

# Can a learning robot solve a 2-D jeep problem?

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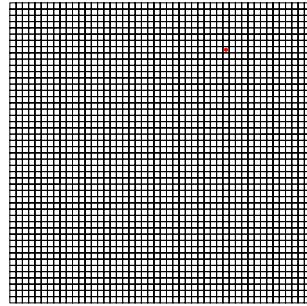
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## Looking for “a-needle-in-a-haystack”



## A needle hidden in a huge grid world



Can a navigation robot reach it?



A 2-D version of a-needle-in-a-haystack.

## What is a-needle-in-a-haystack



“Find  $x$  (among  $N$  items) such that  $F(x) = 1$ ”

when

only  $x$  fulfills  $F(x) = 1$  while  $F(x) = 0$  for all others.

(We might call  $F(x)$  a fitness function of this problem.)

$O(N)$  steps are necessary!

## How we search the needle as efficiently as possible?



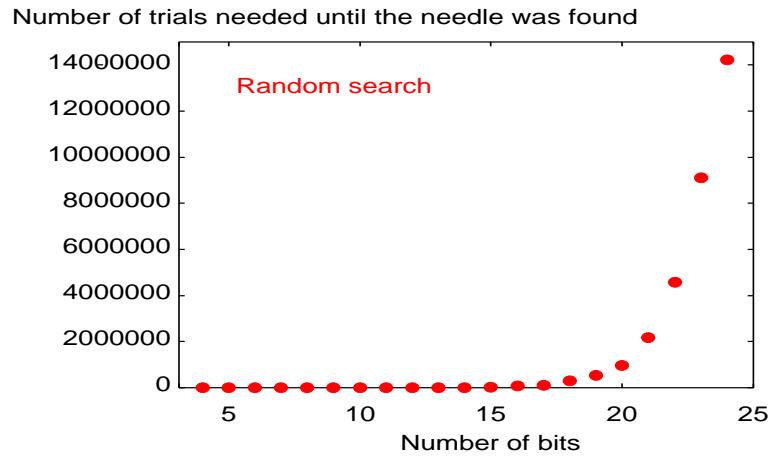
More efficient than a Random/Exhaustive search?

## Hinton & Nowlan's Needle (1987)



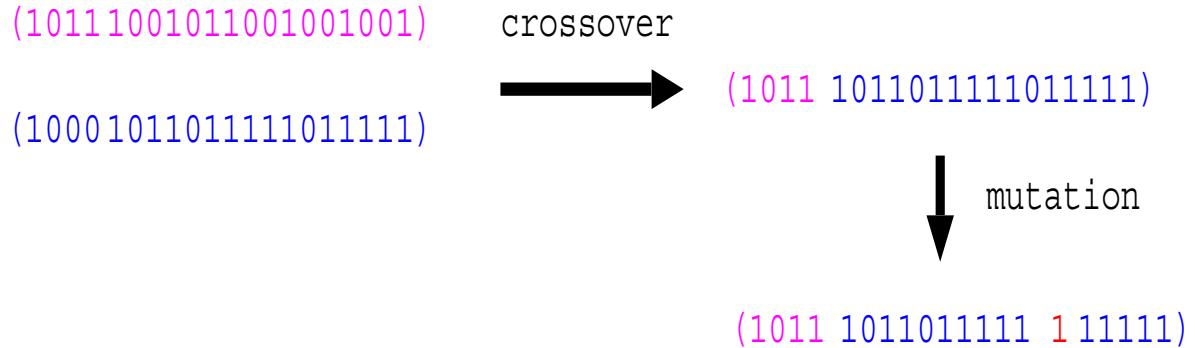
- A-needle  $\Rightarrow$  Just one configuration of 20-bit binary strings.
- Haystack  $\Rightarrow 2^{20} - 1$  search points.

## Their choice of 20-bit was a good one!



Hence, their experiment was not a very difficult one.

## How we evolve all-fitness-0 chromosomes?



- What about the task called “All-one-problem?”

$$(9 \times 14 \Rightarrow 16 \Rightarrow 17 \text{ vs. } 0 \times 0 \Rightarrow 0 \Rightarrow 0)$$

## Hinton & Nowlan's brilliant trick

Evolution under Baldwin effect

— Lifetime learning of phenotype

A genotype:

(10901099011001001091)

Its phenotype:

(10101001011001001001)  
(10001011011001001011)

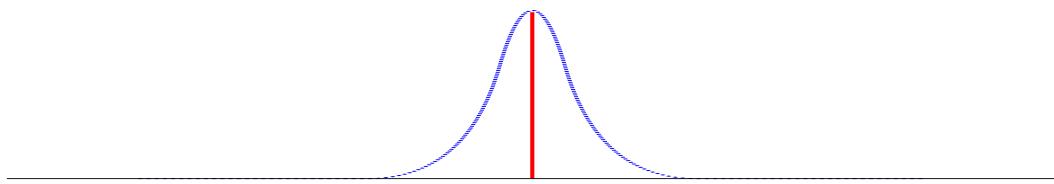
...

## Their assumption

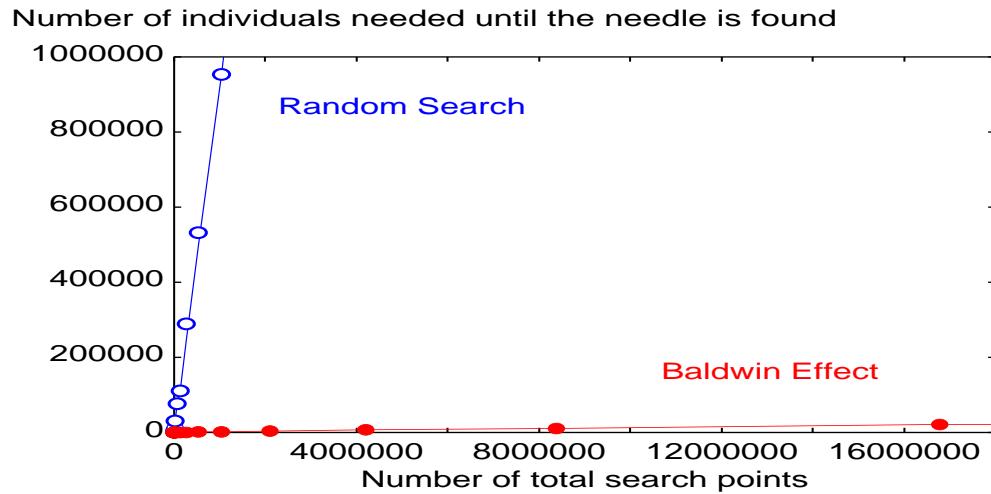
The closer the *genotype* to the needle,  
the faster the learning of *phenotype*.



This makes the sharp-fitness-peak a more smooth one.



## Baldwin effect looks great!



## Are we really happy with this?

Why should we continue evolution  
when lifetime-learning already has found the needle?

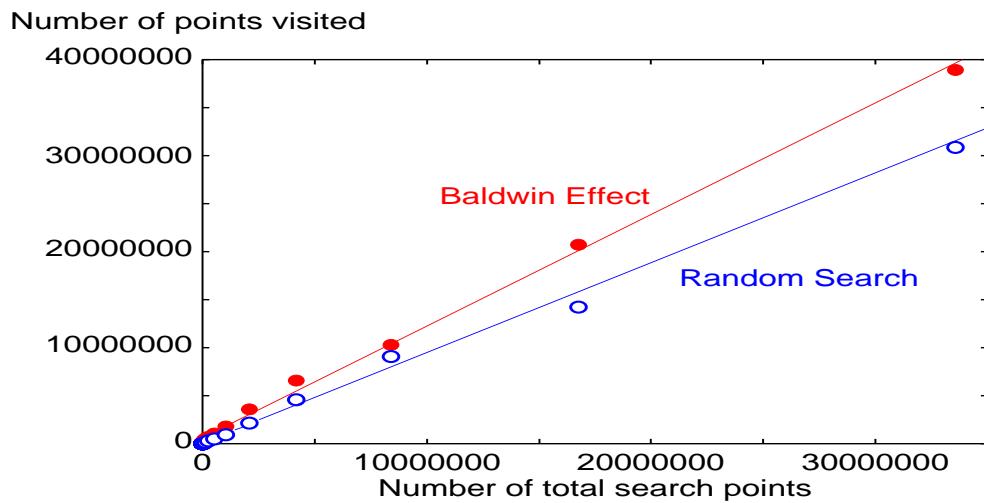


(Turney 1987)

*“Not from an engineering but a biological interest.”*

## Still we are not so happy.

*The number of **individuals**, or the number of total **points** visited?*

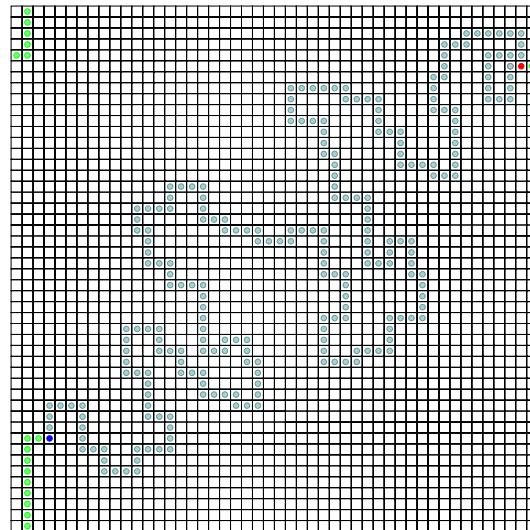


## Effect of like-to-hear-what-we'd-like-to-hear?

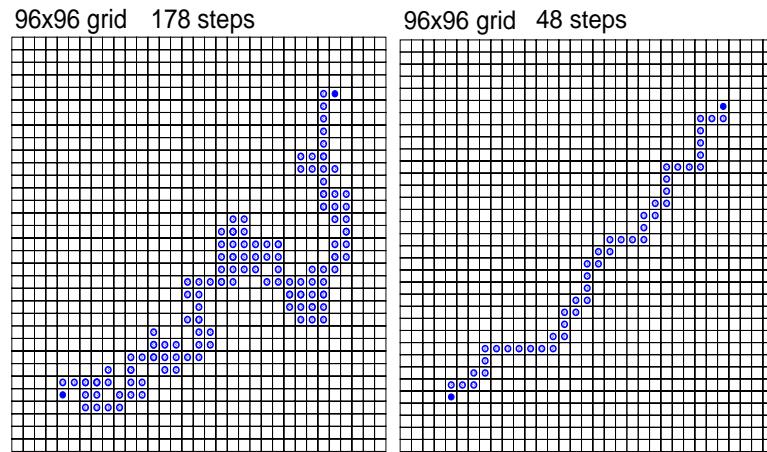


An intelligent strategy is sometimes worse than a random one!

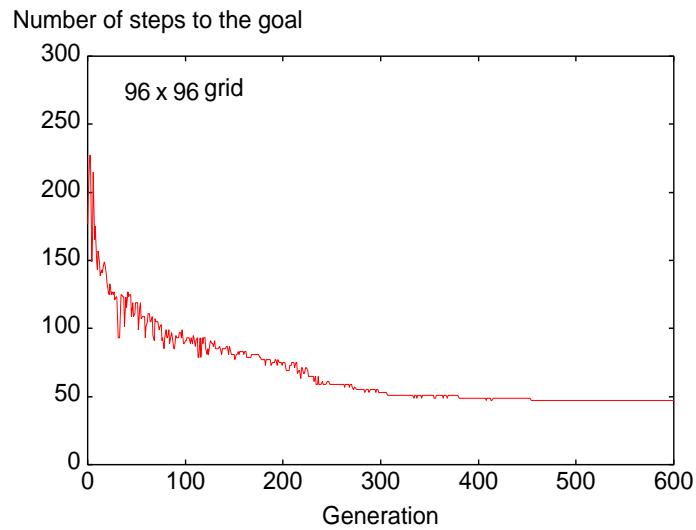
## A random walk to the needle



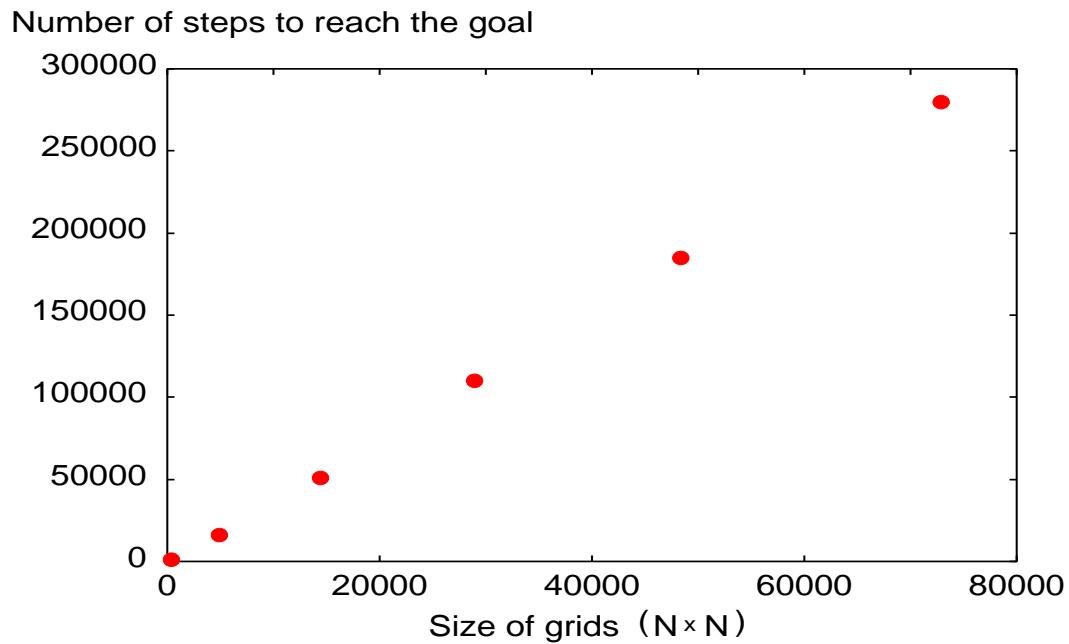
## Random walk evolved to be minimized



## Evolution successful

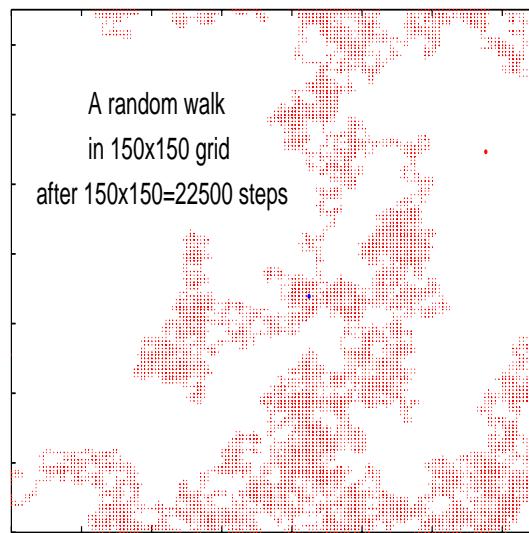


## Number of steps grows linearly

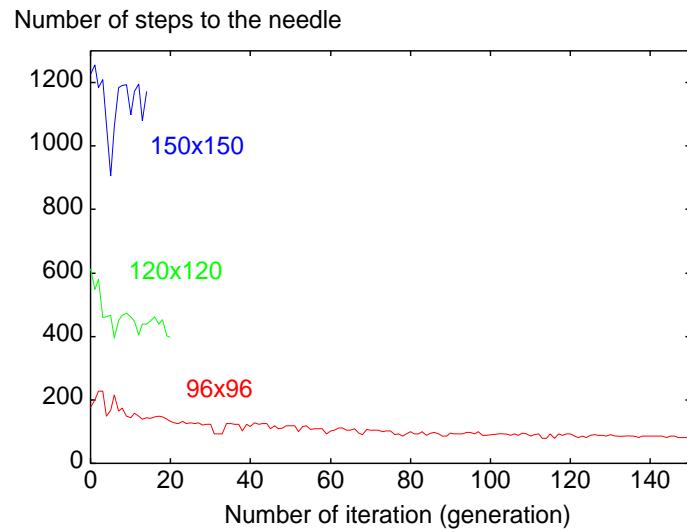


## What if the grid is huge?

It seems less likely to reach the needle by chance.



## Evolution will be harder as grid becomes larger



**A success at a small scale  
is not a royal road to a real success.**

## The Jeep Problem

The 52nd problem

in the

“*Propositiones ad acuendos inventes*” (in Latin)

attributed to

Alcuin of York (732–804)



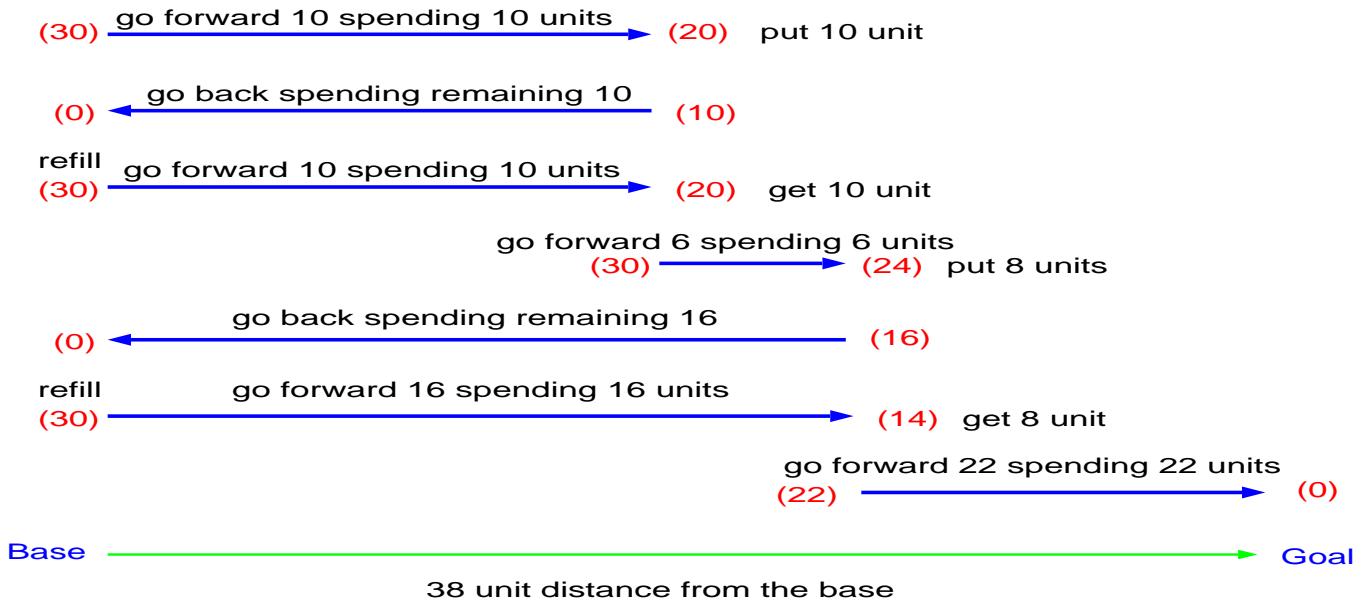
Camel carrying grain in a desert.

## The task in the modern version

Maximize the distance a Jeep can penetrate into 1-D desert.

- Jeep can move a unit distance with a unit fuel.
- Jeep can unload its fuels anywhere in the desert.
- Fuels can be filled only at the base.
- Jeep can go back to the base  $n$  times to re-fill its tank.

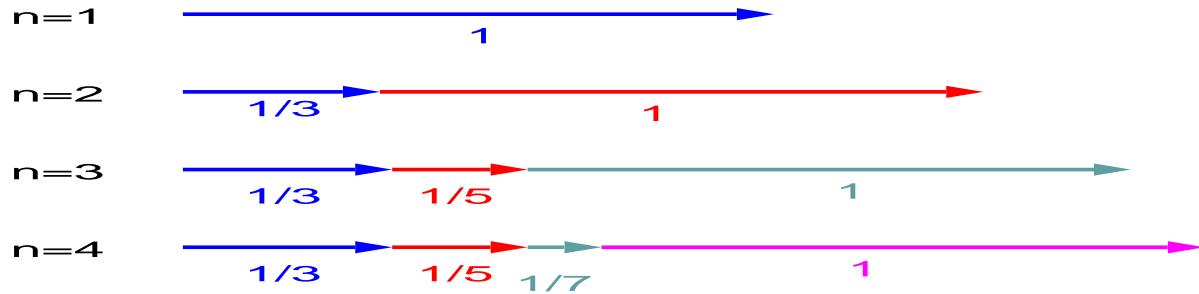
## An example of a success



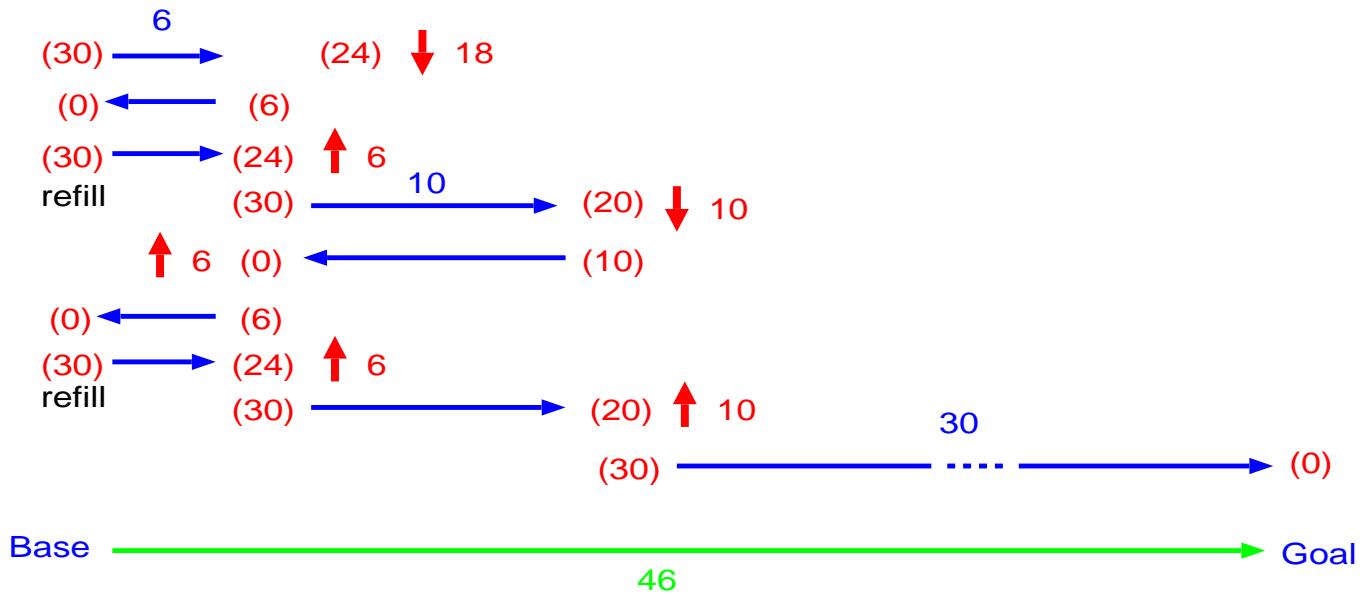
# An analytical solution

by N. J. Fine (1947)

$$d_0 = 0, \quad d_n = d_{n-1} + 1/(2n-1).$$



## The optimum solution for n=3



# A solution by a GA

Przemysław Klęsk (2004)

A feasible candidate

( $\uparrow 9$ )( $\rightarrow 3$ )( $\downarrow 2$ )( $\leftarrow 3$ )( $\uparrow 8$ )( $\rightarrow 1$ )( $\rightarrow 2$ )( $\uparrow 2$ )( $\downarrow 1$ )( $\rightarrow 1$ )( $\downarrow 3$ )( $\rightarrow 2$ )( $\downarrow 1$ )

Not feasible

( $\uparrow 7$ )( $\rightarrow 5$ )( $\uparrow 2$ )( $\leftarrow 9$ )( $\uparrow 8$ )( $\rightarrow 1$ )( $\rightarrow 2$ )( $\uparrow 6$ )( $\downarrow 3$ )( $\leftarrow 8$ )( $\uparrow 9$ )( $\rightarrow 3$ )( $\uparrow 3$ )

Optimal solution, e.g., for  $n=2$

( $\uparrow 9$ )( $\rightarrow 3$ )( $\downarrow 3$ )( $\leftarrow 3$ )( $\uparrow 9$ )( $\rightarrow 3$ )( $\uparrow 3$ )( $\rightarrow 9$ )

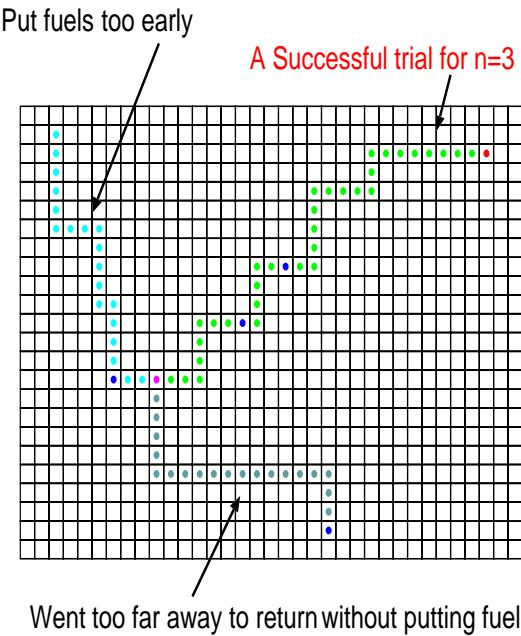
Concluded, “Solution for  $n > 3$  was not available!!

## An extension to 2-D Desert

“Maximize the penetration” or “Find the needle”  
by repeating the procedure:

- (1) Start the base.
- (2) Navigate the desert.
- (3) Put fuels somewhere, or find the fuels to get.
- (4) Return to the base.

## Examples of a possible trace



## Still resists to be solved!

Evolutionary Computation

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Reinforcement learning

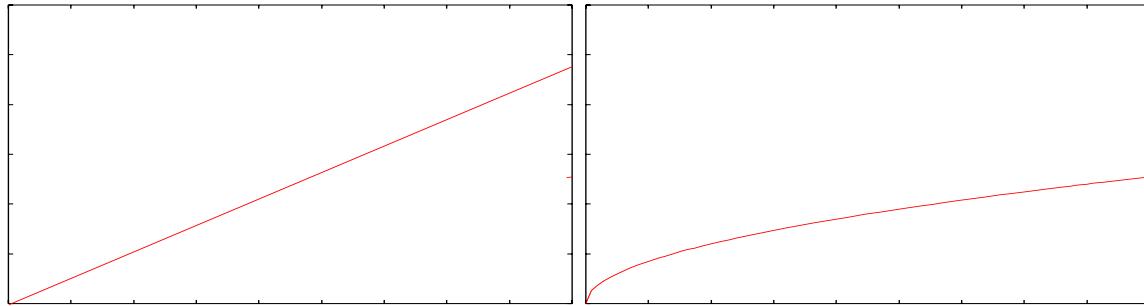
etc



An extremely tough benchmark

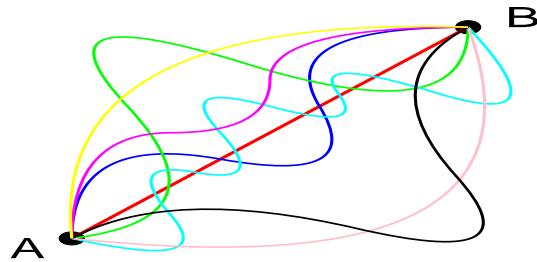
## Grover's quantum search (1997)

A speed up from  $O(N)$  to  $O(\sqrt{N})$ .



## A strange path of quantum computation

When a particle goes from A to B,  
it takes all possible paths at the same time.



## Quantum Robot

Paul Benioff (2002)



*“Only faster than classical search in more than 2-D!”*

## Summary

- Two challenges:
  - ★ A needle hidden in a huge grid world.
  - ★ **2-D Jeep Problem** by a learning navigation robot.  
Can a robot learn to solve this? Then how, if any?
- We have to be careful about an effect of  
*tend-to-hear-what-we-want-to-hear.*
- Success at a small scale is not a success in a real world.