

Previous class

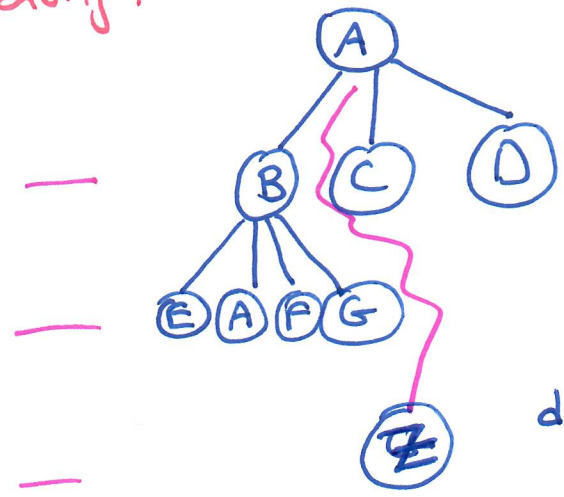
- Search: searching for a solution
 find a sequence of actions that will take the agent from the initial state to the goal state
- Process: initialize a search tree with the initial state as the root
 the nodes of the tree contain the state (and other information)
 expand the tree until ~~we find the goal state~~
- The unexpanded nodes are kept in a list called the **frontier**.
- Ending question was:
 Should we discard or store the expanded nodes?

The example we are using: Finding a route (path) between two cities.
 (A map with distances is given.)

This class

- Uninformed search strategies
- Evaluating search strategies

Expanding the search tree



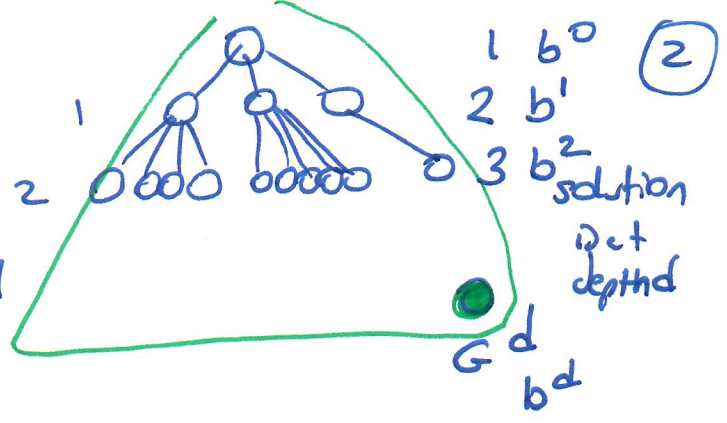
frontier
 A B, C, D
 B, C, D
 C, D
 DFS BFS
 E A F G C D C D E A F G
 z = goal
 d is not ∞

BFS:

- complete? yes
- time complexity both exponential
- space complexity BFS exponential
 DFS

DFS
 complete? no
 (without ~~for~~ subject
 duplicates)

time complexity
 consider the worst case
 BFS

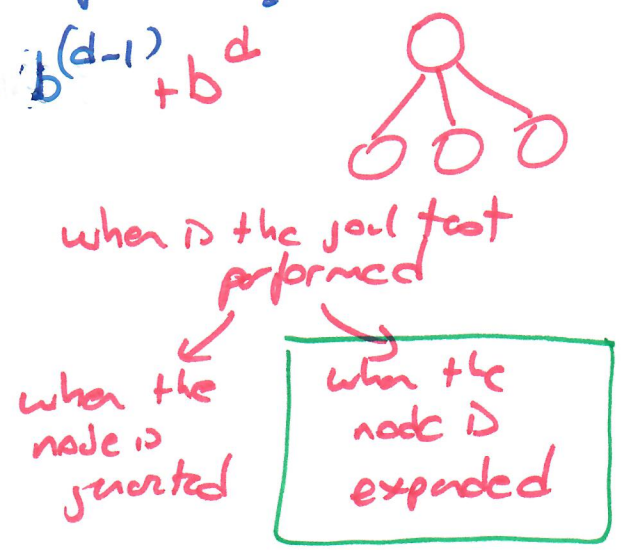


expand
 how many nodes will
~~be expanded~~
 have been expanded when we find G?

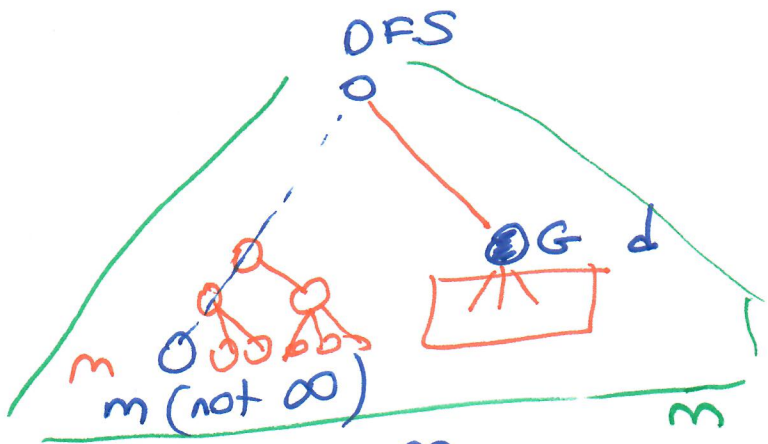
$$1 + b + b^2 + \dots + b^{(d-1)} + b^d$$

$$O(b^{d-1})$$

$$O(b^d)$$

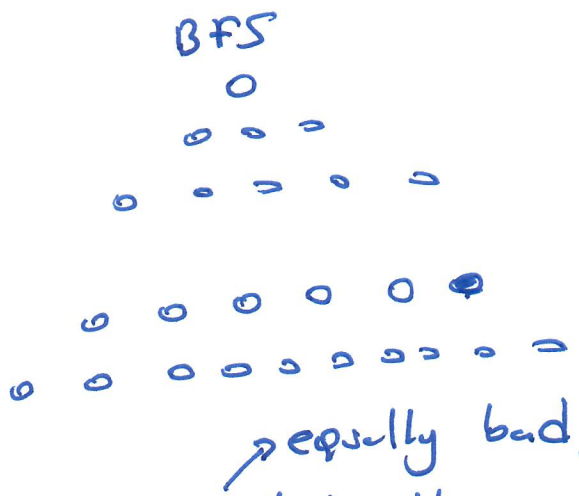


DFS
 upto the maximum depth



$$b^m$$

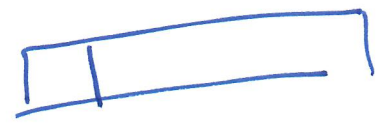
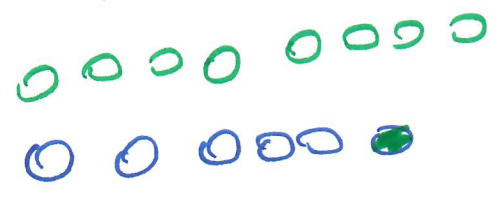
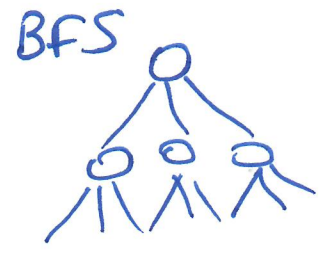
$$O(b^m)$$



equally bad!
 both exponential in the worst case

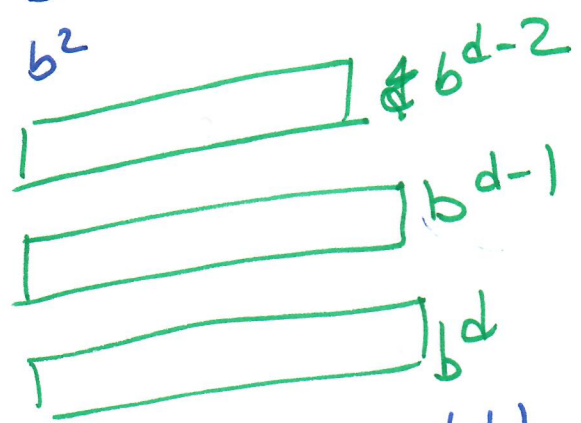
$d = 100$ $m = 150$
 $b = 10$ 10^{100} 10^{150}
 10^{80} subatomic particles in the universe

- space complexity
maximum # of nodes stored
↓
(frontier)



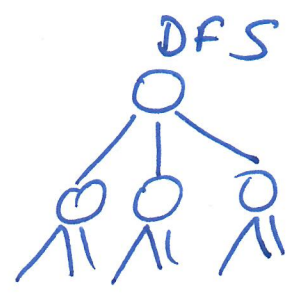
b

b²



$O(b^d)$

$O(b^{d-1})$



b^{d-2}
 b^{d-1}

