

Foundations of Artificial Intelligence

8. State-Space Search: Data Structures for Search Algorithms

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State-Space Search: Overview

Chapter overview: state-space search

- 5.–7. Foundations
- 8.–12. Basic Algorithms
 - 8. Data Structures for Search Algorithms
 - 9. Tree Search and Graph Search
 - 10. Breadth-first Search
 - 11. Uniform Cost Search
 - 12. Depth-first Search and Iterative Deepening
- 13.–19. Heuristic Algorithms

Introduction

Search Algorithms

- We now move to **search algorithms**.
- As everywhere in computer science, suitable **data structures** are a key to good performance.
 - ↪ **common** operations must be **fast**
- Well-implemented search algorithms process up to $\sim 30,000,000$ states/second on a single CPU core.
 - ↪ bonus materials (Burns et al. paper)

this chapter: some **fundamental data structures** for search

Preview: Search Algorithms

- **next chapter:** we introduce search algorithms
- **now:** short **preview** to motivate data structures for search

Example: Search Algorithm

- Starting with **initial state**,
- repeatedly **expand** a state by **generating** its **successors**.
- Stop when a **goal state** is expanded
- or **all reachable states** have been considered.

German: expandieren, erzeugen

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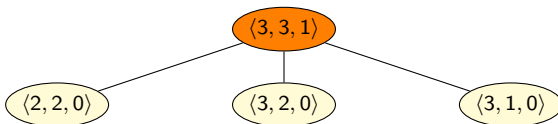
German: expandieren, erzeugen

$\langle 3, 3, 1 \rangle$

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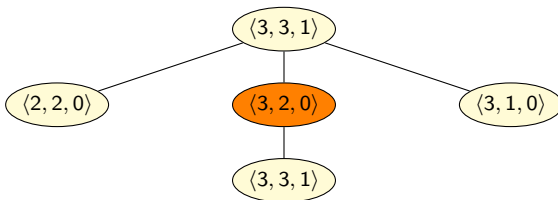
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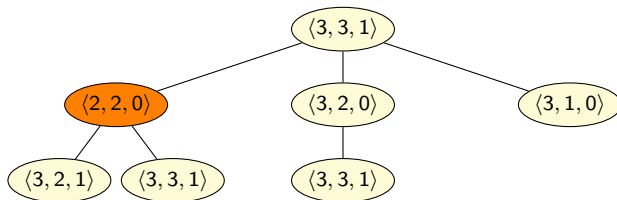
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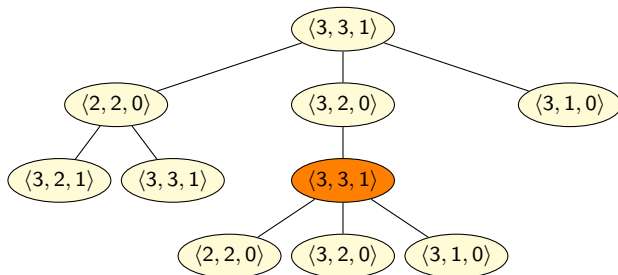
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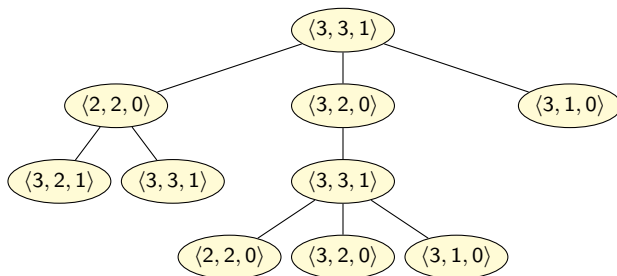
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Example: Search Algorithm

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... and so on (expansion order depends on search algorithm used)

Fundamental Data Structures for Search

We consider three abstract data structures for search:

- **search node**: stores a state that has been reached, how it was reached, and at which cost
 - ↪ nodes of the example search tree
- **open list**: efficiently organizes leaves of search tree
 - ↪ set of leaves of example search tree
- **closed list**: remembers expanded states to avoid duplicated expansions of the same state
 - ↪ inner nodes of a search tree

German: Suchknoten, Open-Liste, Closed-Liste

Not all algorithm use all three data structures, and they are sometimes implicit (e.g., in the CPU stack)

Search Nodes

Search Nodes

Search Node

A **search node** (**node** for short) stores a state that has been reached, how it was reached, and at which cost.

Collectively they form the so-called **search tree** (**Suchbaum**).

Attributes of a Search Node

Attributes of a Search Node n

$n.state$ state associated with this node

$n.parent$ search node that generated this node
(**none** for the root node)

$n.action$ action leading from $n.parent$ to n
(**none** for the root node)

$n.path_cost$ cost of path from initial state to $n.state$
that result from following the parent references
(traditionally denoted by $g(n)$)

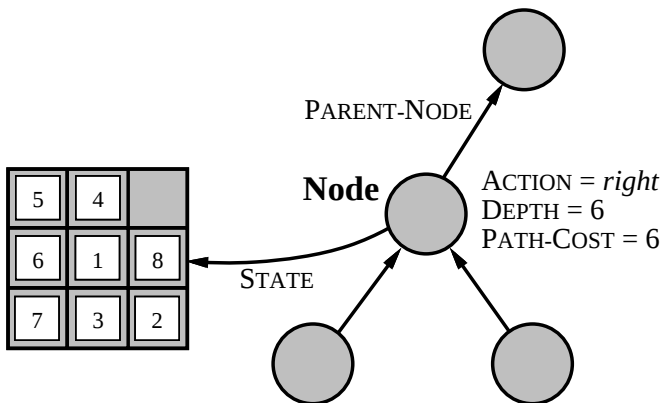
... and sometimes additional attributes (e.g., **depth** in tree)

Search Nodes: Java

Search Nodes (Java Syntax)

```
public interface State {  
}  
  
public interface Action {  
}  
  
public class SearchNode {  
    State state;  
    SearchNode parent;  
    Action action;  
    int pathCost;  
}
```

Node in a Search Tree



Implementing Search Nodes

- reasonable implementation of search nodes is easy
- advanced aspects:
 - Do we need explicit nodes at all?
 - Can we use lazy evaluation?
 - Should we manually manage memory?
 - Can we compress information?

Operations on Search Nodes: `make_root_node`

Generate root node of a search tree:

```
function make_root_node()
```

```
  node := new SearchNode
```

```
  node.state := init()
```

```
  node.parent := none
```

```
  node.action := none
```

```
  node.path_cost := 0
```

```
return node
```

Operations on Search Nodes: `make_node`

Generate child node of a search node:

```
function make_node(parent, action, state)
```

```
node := new SearchNode
```

```
node.state := state
```

```
node.parent := parent
```

```
node.action := action
```

```
node.path_cost := parent.path_cost + cost(action)
```

```
return node
```

Operations on Search Nodes: `extract_path`

Extract the path to a search node:

```
function extract_path(node)
```

```
  path :=  $\langle \rangle$ 
```

```
  while node.parent  $\neq$  none:
```

```
    path.append(node.action)
```

```
    node := node.parent
```

```
  path.reverse()
```

```
  return path
```

Open Lists

Open Lists

Open List

The **open list** (also: **frontier**) organizes the leaves of a search tree.

It must support two operations efficiently:

- determine and remove the next node to expand
- insert a new node that is a candidate node for expansion

Remark: despite the name, it is usually a very bad idea to implement open lists as simple **lists**.

Open Lists: Modify Entries

- Some implementations support **modifying** an open list entry when a shorter path to the corresponding state is found.
 - This complicates the implementation.
- ~→ We do not consider such modifications and instead use **delayed duplicate elimination** (~→ later)

Interface of Open Lists

Methods of an Open List *open*

open.is_empty() test if the open list is empty

open.pop() removes and returns the next node to expand

*open.insert(*n*)* inserts node *n* into the open list

- Different search algorithm use different strategies for the decision which node to return in *open.pop*.
- The choice of a suitable data structure depends on this strategy (e.g., stack, deque, min-heap).

Closed Lists

Closed Lists

Closed List

The **closed list** remembers expanded states to avoid duplicated expansions of the same state.

It must support two operations efficiently:

- insert a node whose state is not yet in the closed list
- test if a node with a given state is in the closed list; if yes, return it

Remark: despite the name, it is usually a very bad idea to implement closed lists as simple **lists**. (**Why?**)

Interface and Implementation of Closed Lists

Methods of a Closed List *closed*

*closed.insert(*n*)* insert node *n* into *closed*;
if a node with this state already exists in *closed*,
replace it

*closed.lookup(*s*)* test if a node with state *s* exists in the closed list;
if yes, return it; otherwise, return **none**

- Hash tables with states as keys can serve as efficient implementations of closed lists.

Summary

Summary

- **search node:**
represents states reached during search
and associated information
- **node expansion:**
generate successor nodes of a node by applying all actions
applicable in the state belonging to the node
- **open list** or **frontier:**
set of nodes that are currently candidates for expansion
- **closed list:**
set of already expanded nodes (and their states)