Breadth First Search and Beam Search over a Lattice of Hypothesis Classes

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Algorithm 1 Breadth First Search.

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1: Input: A lattice over hypotheses
2: Input: A Quality criterion
3: Output: Hypotheses which satisfies the given quality criterion
 4: Initialize a Queue
5: // Null Set
 6: Answer = \phi
 7: // Null Hypothesis
8: Enqueue(\Phi)
   while Queue is not empty do
     h = \text{Dequeue}()
10:
      // Check whether h statisfies the quality criterion
11:
      if qualifies(h) then
12:
        // Add h to the Answer set; Possible alongwith a score
13:
        \text{Answer} = \text{Answer} \cup h
14:
        // Enqueue all the immediate unvisited descendents,
15:
        // Which is essentially the set of immediate refinements
        // or specializations of h
17:
        Enqueue(\rho(h))
18:
        Mark h as visited
19:
20:
      else
        // Assuming Antimonotonic Quality Criteria
21:
        // Option1 : Do nothing
22:
        // Option2 : Mark all the descendants of h as Visited, to speed up
23:
        searching.
24:
      end if
25: end while
```

Algorithm 2 Beam Search.

- 1: Input: A lattice over hypotheses
- 2: Input: A Quality criterion
- 3: Input: "Utility" function to compute locally best path
- 4: Output : Hypotheses which satisfies the given quality criterion
- 5: Answer = ϕ
- 6: $h = \Phi$
- 7: Mark h as visited
- 8: repeat
- 9: **if** qualifies(h) **then**
- 10: Answer = Answer $\cup h$
- 11: Mark all the immediate unvisited descendants of h as visited
- 12: h =The hypotheses among the immediate unvisited descendants of h
- $^{13:}$, which maximizes the given "Utility" Function; NULL if no such node exits.
- 14: end if
- 15: **until** h is not NULL