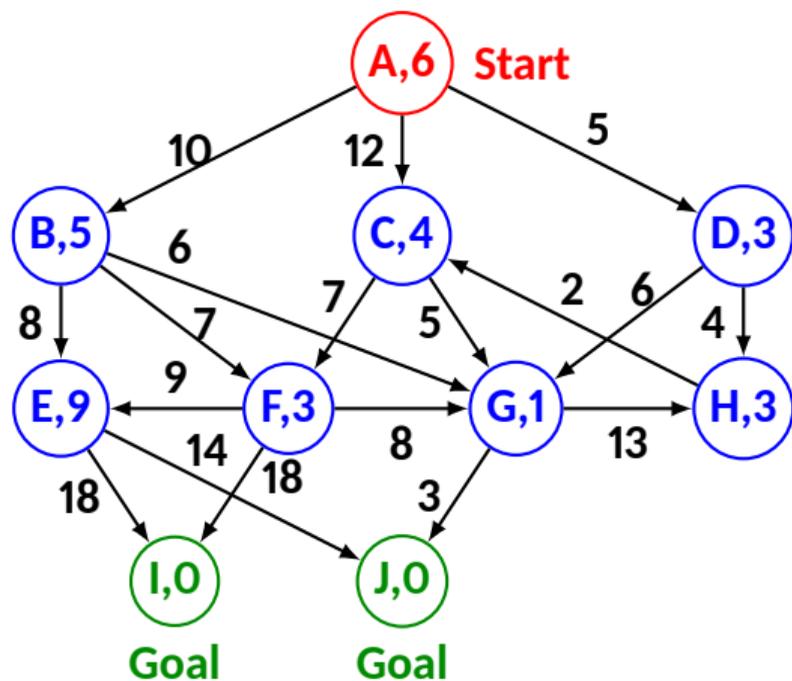
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E
5	(J,32), (F,20), (G,17), (C,16), (D,8), CB=36	I
6	(F,20), (G,17), (C,16), (D,8), CB=32	J
7	(G,17), (C,16), (D,8), CB=32	F

Execution of DFBB



Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E
5	(J,32), (F,20), (G,17), (C,16), (D,8), CB=36	I
6	(F,20), (G,17), (C,16), (D,8), CB=32	J
7	(G,17), (C,16), (D,8), CB=32	F
8	(J,20), (H,33), (C,16), (D,8), CB=32	G

Execution of DFBB



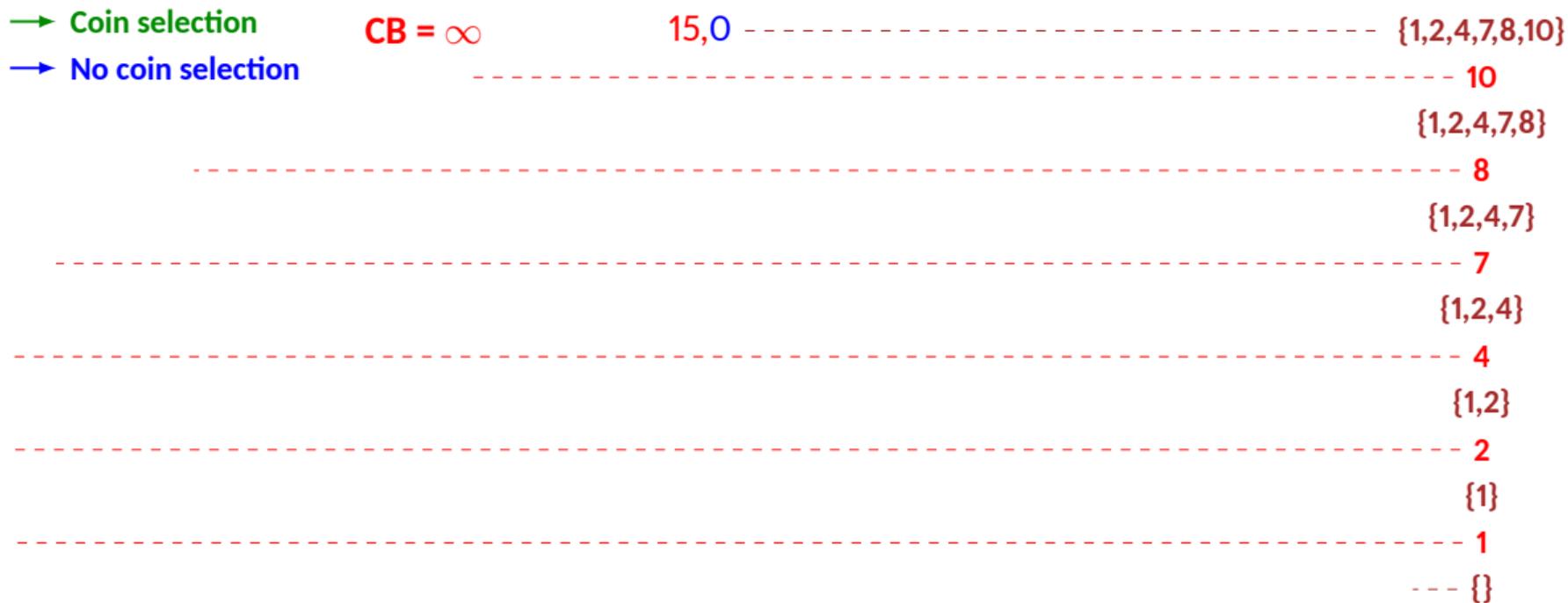
Step	OPEN	CLOSED
1	A	{}
2	(B,15), (C,16), (D,8), CB=∞	A
3	(E,27), (F,20), (G,17), (C,16), (D,8), CB=∞	B
4	(I,36), (J,32), (F,20), (G,17), (C,16), (D,8), CB=∞	E
5	(J,32), (F,20), (G,17), (C,16), (D,8), CB=36	I
6	(F,20), (G,17), (C,16), (D,8), CB=32	J
7	(G,17), (C,16), (D,8), CB=32	F
8	(J,20), (H,33), (C,16), (D,8), CB=32	G
...	..., CB=20	J

Coin change: DFBB

- Given a set of coins C , what is the minimum number coins required to provide sum S ?
- Example: $C = \{1, 2, 4, 7, 8, 10\}$, $S = 15$

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→ Coin selection

→ No coin selection

CB = ∞

15,0

{1,2,4,7,8,10}

10

{1,2,4,7,8}

8

{1,2,4,7}

7

{1,2,4}

4

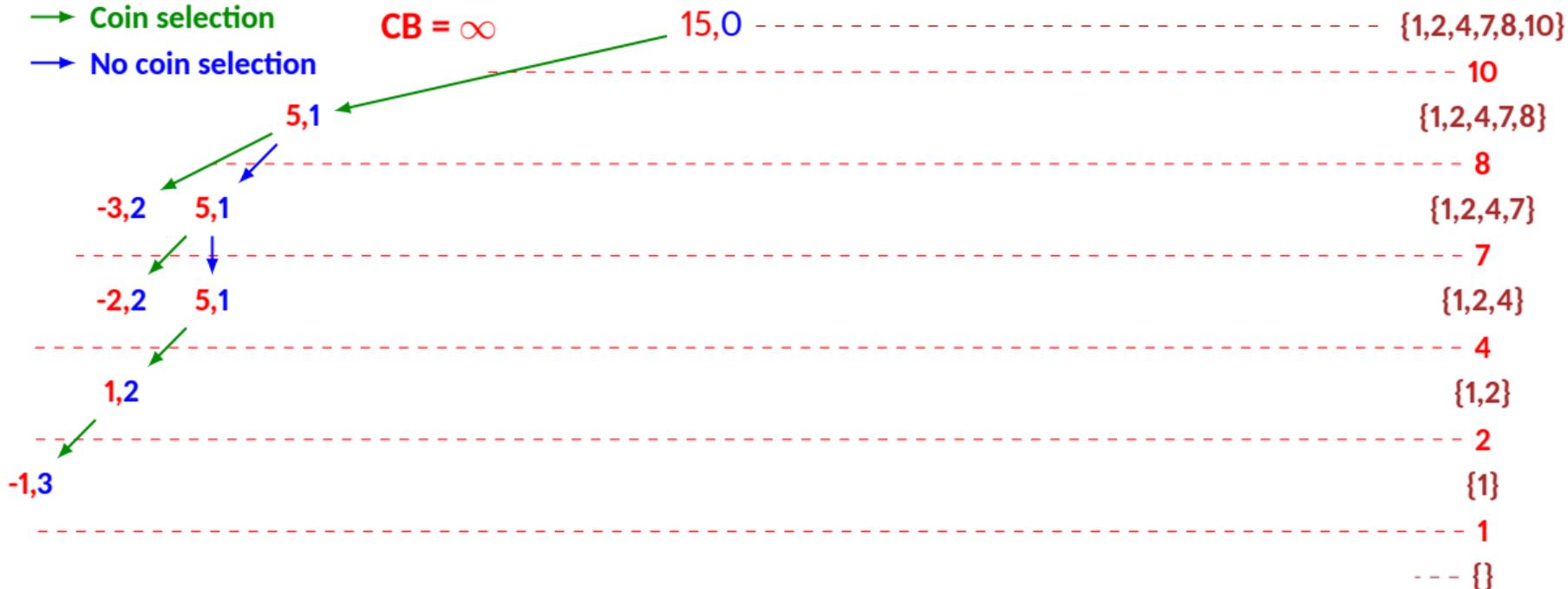
{1,2}

2

{1}

1

{}



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{1,2,4,7,8,10}

10

{1,2,4,7,8}

8

{1,2,4,7}

7

{1,2,4}

4

{1,2}

2

{1}

1

{}

-3,2

5,1

-2,2

5,1

1,2

-1,3

1,2

Coin change: DFBB

- Given a set of coins C , what is the minimum number coins required to provide sum S ?
- Example: $C = \{1, 2, 4, 7, 8, 10\}$, $S = 15$

→ Coin selection

→ No coin selection

CB = 3

15,0

{1,2,4,7,8,10}

10

{1,2,4,7,8}

8

-3,2

5,1

{1,2,4,7}

-2,2

5,1

{1,2,4}

1,2

{1,2}

-1,3

1,2

{1}

0,3

{}

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4

{1,2}

2

{1}

1

{}

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5,1

-2,2

5,1

1,2

-1,3

1,2

0,3

1,2

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{1,2,4}

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{1,2}

2

{1}

1

{}



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{1,2}

2

{1}

1

{}

5,1

-3,2

5,1

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5,1

1,2

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1,2

3,2

0,3

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{1,2}

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{1}

1

{}



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{1,2}

2

{1}

1

{}

5,1

-3,2

5,1

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3,2

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1,2

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4

{1,2}

2

{1}

1

{}

5,1

-3,2

5,1

-2,2

5,1

1,2

5,1

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1,2

3,2

5,1

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1,2

2,3

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4,2

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4

{1,2}

2

{1}

1

{}

5,1

15,0

-3,2

5,1

7,1

-2,2

5,1

0,2

1,2

5,1

-1,3

1,2

3,2

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4

{1,2}

2

{1}

1

{}

5,1

15,0

-3,2

5,1

7,1

-2,2

5,1

0,2

7,1

1,2

5,1

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3,2

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7

{1,2,4}

4

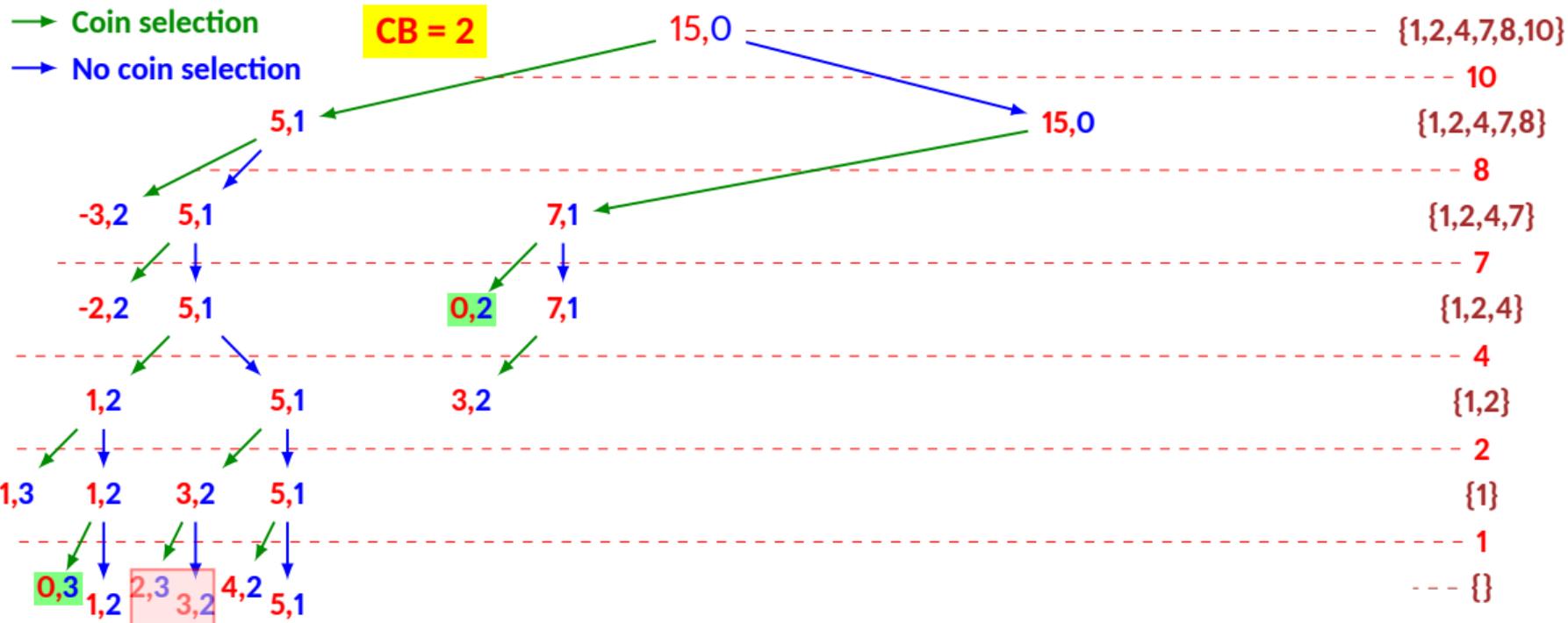
{1,2}

2

{1}

1

{}



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{1,2,4}

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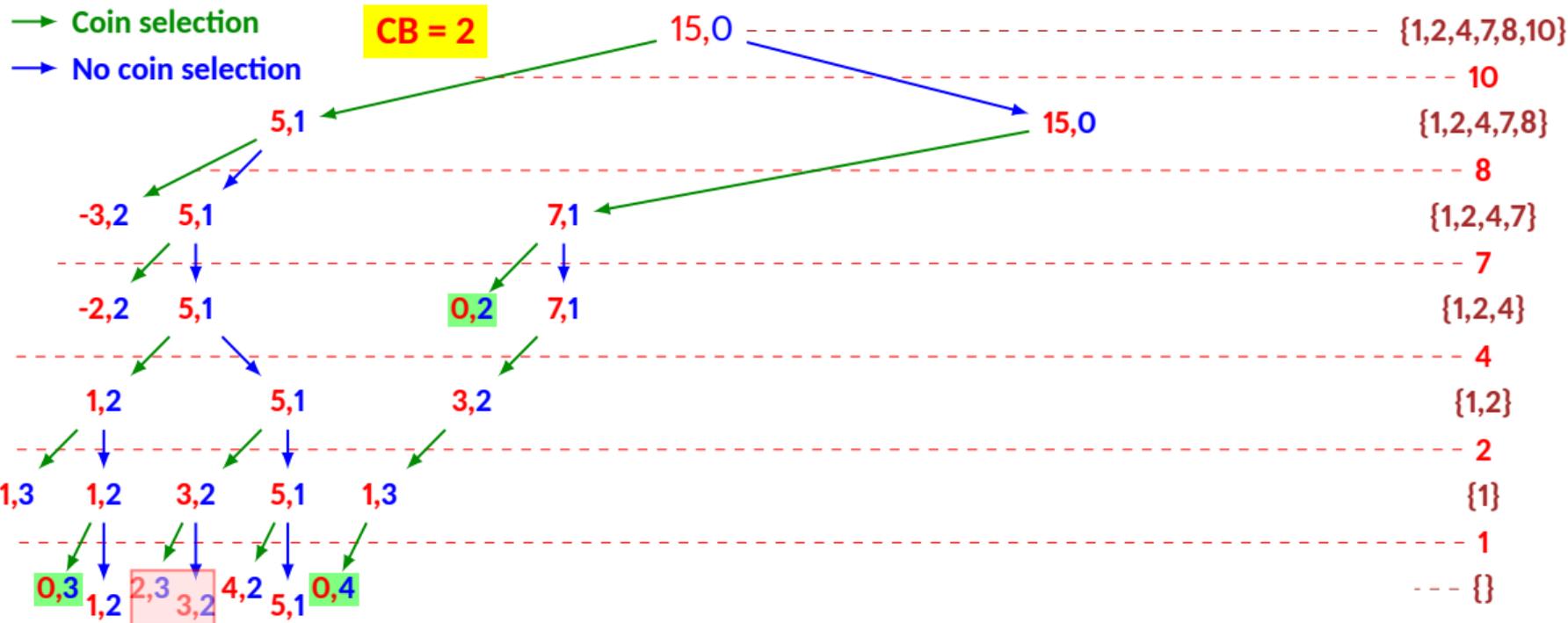
{1,2}

2

{1}

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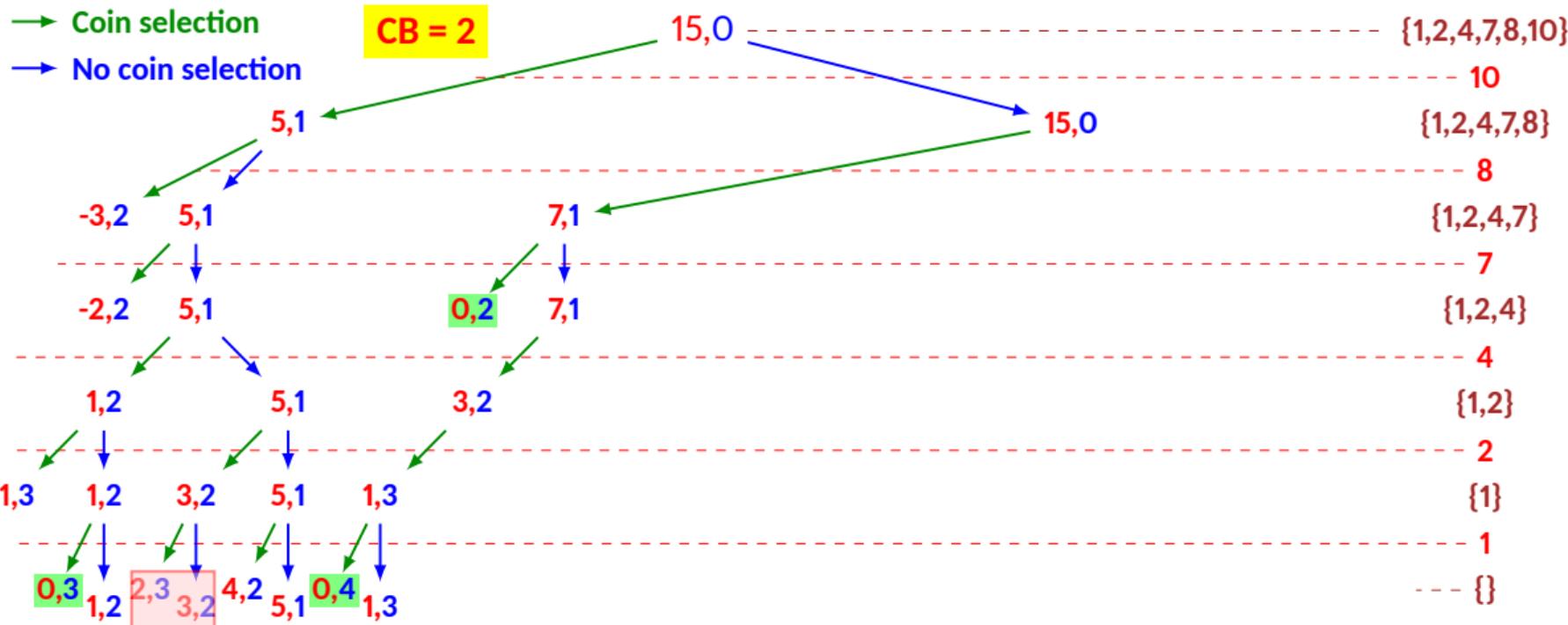
{1,2}

2

{1}

1

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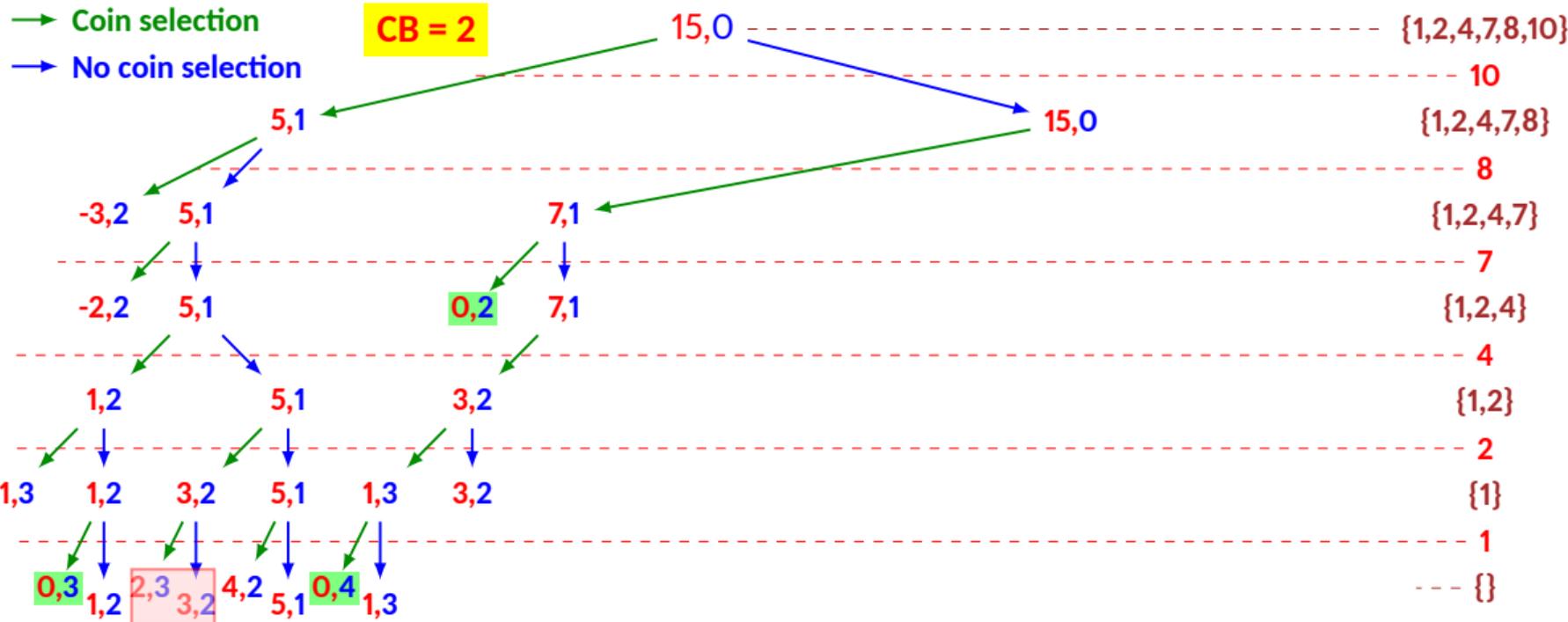
{1,2}

2

{1}

1

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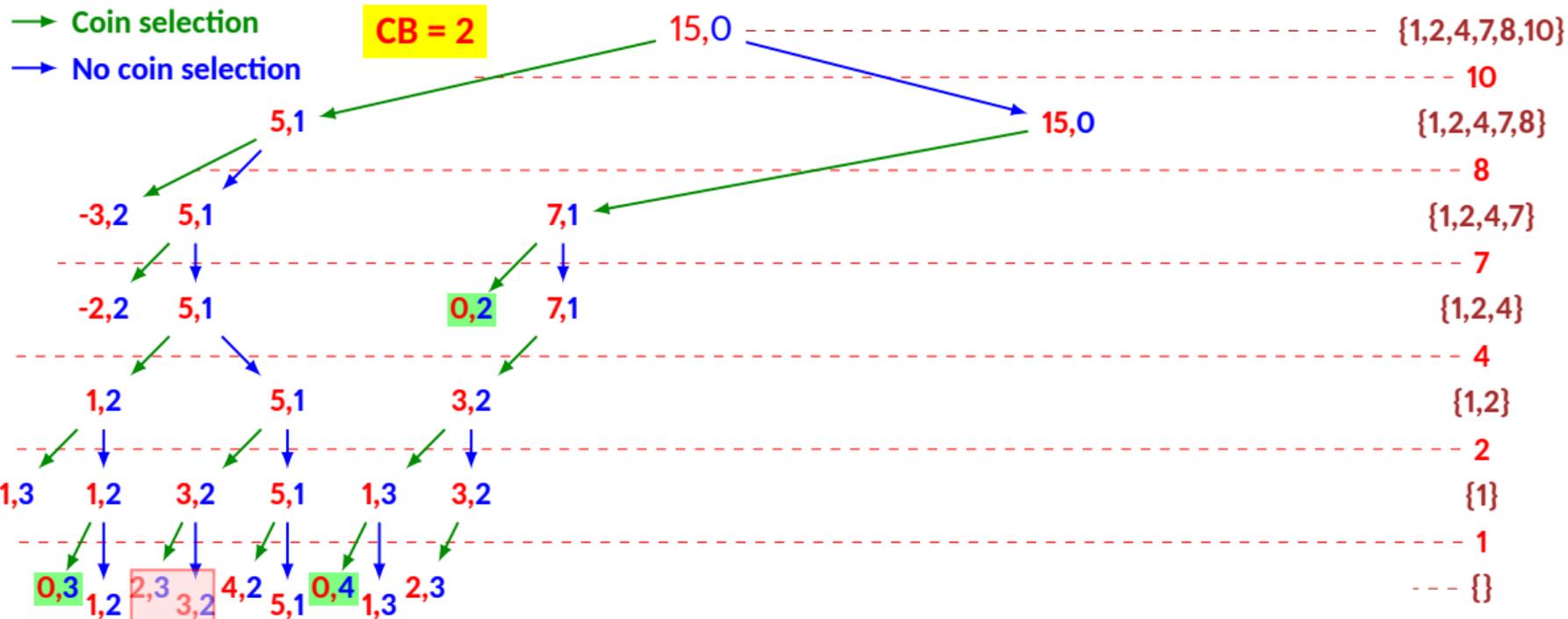
{1,2}

2

{1}

1

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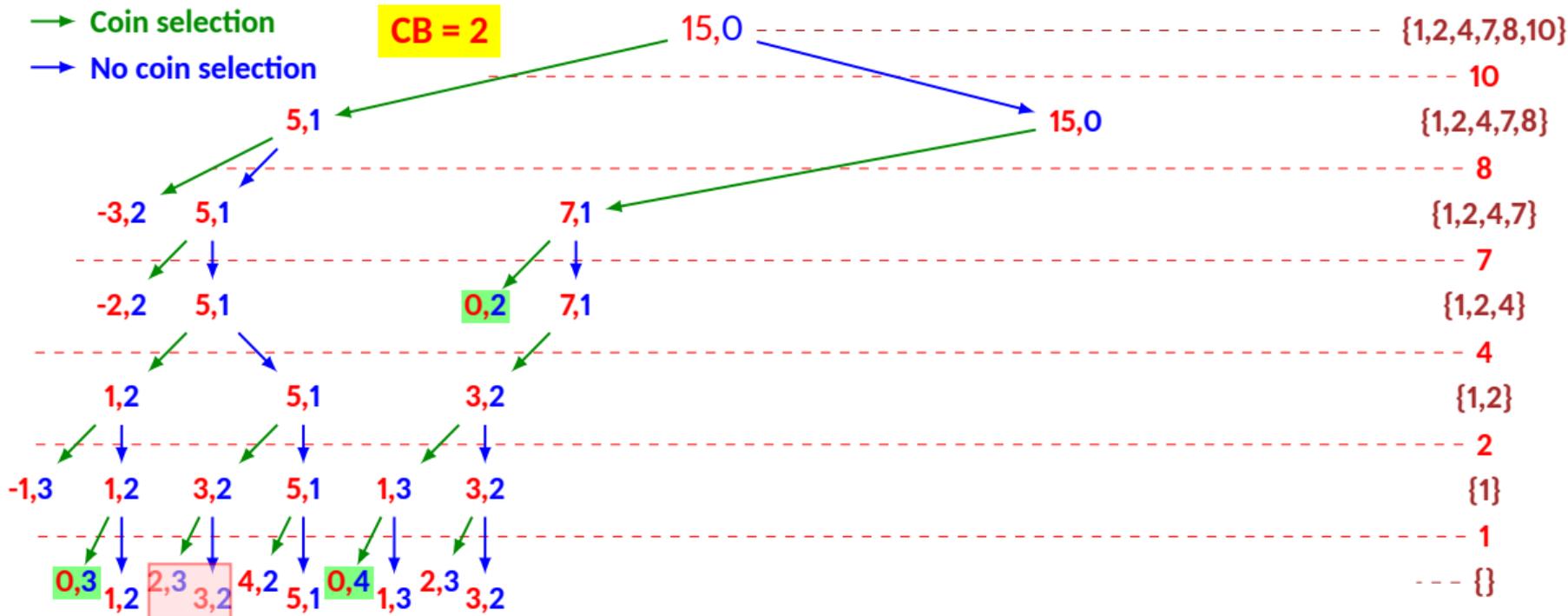
{1,2}

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{1}

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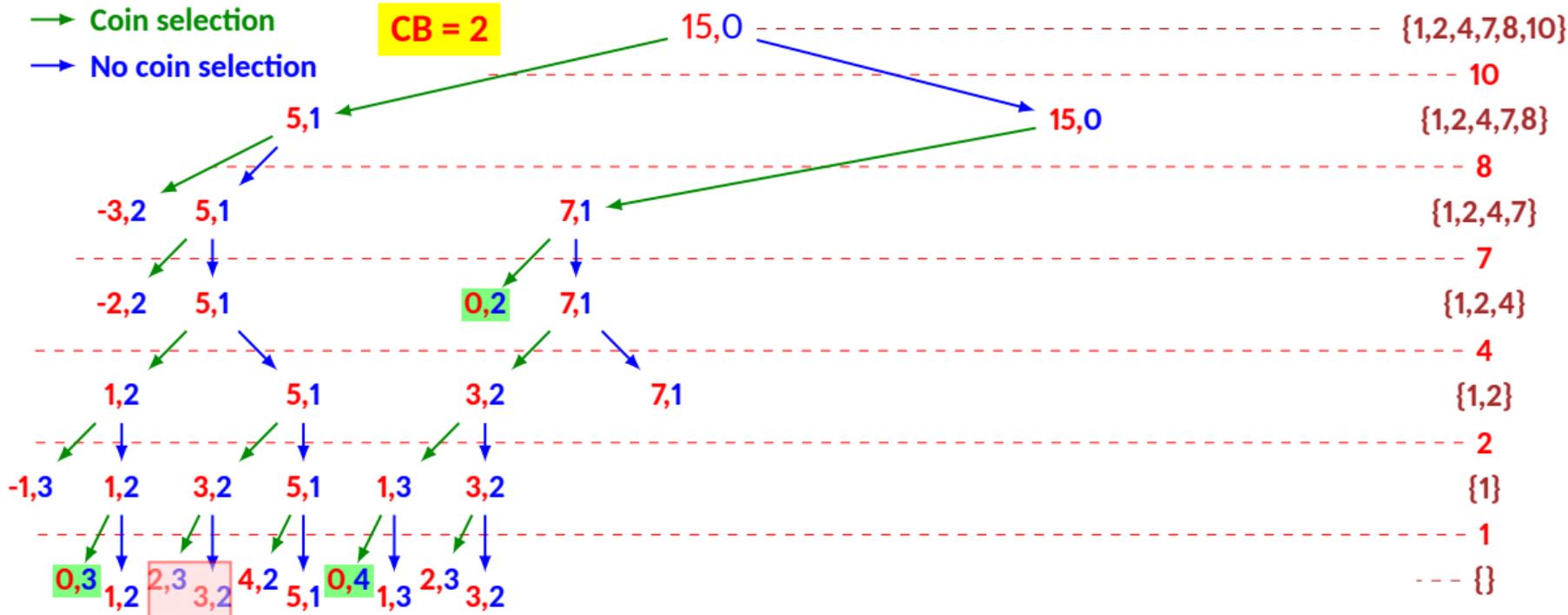
{1,2}

2

{1}

1

{}



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{1,2,4}

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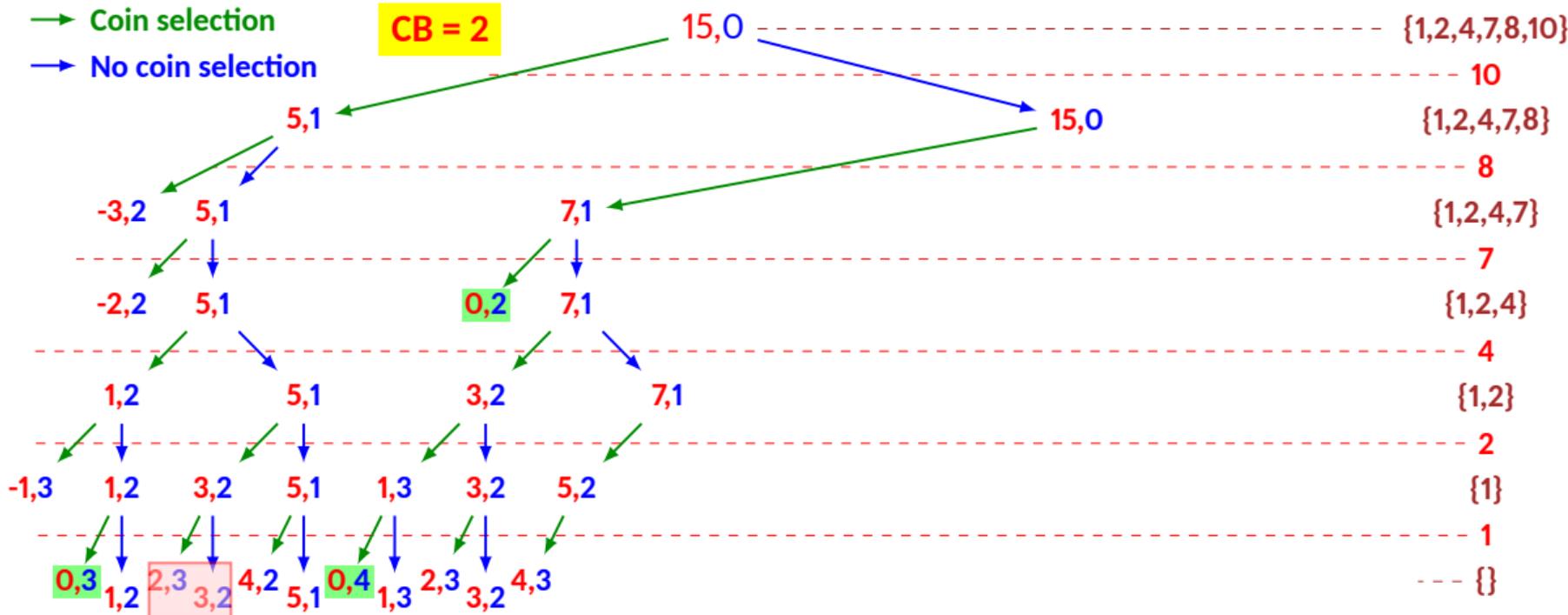
{1,2}

2

{1}

1

{}



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4

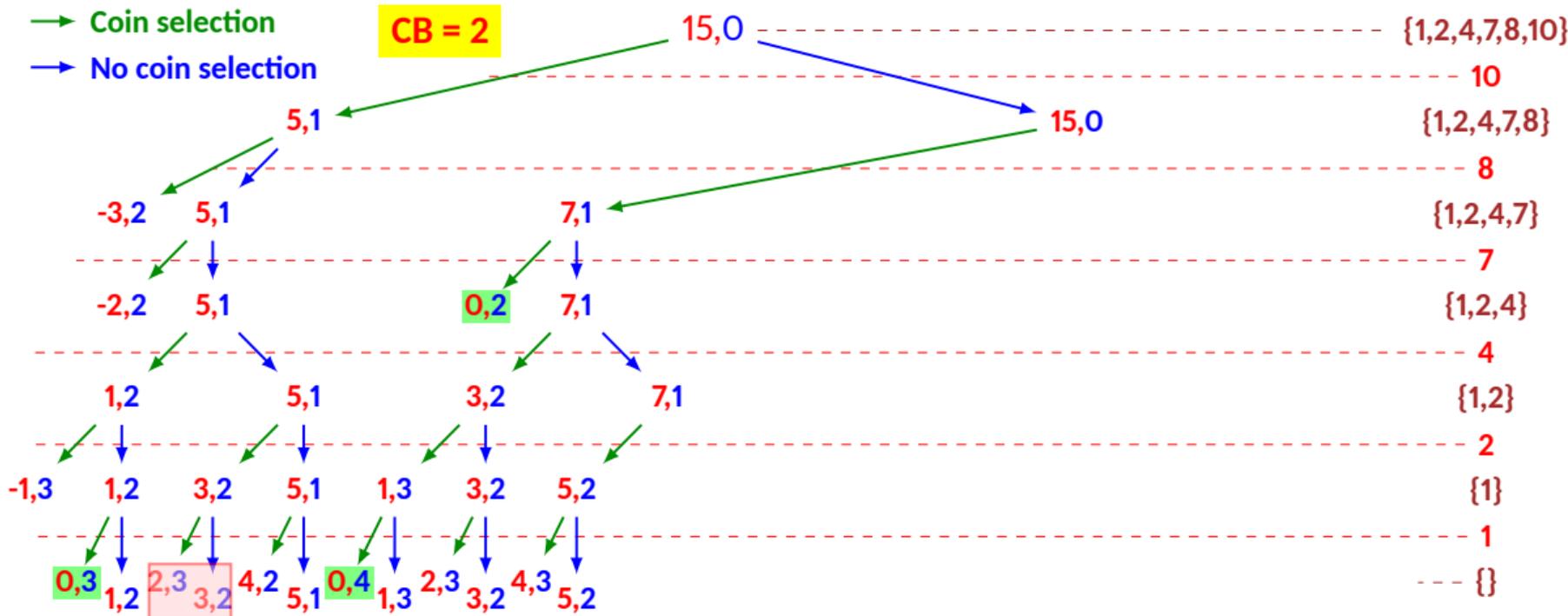
{1,2}

2

{1}

1

{}



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{1,2,4}

4

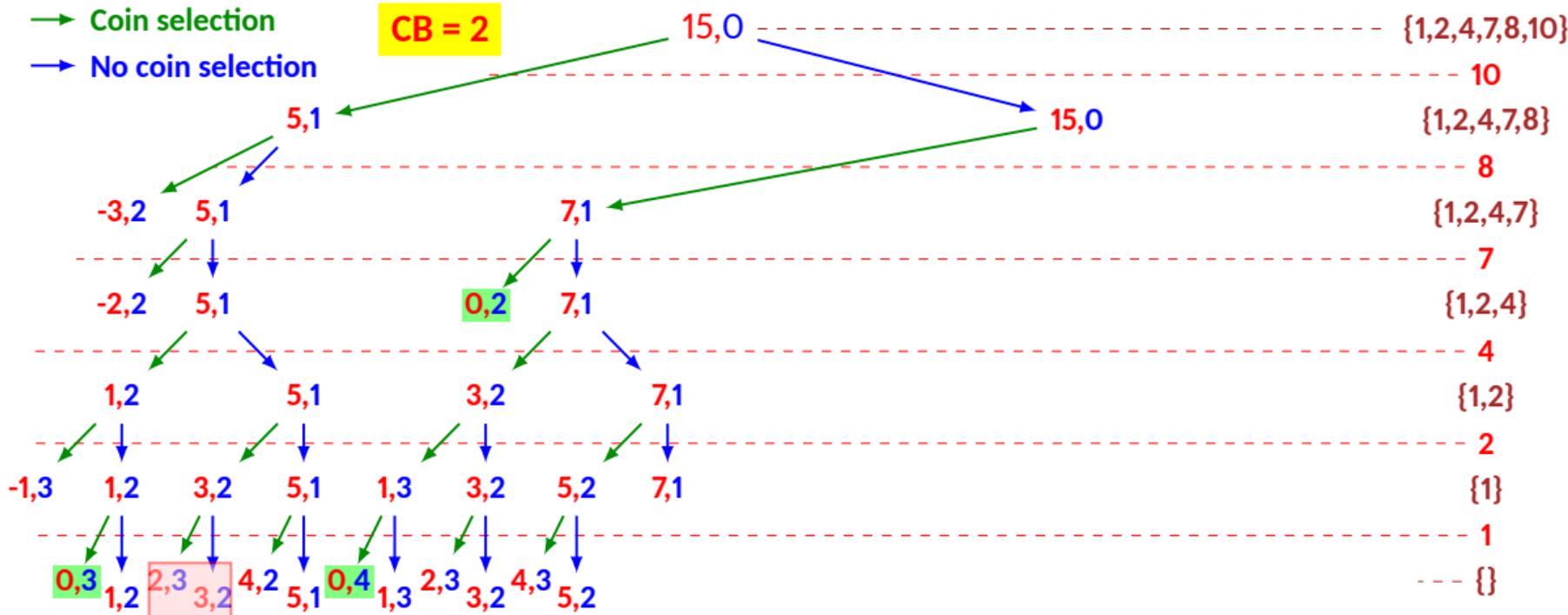
{1,2}

2

{1}

1

{}



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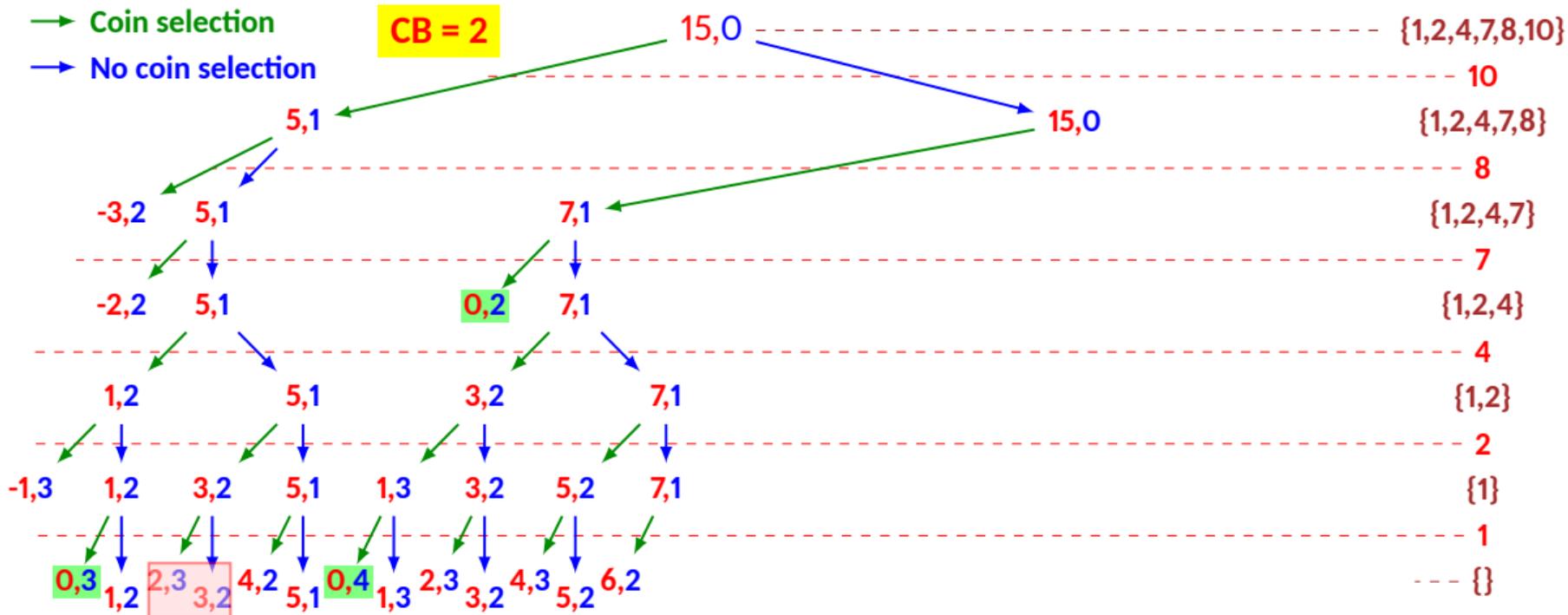
{1,2}

2

{1}

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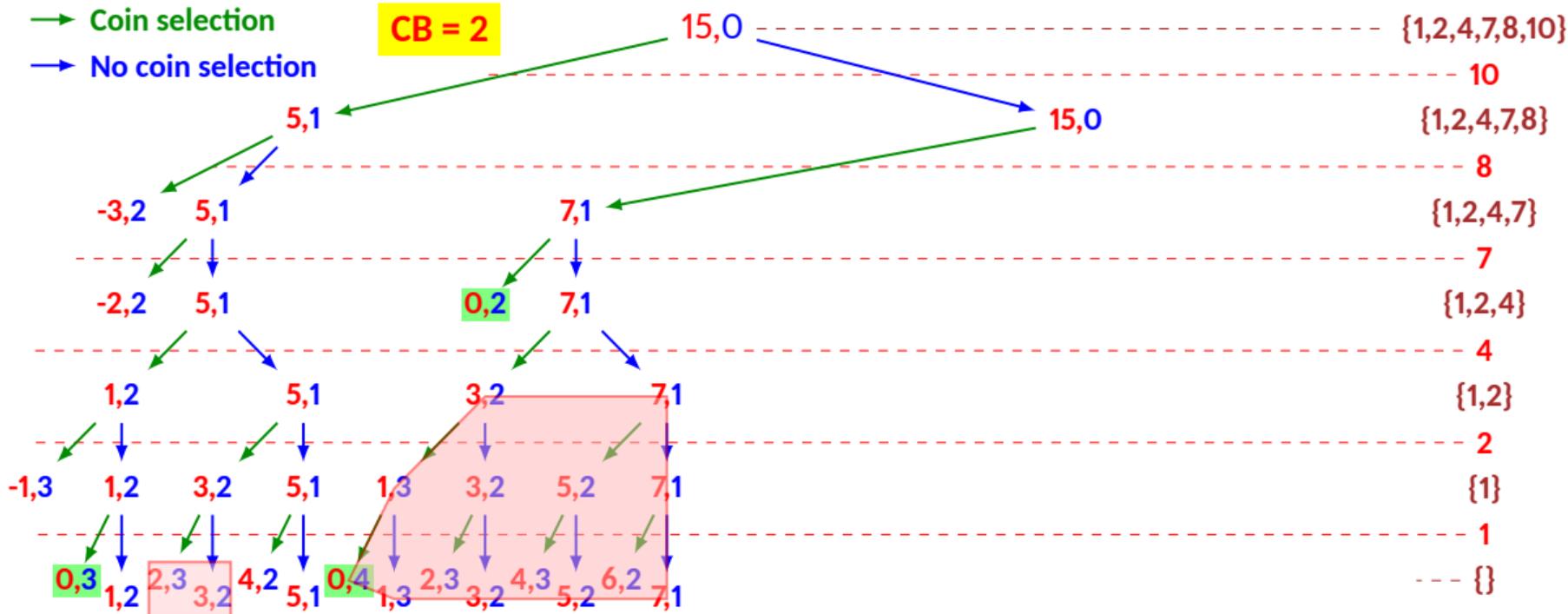
{1,2}

2

{1}

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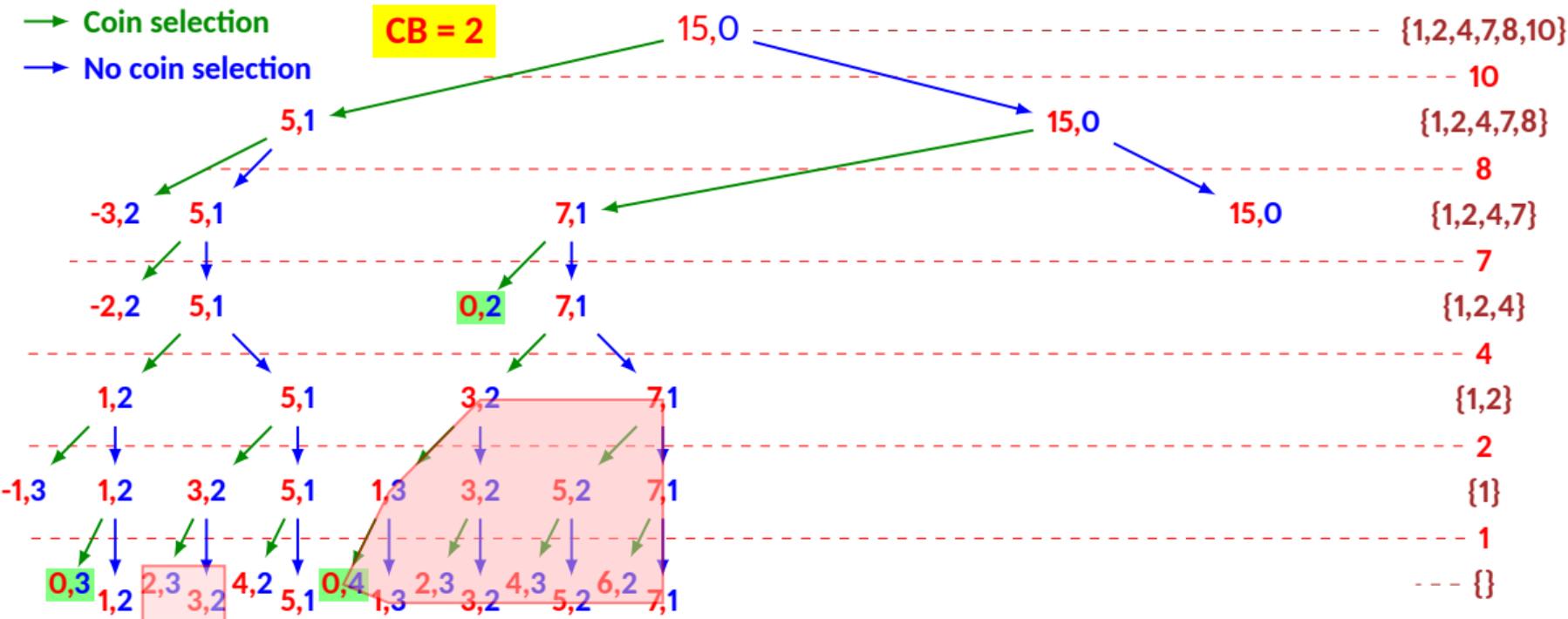
{1,2}

2

{1}

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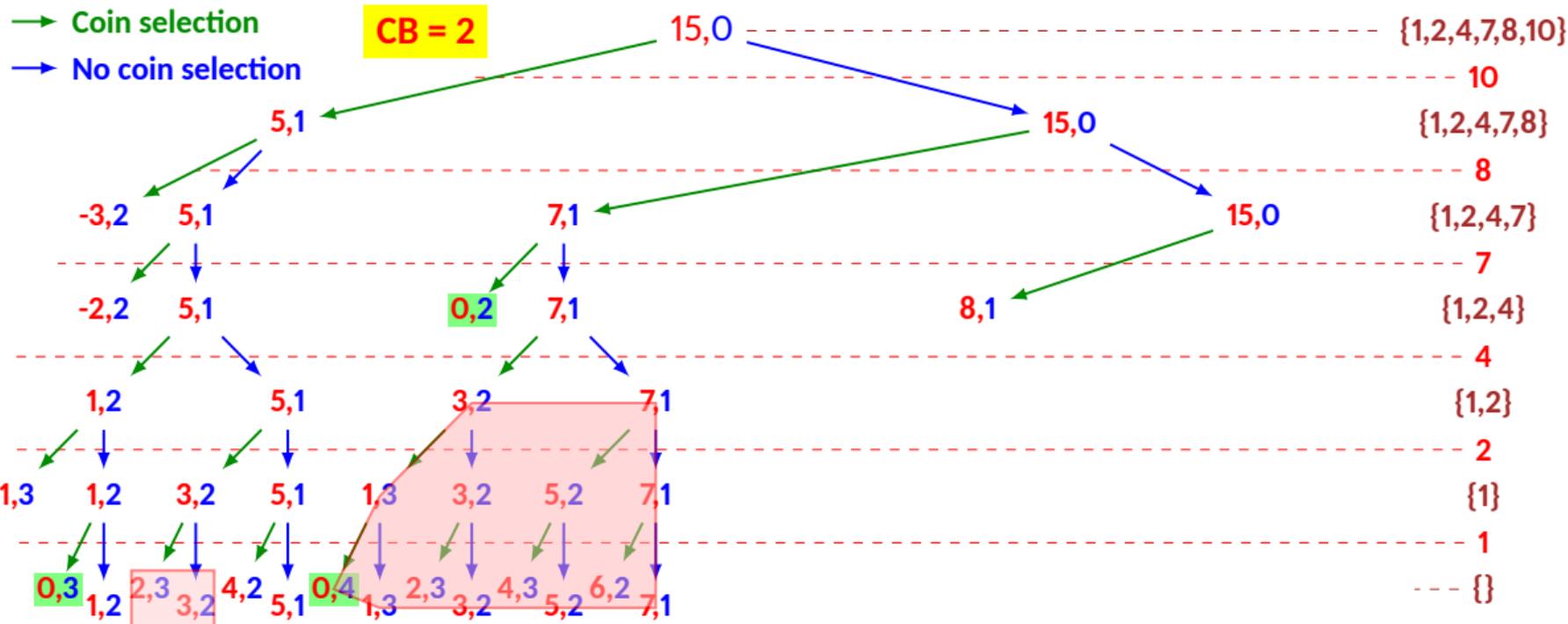
{1,2}

2

{1}

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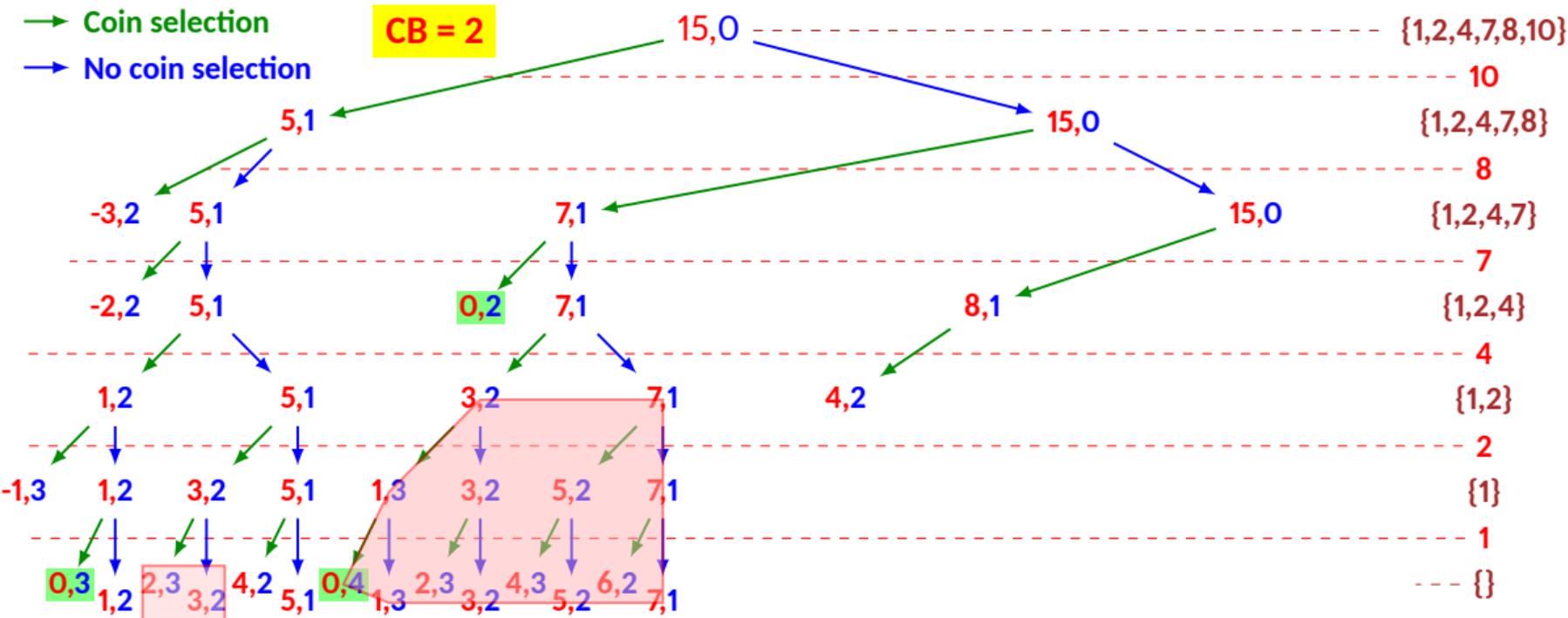
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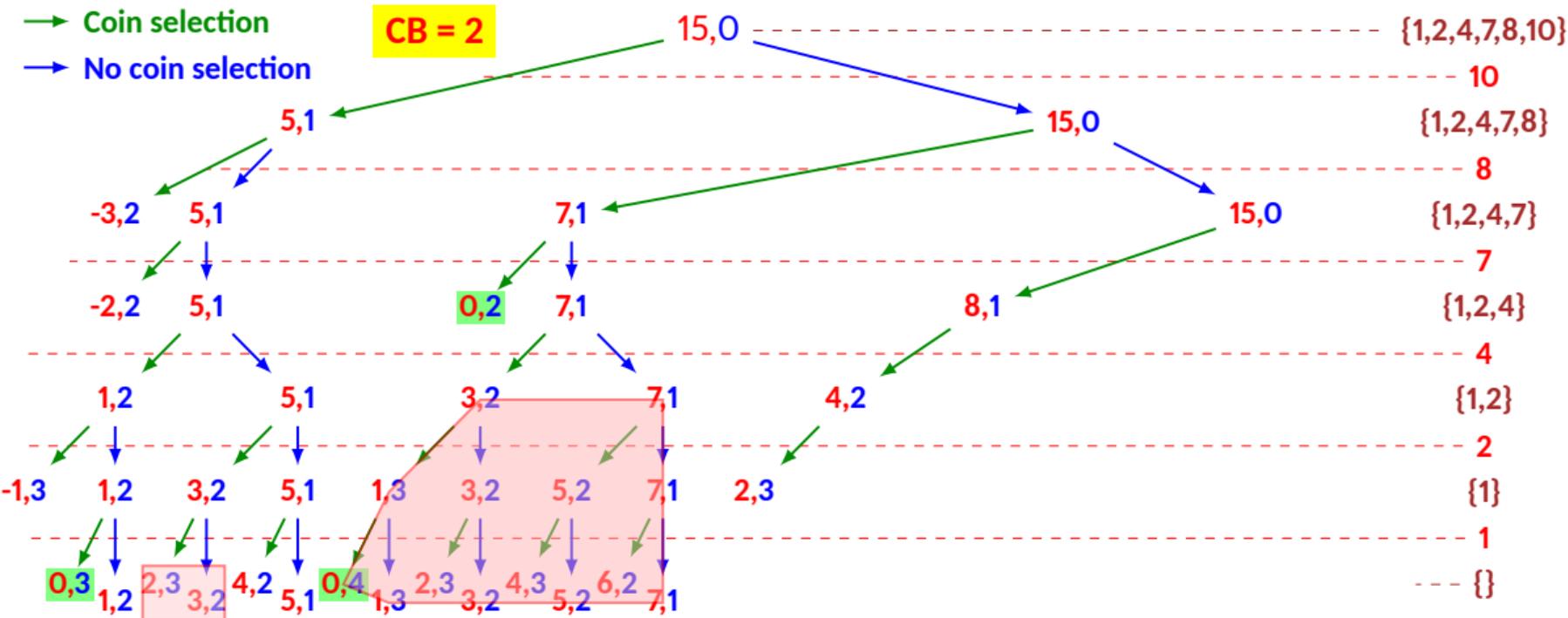
{1,2}

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{1}

1

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{1,2,4}

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{1,2}

2

{1}

1

{}

5,1

15,0

15,0

-3,2

5,1

7,1

-2,2

5,1

0,2

7,1

1,2

5,1

3,2

7,1

4,2

-1,3

1,2

3,2

5,1

1,3

3,2

5,2

7,1

2,3

0,3

1,2

2,3

3,2

4,2

5,1

0,4

1,3

2,3

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5,2

6,2

7,1

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4

{1,2}

2

{1}

1

{}

5,1

15,0

15,0

-3,2

5,1

7,1

-2,2

5,1

0,2

7,1

1,2

5,1

3,2

7,1

4,2

-1,3

1,2

3,2

5,1

1,3

3,2

5,2

7,1

2,3

0,3

2,3

3,2

4,2

5,1

0,4

1,3

2,3

3,2

4,3

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6,2

7,1

1,4

2,3

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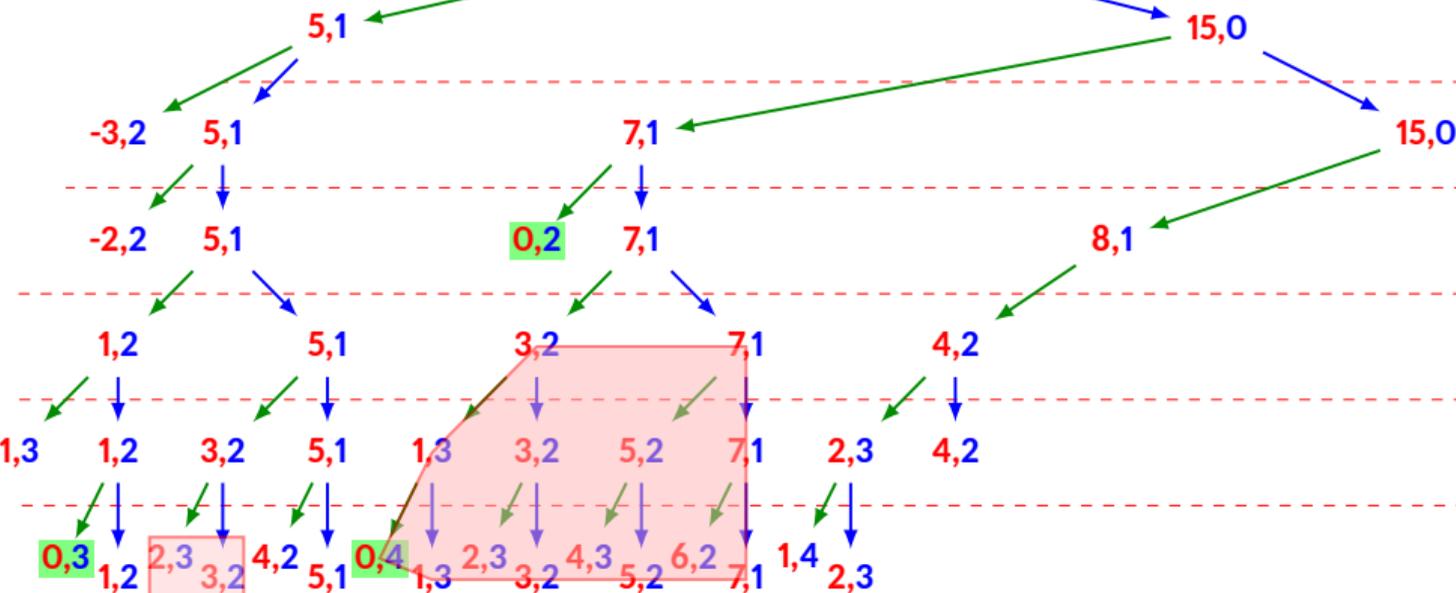
{1,2}

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{1}

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{1,2,4,7,8,10}

10

{1,2,4,7,8}

8

{1,2,4,7}

7

{1,2,4}

4

{1,2}

2

{1}

1

{}

5,1

15,0

15,0

-3,2

5,1

7,1

-2,2

5,1

0,2

7,1

1,2

5,1

3,2

7,1

4,2

-1,3

1,2

3,2

5,1

1,3

3,2

5,2

7,1

2,3

4,2

0,3

1,2

2,3

3,2

4,2

5,1

0,4

1,3

2,3

3,2

4,3

5,2

6,2

7,1

1,4

2,3

3,3

Coin change: DFBB

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→ Coin selection

→ No coin selection

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10

{1,2,4,7,8}

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{1,2,4}

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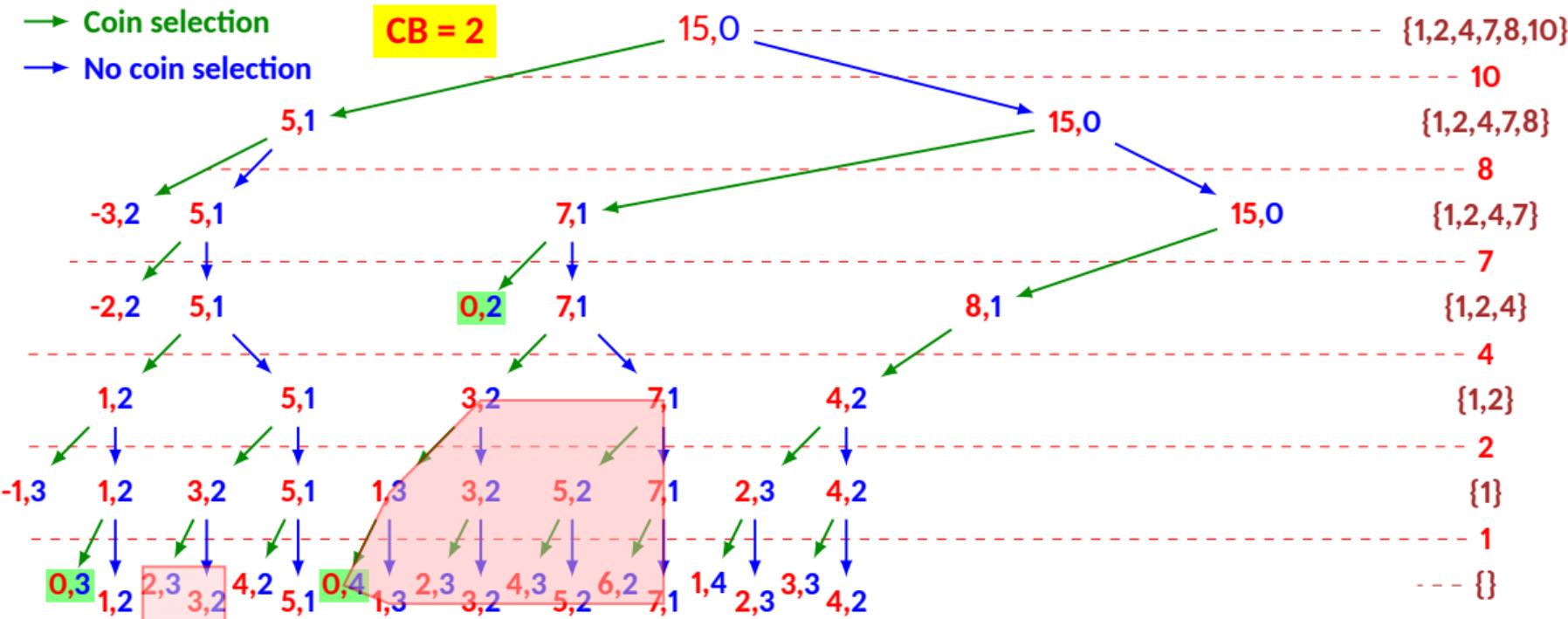
{1,2}

2

{1}

1

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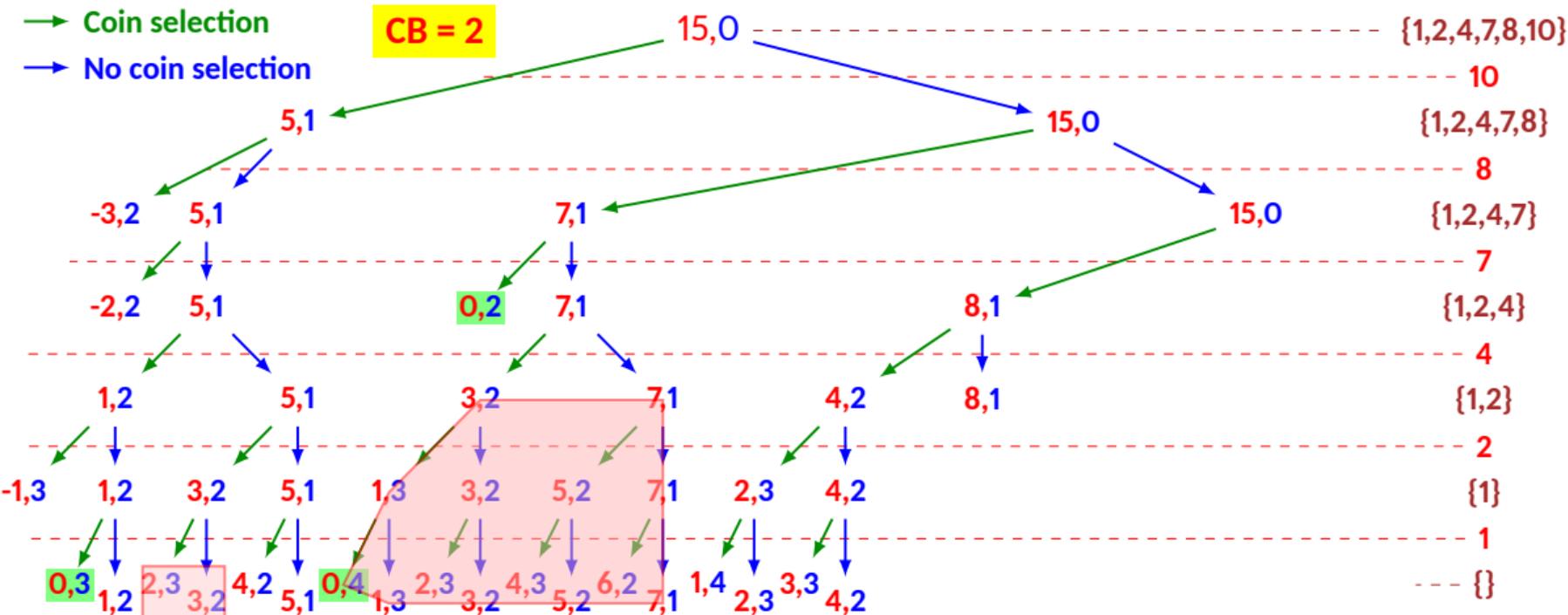
{1,2}

2

{1}

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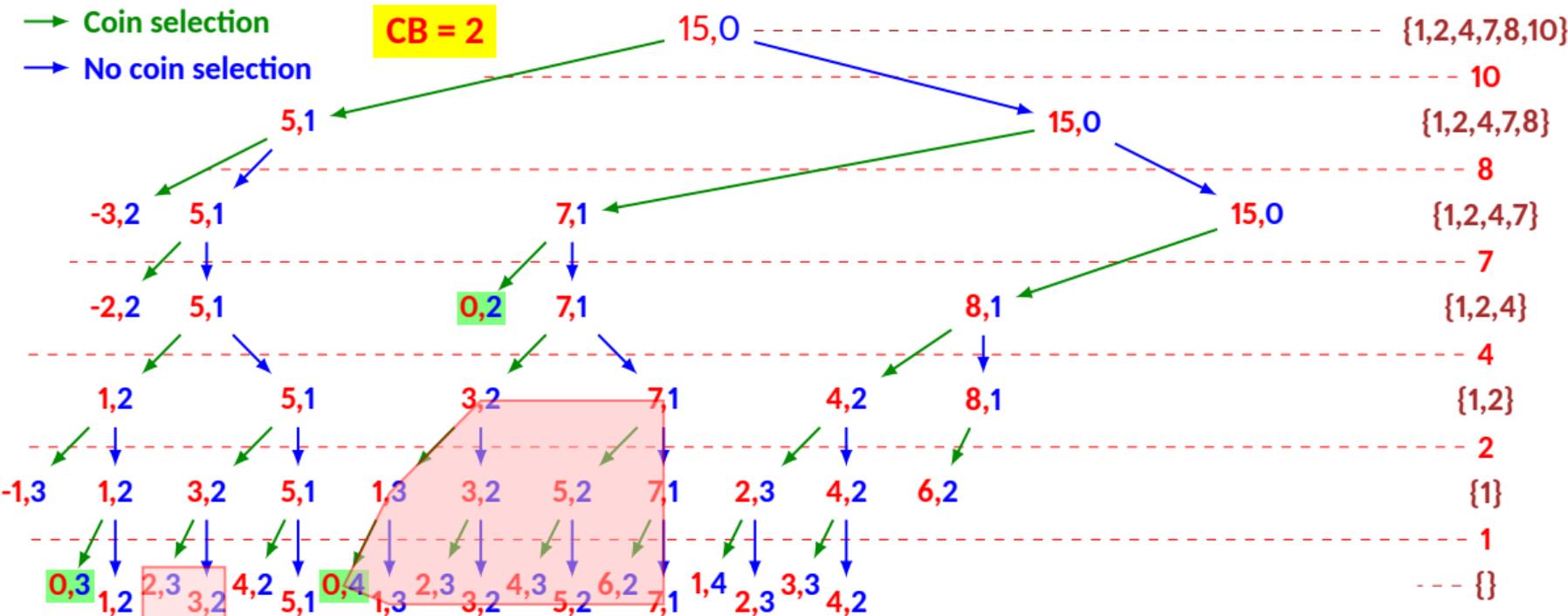
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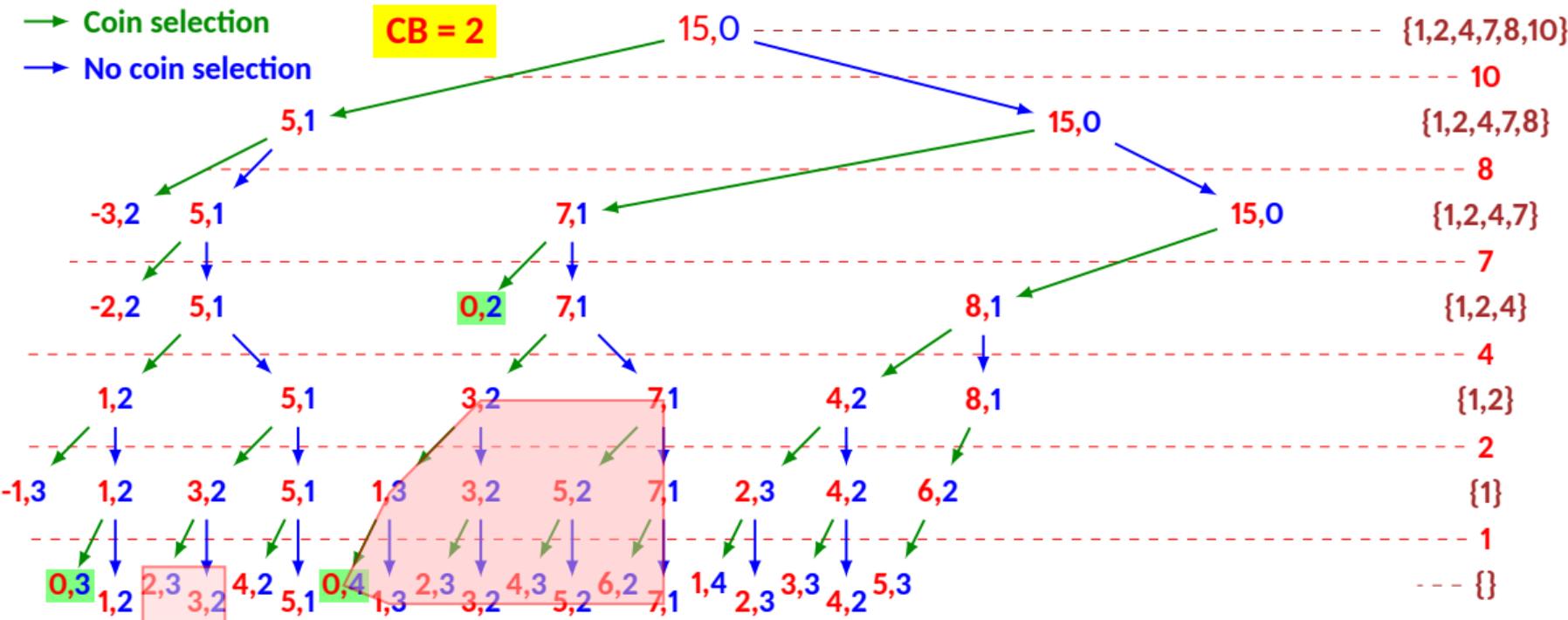
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{1}

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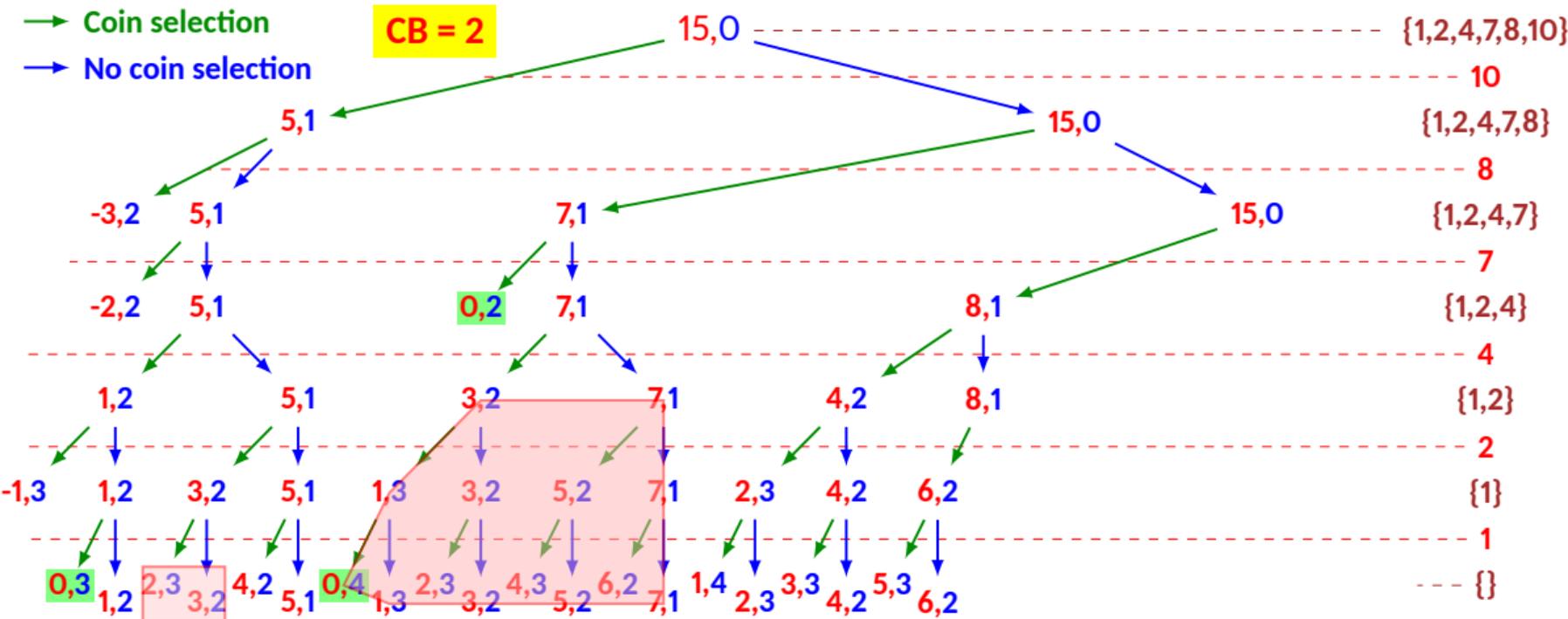
{1,2}

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{1}

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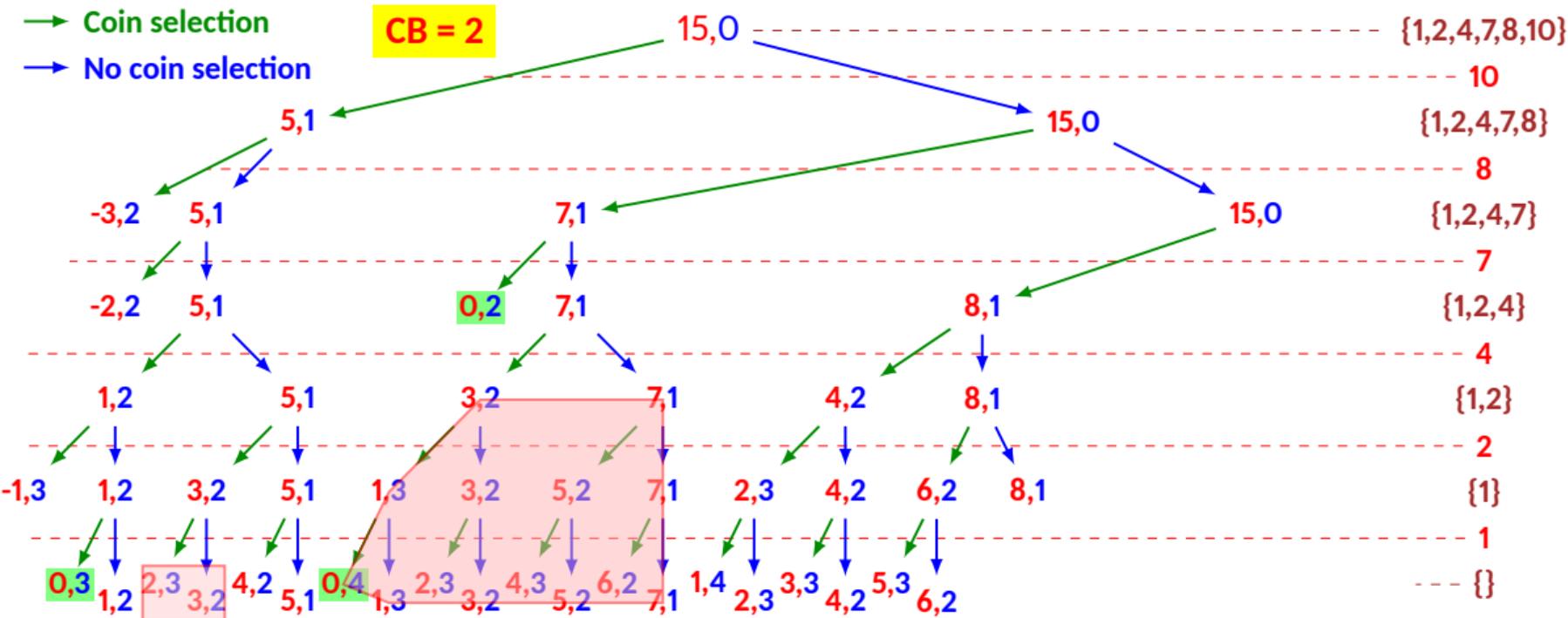
{1,2}

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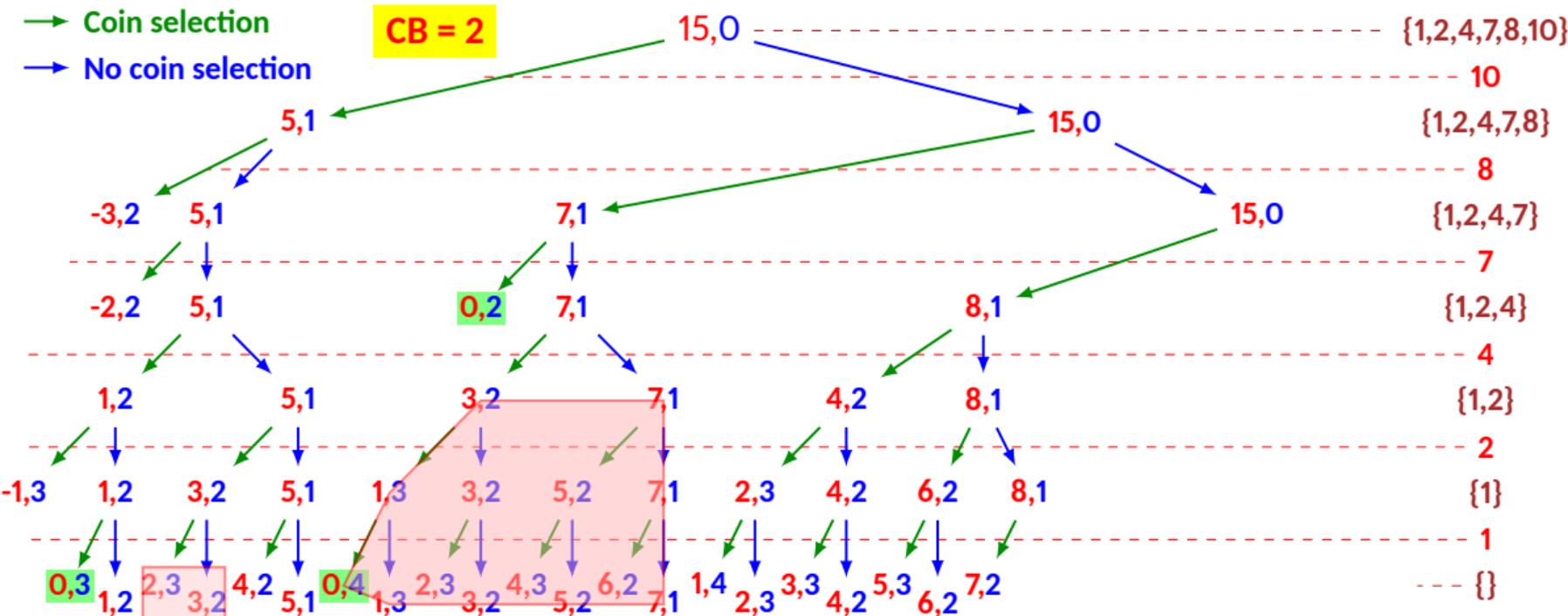
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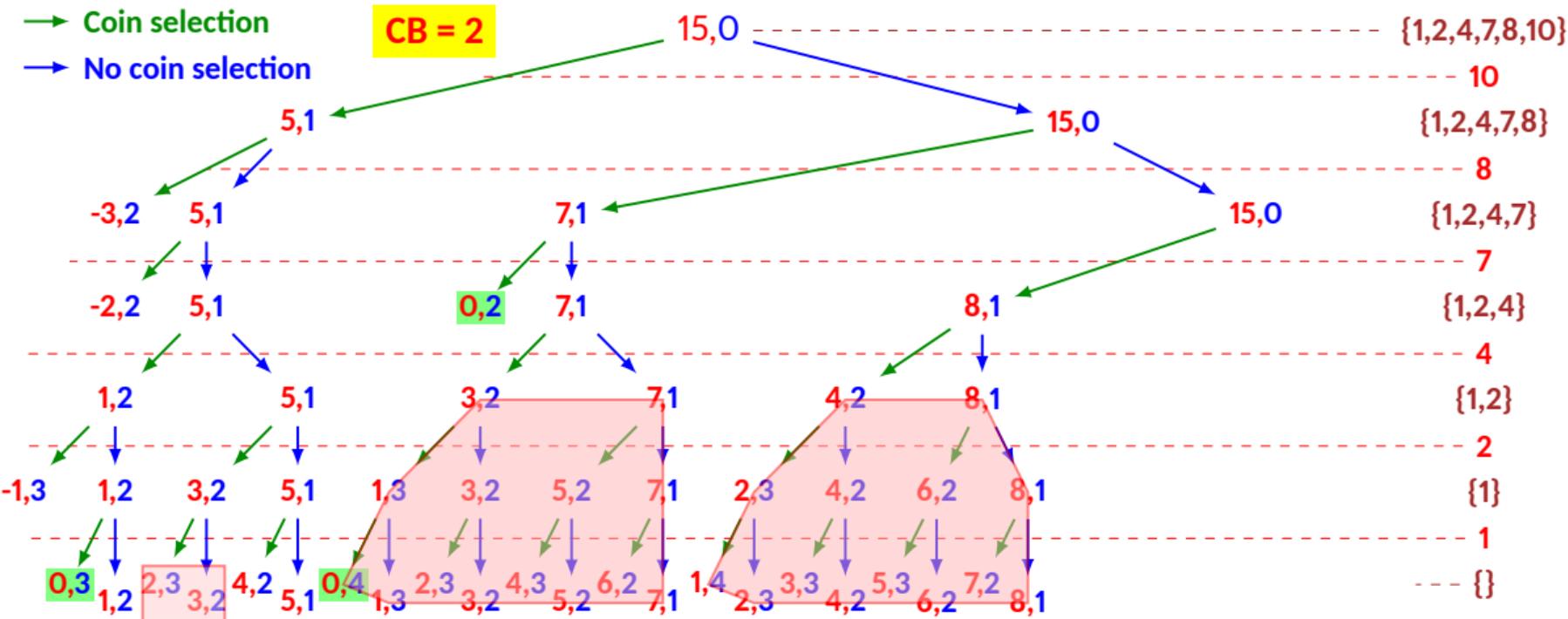
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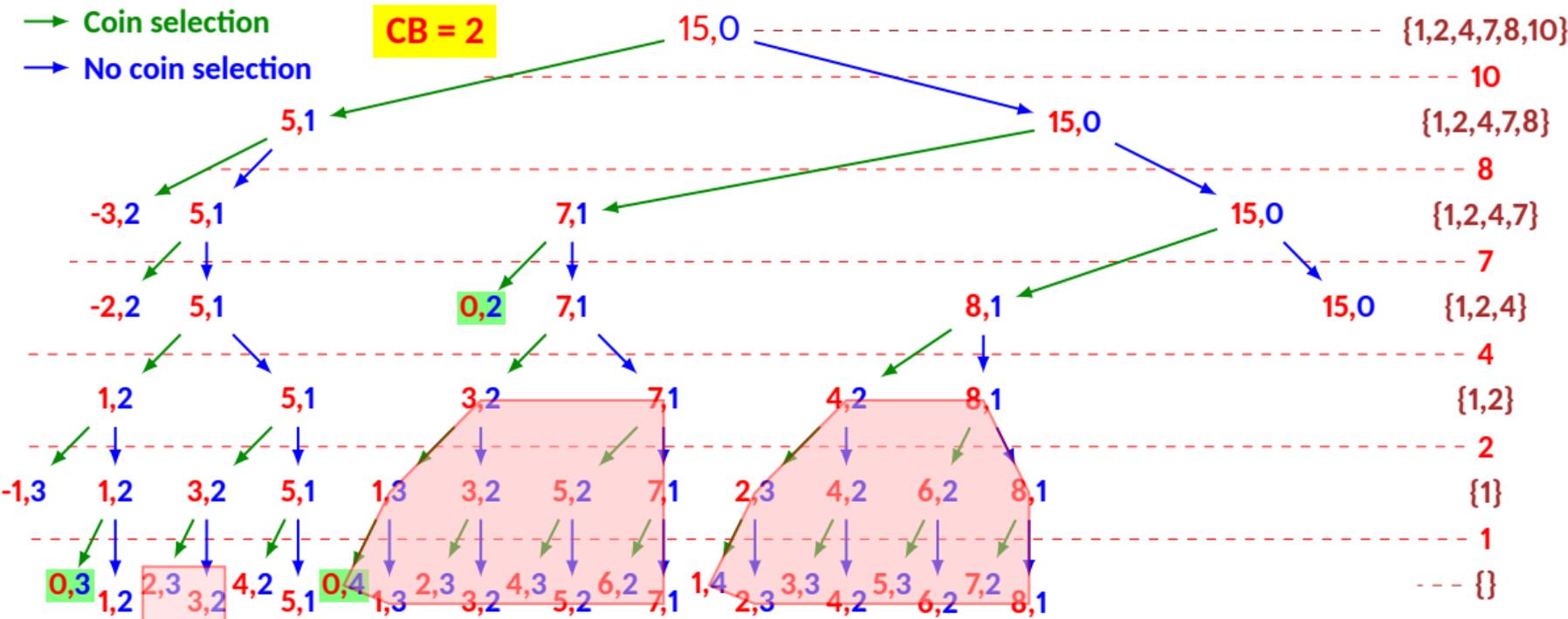
{1,2}

2

{1}

1

{}



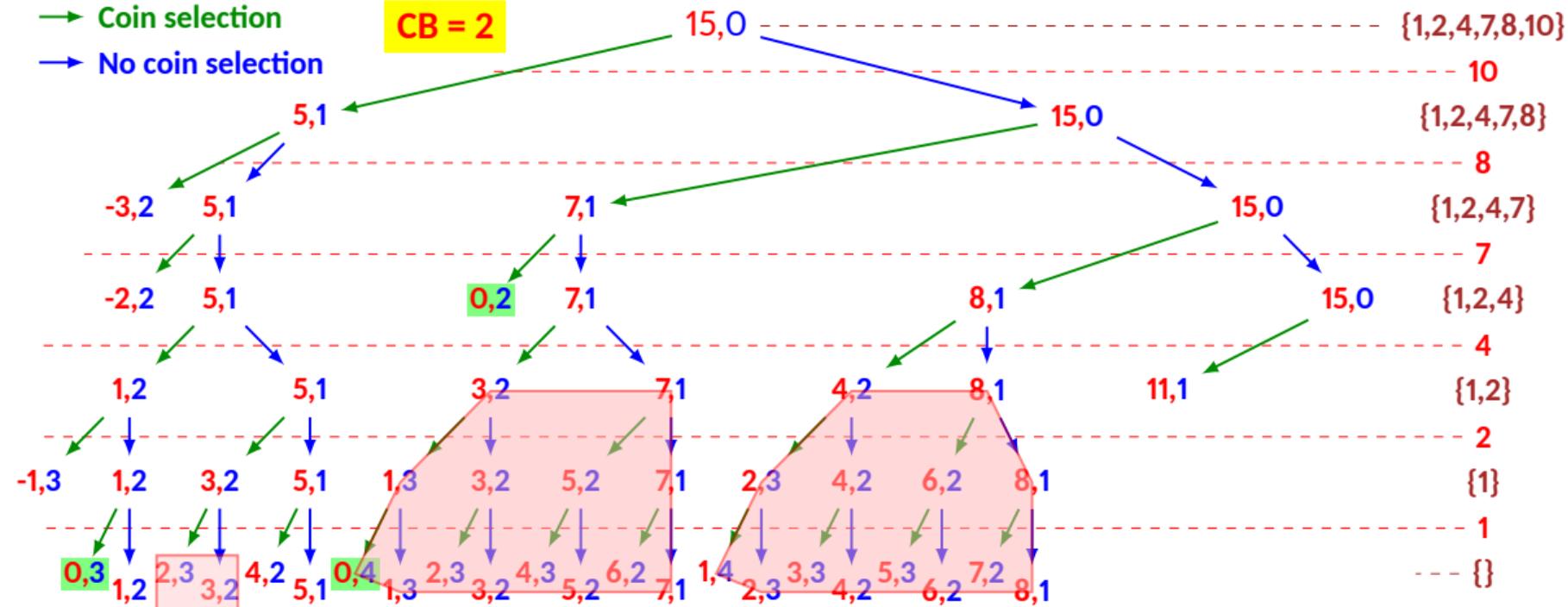
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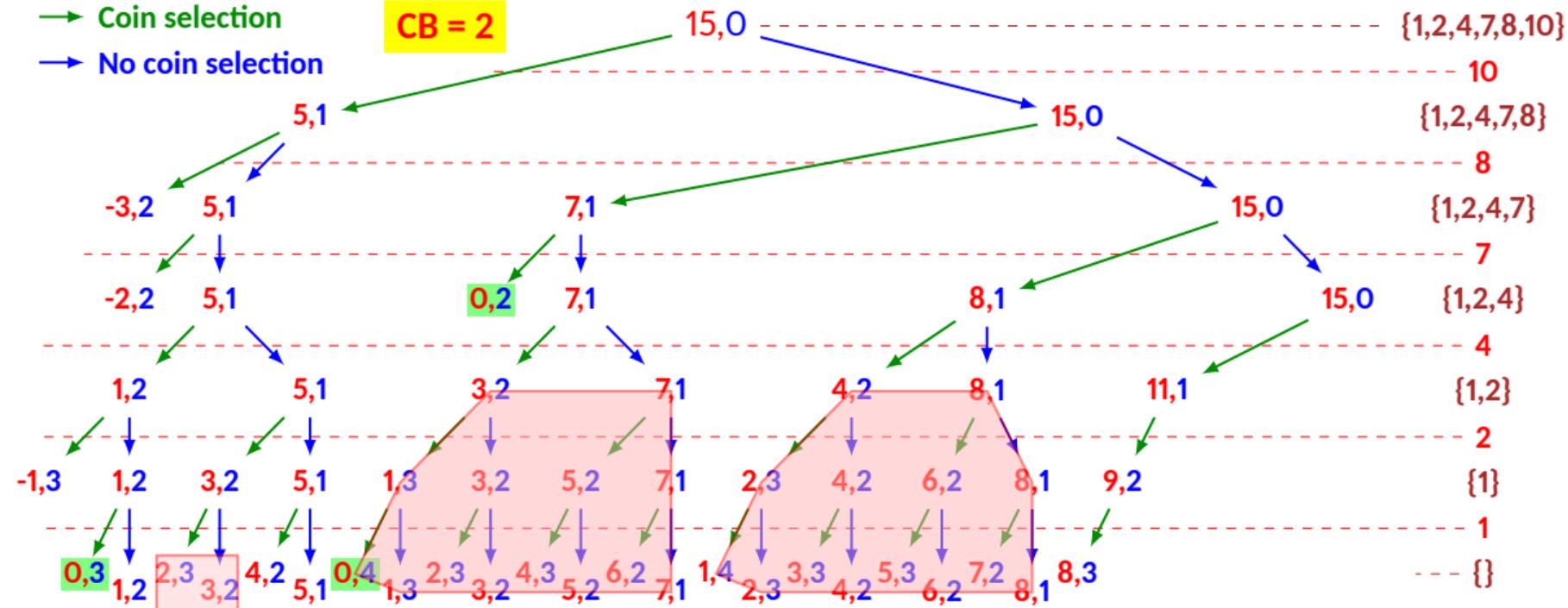
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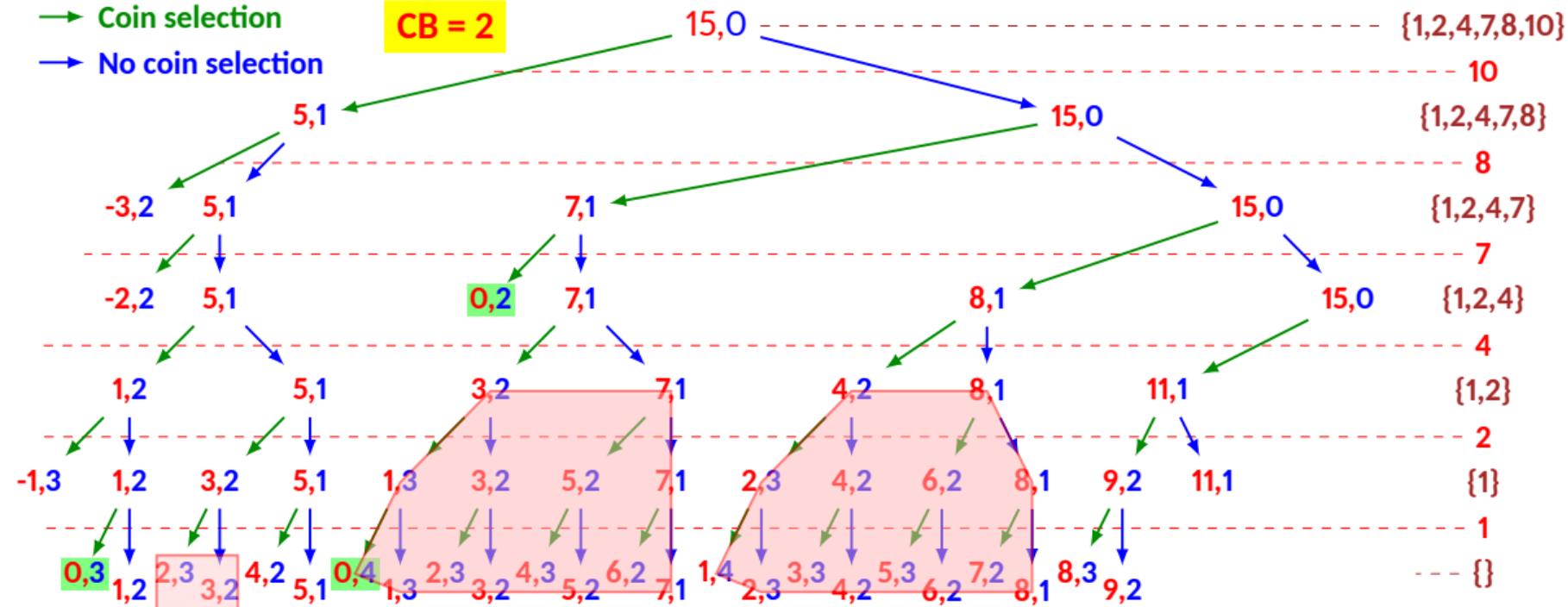
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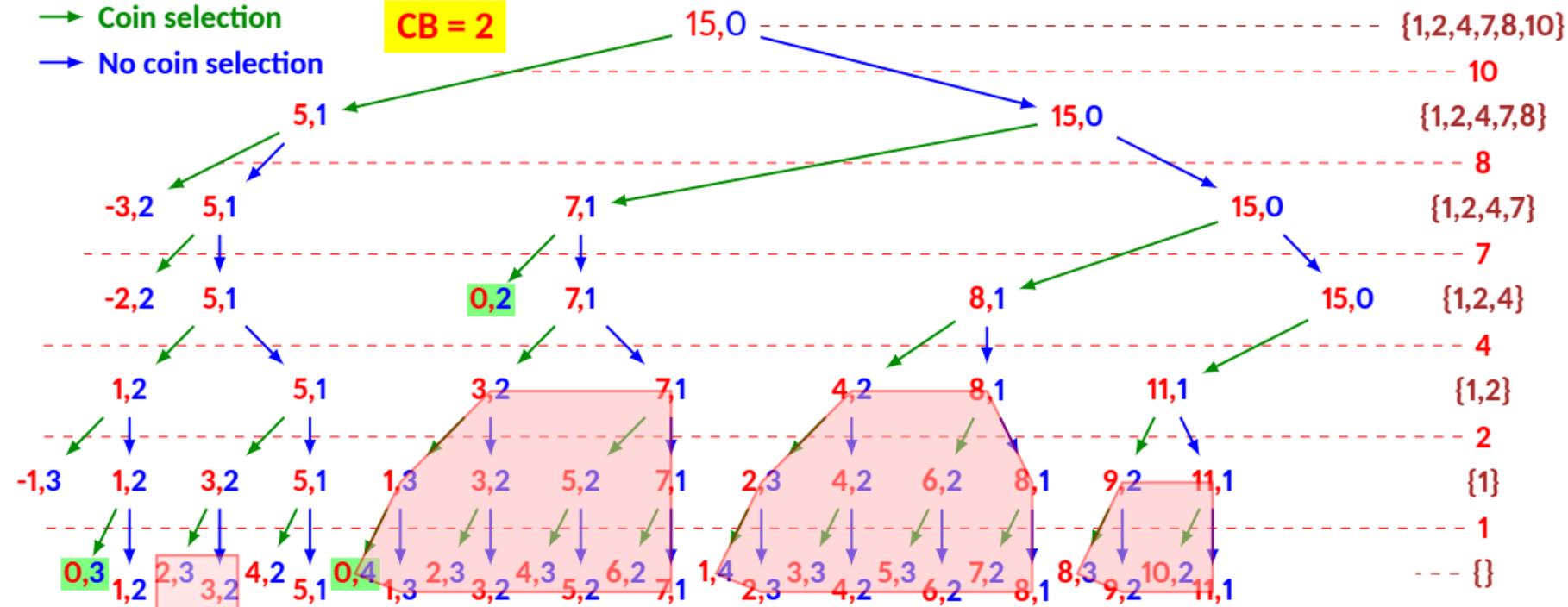
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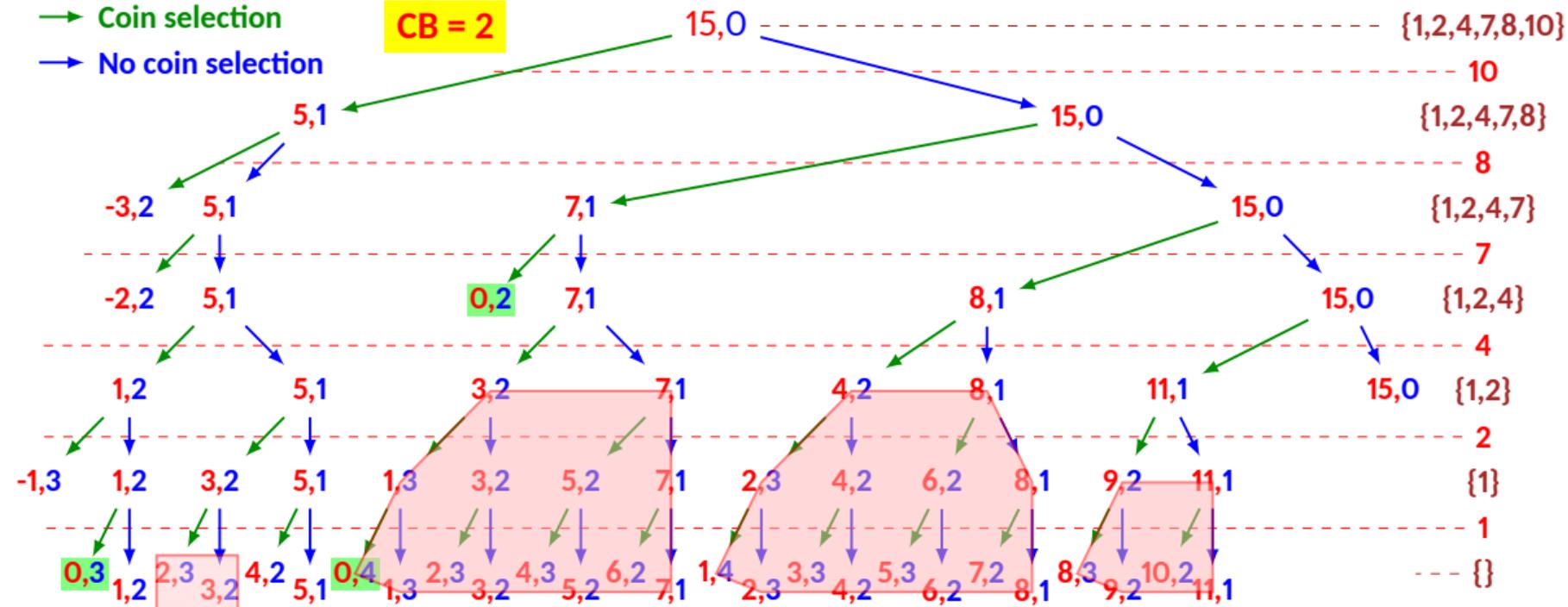
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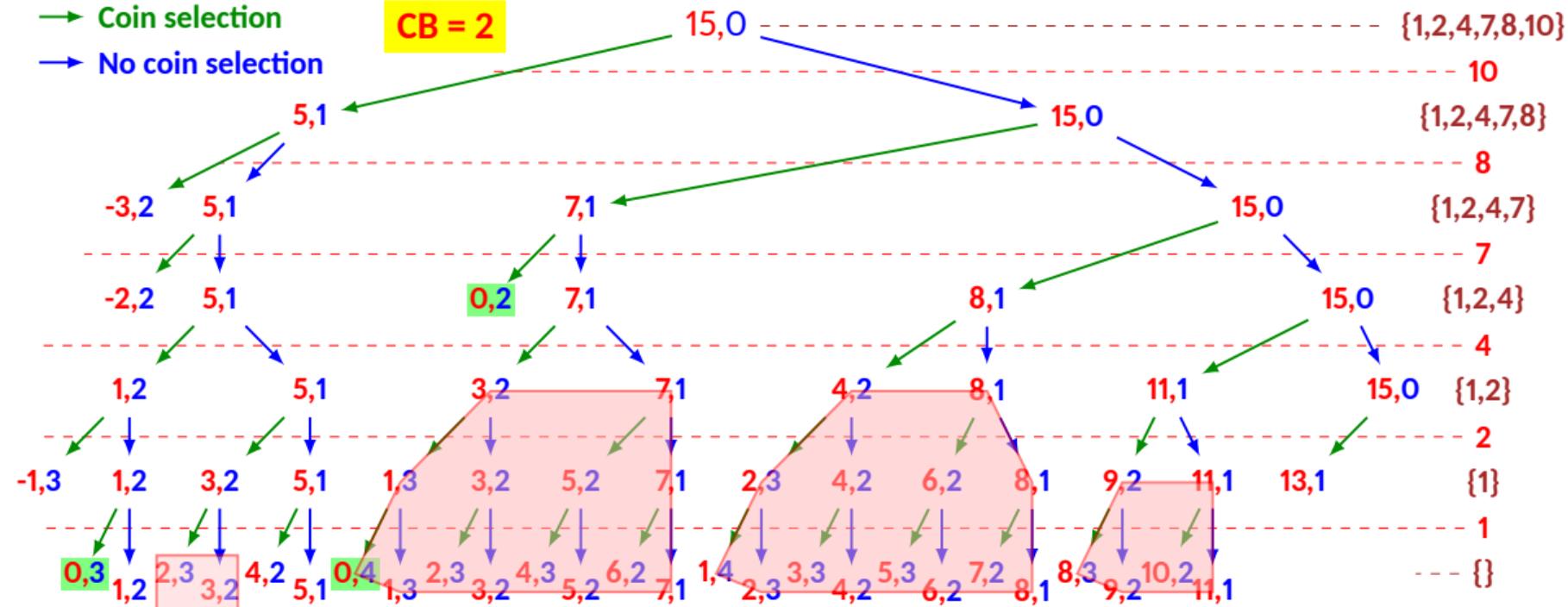
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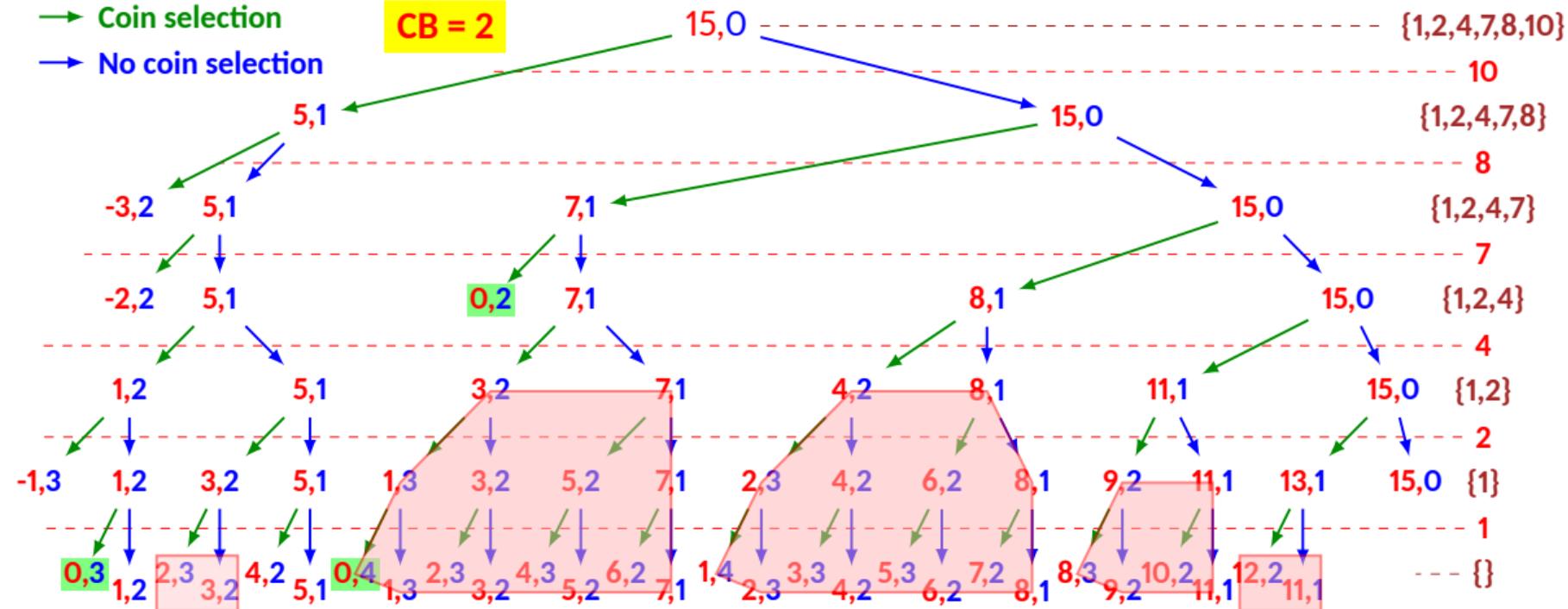
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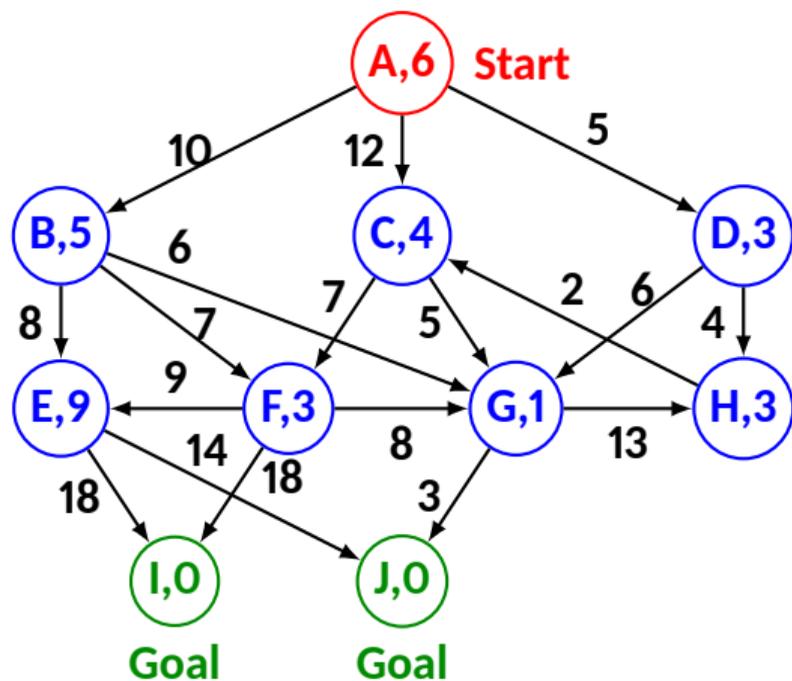
→ No coin selection



Iterative deepening A* (IDA*)

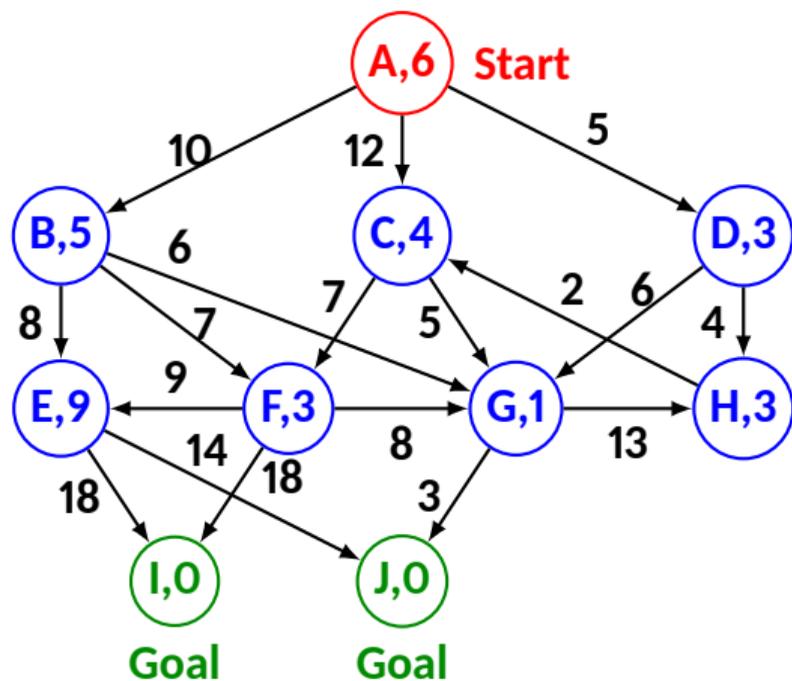
1. Set Cut-off Bound to $f(s)$
2. Perform DFBB with Cut-off Bound. Backtrack from any node whose $f(n) > \text{Cut-off Bound}$.
3. If Solution is Found, at the end of one Iteration, Terminate with Solution
4. If Solution is not found in any iteration, then update Cut-off Bound to the lowest $f(n)$ among all nodes from which the algorithm Backtracked.
5. Go to Step 2

Execution of IDA*



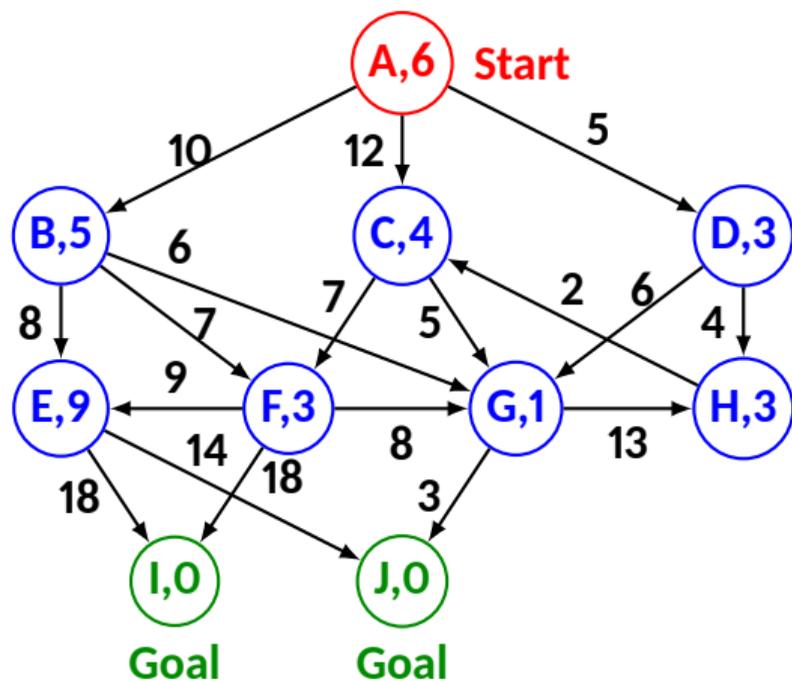
Cutoff OPEN

Execution of IDA*



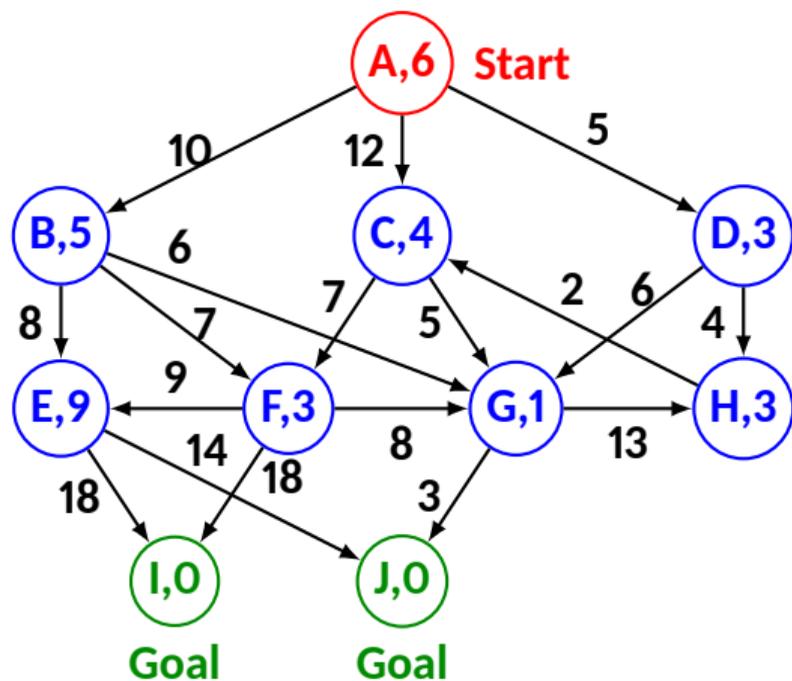
Cutoff	OPEN
6	(B,15), (C,16), (D,8)

Execution of IDA*



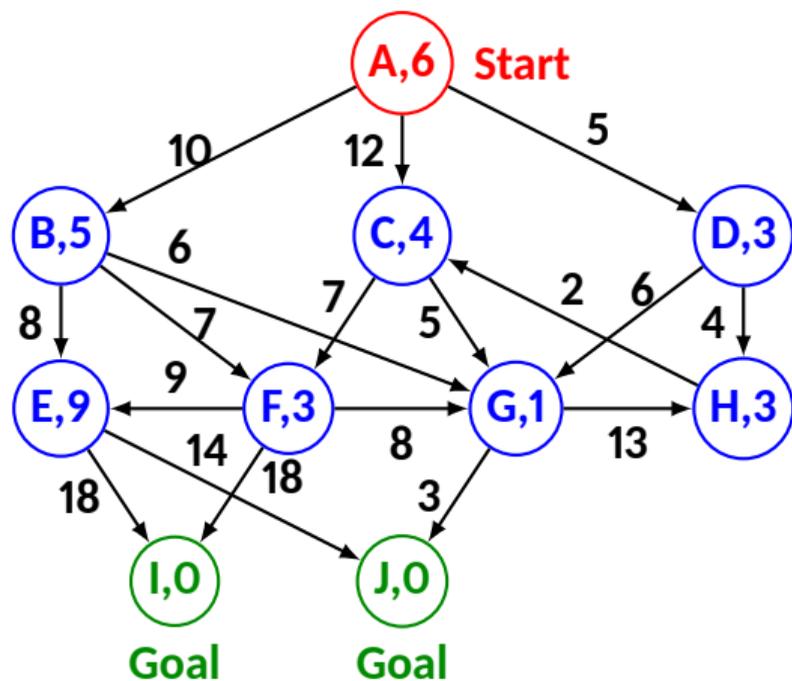
Cutoff	OPEN
6	(B,15), (C,16), (D,8)
8	(B,15), (C,16), (G,12), (H,12)

Execution of IDA*



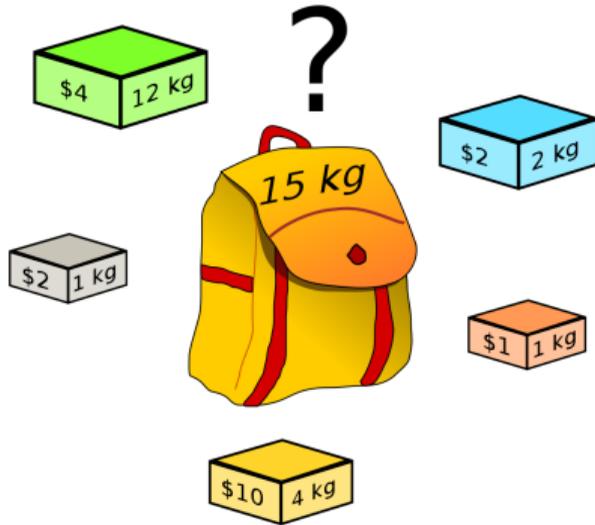
Cutoff	OPEN
6	(B,15), (C,16), (D,8)
8	(B,15), (C,16), (G,12), (H,12)
12	(B,15), (C,15), (J,14)

Execution of IDA*



Cutoff	OPEN
6	(B,15), (C,16), (D,8)
8	(B,15), (C,16), (G,12), (H,12)
12	(B,15), (C,15), (J,14)
14	Terminate

Maximization problem



- $h(n)$ should be an overestimate of the actual cost
- In the A^* algorithm, choose the node that has the largest $f(n)$ value for expansion
- What will be the state-space?
- Develop some heuristic functions and apply A^* , IDA^*

Thank you!