Prolog Search

Implementing Search in Prolog

- How to represent the problem
- Uninformed Search
  - depth first
  - breadth first
  - iterative deepening search
- Informed Search
  - Hill climbing
  - Graph Search
    - which can do depth first, breadth first, best first, Algorithm A, Algorithm A*, etc.

Representing the Problem

- Represent the problem space in terms of these predicates:
  - goal/1
  - start/1
  - arc/3, arc/2
- **goal(S)** is true iff S is a goal state.
- **start(S)** is true iff S is an initial state.
- **arc(S1,S2,N)** is true iff there is an operator of cost N that will take us from state S1 to state S2.
- arc(S1,S2) :- arc(S1,S2,_)

Sam Lloyd's 15 puzzle

- The eight puzzle is a reduced version of the "fifteen puzzle" which is often attributed to the famous American game and puzzle designer Sam Loyd (1841-1911)

  He invented the modern version of Parcheesi.
- He didn't invent it, but he did invent a variation where the 114 and 15 tiles are swapped, with all other tiles in place.
- In the 1870's he offered a $1000 prize for whoever could solve this.
- He knew however that this puzzle could not possibly be solved.
- The 20,000,000,000,000 states form two disconnected semi-spaces
- He made a lot of money on this puzzle.

Eight Puzzle Example

- Represent a state as a list of the eight tiles and o for blank.
- E.g., [1,2,3,4,o,5,6,7,8] for

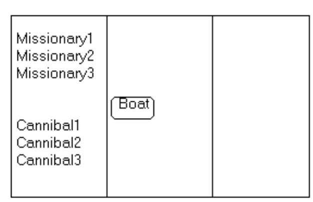
1	2	3
4	o	5
6	7	8

```
goal([1,2,3,
      4,o,5,
      6,7,8]).
arc([o,B,C,
     D,E,F,
     G,H,I],
    [B,o,C,
     D,E,F,
     G,H,I]).
```

Missionaries and Cannibals

There are 3 missionaries, 3 cannibals, and 1 boat that can carry up to two people on one side of a river.

- **Goal**: Move all the missionaries and cannibals across the river.
- **Constraint:** Missionaries can never be outnumbered by cannibals on either side of river, or else the missionaries are killed.
- **State:** configuration of missionaries and cannibals and boat on each side of river.
- **Operators:** Move boat containing some set of occupants across the river (in either direction) to the other side.



3 Missionaries and 3 Cannibals wish to cross the river. They have a boat that will carry two people. Everyone can navigatethe boat. If at any time the Cannibals outnumber the missionaries on either bank of the river, they will eat the Missionaries. Find the smallest number of crossings that will allow everyone to cross the river safely.
The problem can be solved in 11 moves. But people rarely get the optimal solution, because the MC problem contains a 'tricky' state at the end, where two people move back across the river.

Missionaries and Cannibals Solution

```
                                             Near side
  Far side
0 Initial setup:                     MMMCCC  B        -
1 Two cannibals cross over:          MMMC          B  CC
2 One comes back:                    MMMCC   B        C
3 Two cannibals go over again:       MMM           B  CCC
4 One comes back:                    MMMC    B        CC
5 Two missionaries cross:            MC            B  MMCC
6 A missionary & cannibal return:    MMCC    B        MC
7 Two missionaries cross again:      CC            B  MMMC
8 A cannibal returns:                CCC     B        MMM
9 Two cannibals cross:               C             B  MMMCC
10 One returns:                      CC      B        MMMC
11 And brings over the third:        -             B  MMMCCC
```

Missionaries and Cannibals

```
% Represent a state as
% [ML,CL,MR,CL,B]
start([3,3,0,0,left]).
goal([0,0,3,3,X]).

% eight possible moves…
arc([ML,CL,MR,CR,left],
   [ML2,CL,MR2,CR,right]):-
  % two Ms row right
  MR2 is MR+2,
  ML2 is ML-2,
  legal(ML2,CL2,MR2,CR2).

arc([ML,CL,MR,CR,left],
     [ML2,CL,MR2,CR,right]):-
  % one M & one C row right
  MR2 is MR+1,
  ML2 is ML-1,
  CR2 is CR+1,
  CL2 is CL-1,
  legal(ML2,CL2,MR2,CR2).

legal(ML,CL,MR,CL) :-
  % is this state a legal one?
  ML>0, CL>0, MR>0, CL>0,
  ML>=CL, MR>=CR.
```

Depth First Search (1)

%% this is surely the simplest possible DFS.

```
dfs(S,[S]) :- goal(S).
dfs(S,[S|Rest]) :-
    arc(S,S2),
    dfs(S2,Rest).
```

Depth First Search (2)

%% this is surely the simplest possible DFS:-

```
:- ensure_loaded(showPath).
dfs :- dfs(Path), showPath(Path).
dfs(Path) :- start(S), dfs(S,Path).
dfs(S,[S]) :- goal(S).
dfs(S,[S|Rest]) :-
    arc(S,S2),
    dfs(S2,Rest).
```

Showpath

```
:- use_module(library(lists)).

%% Print a search path
showPath(Path) :-
  Path=[First|_],
  last(Path,Last),
  nl, write('A solution from '),
  showState(First),
  write(' to '),
  showState(Last),
  nl,
  foreach1(member(S,Path),(write('  '), showState(S), nl)).

% call Action for each way to prove P.
foreach1(P,Action) :- P,once(Action),fail.
foreach1(_,_).

%% once(P) execute's P just once.
once(P) :- call(P), !.

showState(S) :- writeState(S) -> true| write(S).
```

Depth First Search which avoids loops

```
/* this version of DFS avoids loops by keeping track of the path
   as it explores.  It's also tail recursive! */
:- ensure_loaded(library(lists)).

dfs(S,Path) :-
   dfs1(S,[S],ThePath),
   reverse(ThePath,Path).

dfs1(S,Path,Path) :- goal(S).
dfs1(S,SoFar,Path) :-
  arc(S,S2),
  \+(member(S2,SoFar)),
  dfs1(S2,[S2|SoFar], Path).
```

Breadth First Search

```
bfs :- start(S), bfs(S).

bfs(S) :-
   empty_queue(Q1),
   queue_head(S,Q1,Q2),
   bfs1(Q2).

bfs1(Q) :-
   queue_head(S,_,Q),
   arc(S,G),
   goal(G).

bfs1(Q1) :-
   queue_head(S,Q2,Q1),
   findall(X,arc(S,X), Xs),
   queue_last_list(Xs,Q2,Q3),
   bfs1(Q3).
```

Breadth First Search

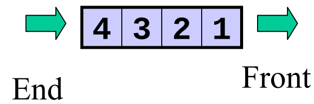
```
:- use_module(library(queues)).

bfs(S,Path) :-
   empty_queue(Q1),
   queue_head([S],Q1,Q2),
   bfs1(Q2,Path).

bfs1(Q,[G,S|Tail]) :-
   queue_head([S|Tail],_,Q),
   arc(S,G),
   goal(G).

bfs1(Q1,Solution) :-
   queue_head([S|Tail],Q2,Q1),
   findall([Succ,S|Tail],
        (arc(S,Succ), \+member(Succ,Tail)),
        NewPaths),
   queue_last_list(NewPaths,Q2,Q3),
   bfs1(Q3,Solution).
```

Note on Queues



- :- use_module(library(queues))
- **empty_queue(?Q)**
  - Is true if Q is a queue with no elements.
- **queue_head(?Head, ?Q1, ?Q2)**
  - Q1 and Q2 are the same queues except that Q2 has Head inserted in the front. Can be used to insert or delete from the head of a Queue.
- **queue_last(?Last, ?Q1, ?Q2)**
  - Q2 is like Q1 but have Last as the last element in the queue. Can be used to insert or delete from the end of a Queue.
- **list _ queue(+List, ?Q)**
  - Q is the queue representation of the elements in list List.
- Note: Queues are represented as a pair (L,Hole) where list L ends with a variable unified with Hole.

More on Queues

```
enqueue(X,Qin,Qout) :-
  queue_last(X,Qin,Qout).

dequeue(X,Qin,Qout) :-
  queue_head(X,Qout,Qin).
```

Iterative Deepening

```
id(S,Path) :-
   from(Limit,1,5),
   id1(S,0,Limit,Path).

id1(S,Depth,Limit,[S]) :-
   Depth<Limit,
   goal(S).

id1(S,Depth,Limit,[S|Rest]) :-
   Depth<Limit,
   Depth2 is Depth+1,
   arc(S,S2),
   id1(S2,Depth2,Limit,Rest).
```

```
% from(-Var,+Val,+Inc)
% instantiates Var to #s
% beginning with Val &
% incrementing by Inc.

from(X,X,Inc).
from(X,N,Inc) :-
  N2 is N+Inc,
  from(X,N2,Inc).
```

```
| ?- from(X,0,5).
X = 0 ? ;
X = 5 ? ;
X = 10 ? ;
X = 15 ? ;
X = 20 ? ;
X = 25 ? ; ...
yes
| ?-
```

Informed Search

- For informed searching we'll assume a heuristic function *h(+S,?D)* that relates a state to an estimate of the distance to a goal.
- Hill climbing
- Best first search
- General graph search which can be used for
  - depth first search
  - breadth first search
  - best first search
  - Algorithm A
  - Algorithm A*

Hill Climbing

```
hc(Path) :- start(S), hc(S,Path).

hc(S,[S]) :- goal(S), !.

hc(S,[S|Path]) :-
  h(S,H),
  findall(HSS-SS,
          (arc(S,SS),h(SS,Dist)),
           L),
  keysort(L,[BestD-BestSS|_]),
  H>BestD -> hc(BestSS,Path)
             ;   (dbug("Local max:~p~n", [S]), fail).
```

Best First Search

```
:- ensure_loaded(showPath).
:- ensure_loaded(dbug).
:- use_module(library(lists)).

/* best first search is like dfs but we chose as the next node to expand  the one that
   seems closest to the goal using the heuristic function h(?S,-D) */

bestfs :- bestfs(Path), showPath(Path).

bestfs(Path) :- start(S), bestfs(S,Path).

bestfs(S,[S]) :- goal(S), !.

bestfs(S,[S|Path]) :-
  findall(Dist-SS,
        (arc(S,SS), h(SS,Dist)),
        L),
  keysort(L,SortedL),
  member(_-NextS,SortedL),
  bestfs(NextS,Path).
```

Graph Search

The graph is represented by a collections of facts of the form: **node(S,Parent,Arcs,G,H)** where

- **S** is a term representing a state in the graph.
- **Parent** is a term representing S's immediate parent on the best known path from an initial state to S.
- **Arcs** is either *nil* (no arcs recorded, i.e. S is in the set open) or a list of terms *C-S2* which represents an arc from S to S2 of cost C.
- **G** is the cost of the best known path from the state state to S.
- **H** is the heuristic estimate of the cost of the best path from S to the nearest goal state.

Graph Search

In order to use gs, you must define the following predicates:

- **goal(S)** true if S is a term which represents the goal state.
- **arc(S1,S2,C)** true iff there is an arc from state S1 to S2 with cost C.
- **h(S,H)** is the heuristic function as defined above.
- **f(G,H,F)** F is the meteric used to select which nodes to expand next. G and H are as defined above. Default is *"f(G,H,F) :- F is G+H."*.
- **start(S)** (optional) S isthe state to start searching from.

```
gs(Start,Solution) :-
  retractall(node(_,_,_,_,_)),
  addState(Start,Start,0,0),
  gSearch(Path),
  reverse(Path,Solution).

gSearch(Solution) :-
  select(State),
  (goal(State)
   -> collect_path(State,Solution)
      |(expand(State),gSearch(Solution))).

select(State) :-
  % find open state with minimal F value.
  findall(F-S,
   (node(S,P,nil,G,H),f(G,H,F)), OpenList),
  keysort(OpenList,[X-State|Rest]).

expand(State) :-
  dbug("Expanding state ~p.~n",[State]),
  retract(node(State,Parent,nil,G,H)),
  findall(ArcCost-Kid,
     (arc(State,Kid,ArcCost),
       add_arc(State,Kid,G,ArcCost)),
     Arcs),
   assert(node(State,Parent,Arcs,G,H)).

add_arc(Parent,Child,ParentG,ArcCost) :-
  % Child is a new state, add to the graph.
  (\+node(Child,_,_,_,_)),
  G is ParentG+ArcCost,
  h(Child,H),
  dbug("Adding state ~p with parent ~p and
   cost ~p.~n",[Parent,Child,G]),
  assert(node(Child,Parent,nil,G,H)), !.

add_arc(Parent,Child,ParentG,ArcCost) :-
  % Child state is already in the graph.
  % update cost if the new path better.
  node(Child,_CurrentParent,Arcs,CurrentG,H),
  NewG is ParentG+ArcCost,
  CurrentG>NewG, !,
  dbug("Updating ~p 's cost thru ~p to
   ~p.~n",[State,Parent,NewG]),
  retract(node(Child,_,_,_,_)),
  assert(node(Child,Parent,Arcs,NewG,H)),
  % better way to get to any grandKids?
  foreach(member(ArcCost-Child,Arcs),
    (NewCostToChild is NewG+ArcCost,
    update(Child,State,NewCostToChild))).

add_arc(_,_,_,_).

collect_path(Start,[Start]) :-
  node(Start,Start,_Arcs,0,_H).
collect_path(S,[S|Path]) :-
  node(S,Parent,_,_,_),
  collect_path(Parent,Path).
```

Note on Sorting

- sort(+L1,?L2)
  - Elements of the list L1 are sorted into the standard order and identical elements are merged, yielding the list L2.

    | ?- sort([f,s,foo(2),3,1],L).

    L = [1,3,f,s,foo(2)] ?
- keysort(+L1,?L2)
  - List L1 must consist of items of the form *Key-Value*. These items are sorted into order w.r.t. Key, yielding the list L2. No merging takes place.

    | ?- keysort([3-bob,9-mary,4-alex,1-sue],L).

    L = [1-sue,3-bob,4-alex,9-mary] ?
  - Example:

    youngestPerson(P) :-

    findall(Age-Person,(person(Person),age(Person,Age)),L),

    keysort(L,[_-P|_].