

# Search

## Introduction and Problem Formulation

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Lecture 3

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

- ▶ Formulate a real world problem as a search problem.
- ▶ Given a search problem, draw a portion of the search graph.

## Example: Sliding puzzles

Initial State

5	3	
8	7	6
2	4	1

Goal State

1	2	3
4	5	6
7	8	

## Example: Hua Rong Pass Puzzle



## Example: Rubik's cube



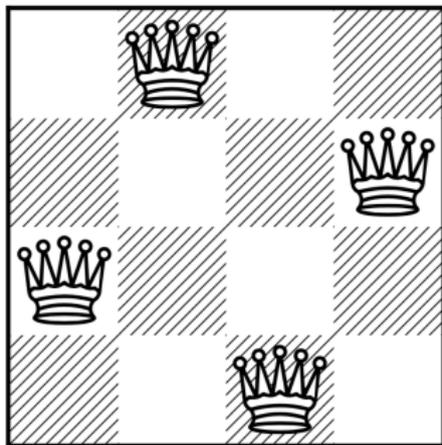
## Example: River Crossing Puzzle

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.

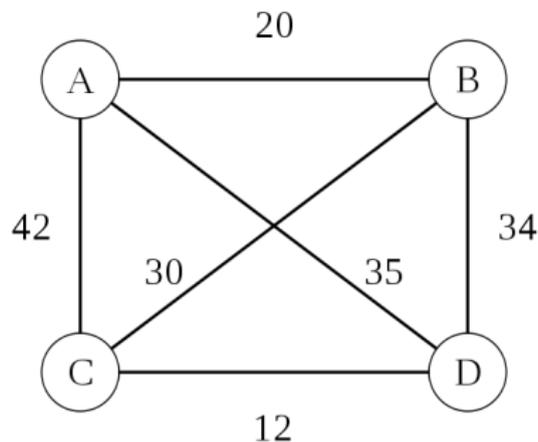
$$((((a \wedge b) \vee c) \wedge d) \vee (\neg e))$$

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>

# Why 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

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**Problem Formulation**

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## Example: 8-Puzzle

Initial State

5	3	
8	7	6
2	4	1

Goal State

1	2	3
4	5	6
7	8	

Draw the search graph

# Revisiting the learning goals

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

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