

Foundations of Artificial Intelligence

6. State-Space Search: Representation of State Spaces

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State-Space Search: Overview

Chapter overview: state-space search

- 5.–7. Foundations
 - 5. State Spaces
 - 6. Representation of State Spaces
 - 7. Examples of State Spaces
- 8.–12. Basic Algorithms
- 13.–19. Heuristic Algorithms

Representation of State Spaces

Representation of State Spaces

- practically interesting state spaces are often **huge** (10^{10} , 10^{20} , 10^{100} states)
- How do we **represent** them, so that we can efficiently deal with them algorithmically?

three main options:

- ① as **explicit** (directed) graphs
- ② with **declarative** representations
- ③ as a **black box**

German: explizite Graphen, deklarative Repräsentationen, Black Box

Explicit Graphs

State Spaces as Explicit Graphs

State Spaces as Explicit Graphs

represent state spaces as **explicit directed graphs**:

- vertices = states
- directed arcs = transitions

↔ represented as **adjacency list** or **adjacency matrix**

German: Adjazenzliste, Adjazenzmatrix

Example (explicit graph for 8-puzzle)

`puzzle8.graph`

State Spaces as Explicit Graphs: Discussion

discussion:

- **impossible** for **large** state spaces (too much space required)
- if spaces small enough for explicit representations, solutions easy to compute: **Dijkstra's algorithm**
 $O(|S| \log |S| + |T|)$
- interesting for time-critical **all-pairs-shortest-path** queries (examples: route planning, path planning in video games)

Declarative Representations

State Spaces with Declarative Representations

State Spaces with Declarative Representations

represent state spaces **declaratively**:

- **compact** description of state space as input to algorithms
 \rightsquigarrow state spaces **exponentially larger** than the input
 - algorithms directly operate on compact description
- \rightsquigarrow allows automatic reasoning about problem:
reformulation, simplification, abstraction, etc.

Example (declarative representation for 8-puzzle)

```
puzzle8-domain.pddl + puzzle8-problem.pddl
```

Black Box

State Spaces as Black Boxes

State Spaces as Black Boxes

Define an **abstract interface** for state spaces.

For state space $\mathcal{S} = \langle S, A, cost, T, s_0, S_* \rangle$

we need these methods:

- **init()**: generate initial state
result: state s_0
- **is_goal(s)**: test if s is a goal state
result: **true** if $s \in S_*$; **false** otherwise
- **succ(s)**: generate applicable actions and successors of s
result: sequence of pairs $\langle a, s' \rangle$ with $s \xrightarrow{a} s'$
- **cost(a)**: gives cost of action a
result: $cost(a) (\in \mathbb{N}_0)$

Remark: we will extend the interface later
in a small but important way

State Spaces as Black Boxes: Example and Discussion

Example (Black Box Representation for 8-Puzzle)

demo: `puzzle8.py`

- in the following: focus on black box model
- explicit graphs only as illustrating examples
- near end of semester: declarative state spaces
(classical planning)

Summary

Summary

- state spaces often **huge** ($> 10^{10}$ states)
 \rightsquigarrow **how to represent?**
- **explicit graphs**: adjacency lists or matrices;
 only suitable for small problems
- **declaratively**: compact description as input
 to search algorithms
- **black box**: implement an abstract interface