CS540 Introduction to Artificial Intelligence

Lecture 19

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Summary

Discussion

Coordination Game

Admin

Traveling Salesperson Example

Motivation

Local Search

Motivation

- Local search is about searching through a state space by iteratively improving the cost to find an optimal or near-optimal state.
- The successor states are called the neighbors (sometimes move set).
- The assumption is that similar (nearby) solutions have similar costs.

Hill Climbing (Valley Finding)

Description

- Start at a random state.
- Move to the best neighbor state (one of the successors).
- Stop when all neighbors are worse than the current state.
- The idea is similar to gradient descent.

Boolean Satisfiability Example 1

Quiz

Boolean Satisfiability Example 2

Quiz

Random Restarts

Discussion

- A simple modification is picking random initial states multiple times and finding the best among the local minima.

First Choice Hill Climbing

Discussion

- If there are too many neighbors, randomly generate neighbors until a better neighbor is found.
- This method is called first choice hill climbing.

Walk SAT Example

Discussion

- Pick a random unsatisfied clause.
- Select and flip a variable from that clause:

1. With probability p, pick a random variable.
2. With probability $1 - p$, pick the variable that maximizes the number of satisfied clauses.

- Repeat until the solution is found.
- Walk SAT uses the idea of stochastic hill climbing.

Simulated Annealing

Description

- Each time, a random neighbor is generated.
- If the neighbor has a lower cost, move to the neighbor.
- If the neighbor has a higher cost, move to the neighbor with a small probability.
- Stop until bored.
- It is a version of Metropolis-Hastings Algorithm.

Annealing

Definition

- The annealing process of heated solids.
- Anneal: to subject (glass or metal) to a process of heating and slow cooling to toughen and reduce brittleness.
- Alloys manage to find a near global minimum energy state when heated and then slowly cooled.

Acceptance Probability

Definition

- The probability of moving to a state with a higher cost should be small.

1. Constant: $p = 0.1$
2. Decreases with time: $p = \frac{1}{t}$
3. Decreases with time and as the energy difference increases: $p = \exp\left(-\frac{|f(s') - f(s)|}{T(t)}\right)$

- The algorithm corresponding to the third idea is called simulated annealing. The Temperature function $T(t)$ should be a decreasing in time t (iteration number).

Temperature

Definition

- T represents temperature which decreases over time. For example, the temperature can change arithmetically or geometrically.

$$T(t+1) = \max\{T(t) - 1, 1\}, T(0) = \text{ large}$$

$$T(t+1) = 0.9T(t), T(0) = \text{ large}$$

- High temperature: almost always accept any s'.
- Low temperature: first choice hill climbing.

Simulated Annealing Example 1

Quiz

Simulated Annealing Example 2

Quiz

Simulated Annealing Performance

Discussion

- Use hill-climbing first.
- Neighborhood design is the most important.
- In theory, with infinitely slow cooling rate, Simulated Annealing finds global minimum with probability 1.