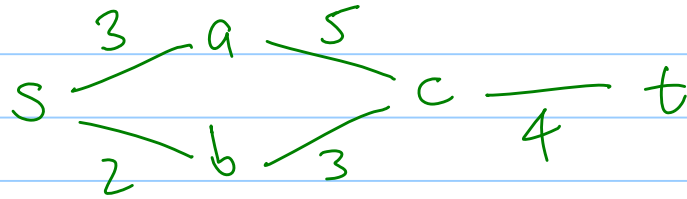


# Lecture notes for AI class, "Heuristics for informed search"

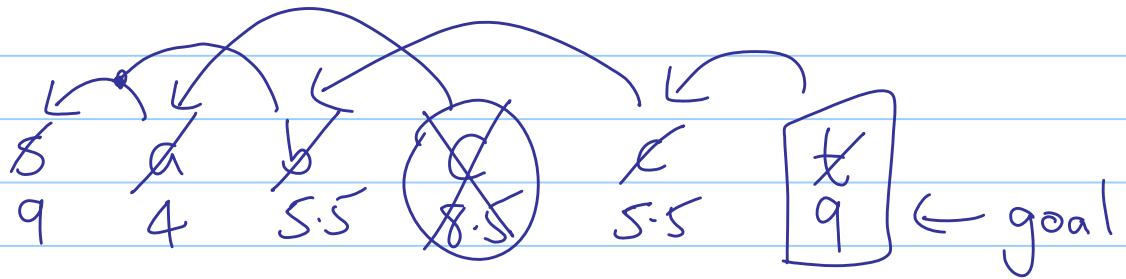
First, some simple examples to get us thinking.

Want to get from source  $s$  to target  $t$  on following map:



Example 1 Use heuristic:

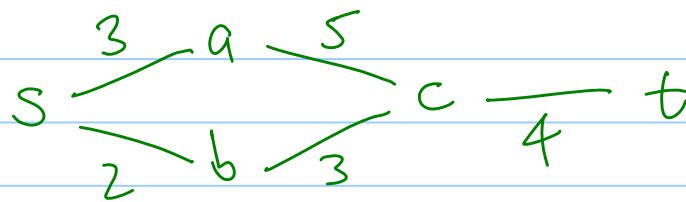
$n$	$h(n)$
$s$	9
$a$	1
$b$	3.5
$c$	0.5



Note the need to replace  $c$  in the frontier.

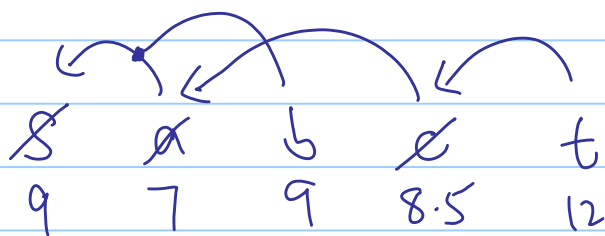
(as described in text book - see last line of fig 3.14)

Example 2 Same map:



Different heuristic:

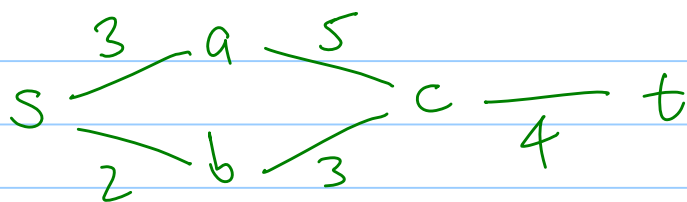
n	$h(n)$
s	9
a	4
b	7
c	0.5



↑ c is already explored, so nothing to expand. End up choosing nonoptimal s-a-c-t path!

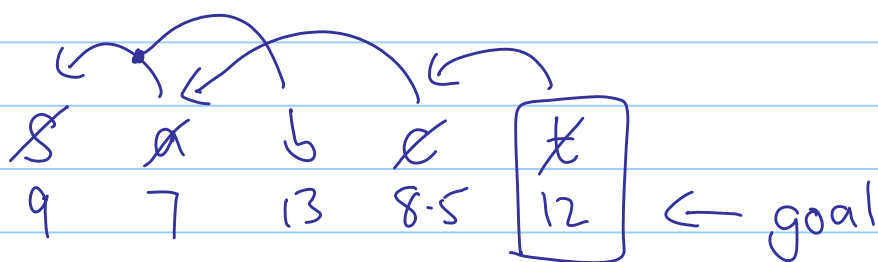
Note: this would have worked if we used tree search rather than graph search.

Example 3 Same map:



Different heuristic:

n	$h(n)$
s	9
a	4
b	11
c	0.5



Chose non-optimal s-a-c-t path!  
Problem persists even with tree search!

What went wrong?

We got stuck at b - b wasn't expanded because its cost was overestimated.

FACT: If  $h$  never overestimates,  $A^*$  tree search is optimal

this is called "admissible"

Definition If for all states  $s$ ,  
 $h(s) \leq \text{optimal cost to goal from } s$   
then  $h$  is admissible

e.g. straight-line distances on a map  
are admissible.

Fact  $A^*$  tree search is optimal for admissible heuristics.

Question: which of the earlier heuristics were  
admissible?

Definition If, for all pairs of states  $s, s'$  where  
 $s'$  is generated by applying some action to  $s$ ,  
we have

$$h(s) \leq (\text{cost from } s \text{ to } s') + h(s')$$

then  $h$  is consistent.

e.g. straight-line distances on a map  
are consistent because of  
triangle inequality.

Fact  $A^*$  graph search is optimal for consistent heuristics.

Fact Consistent  $\Rightarrow$  admissible

proof: Suppose  $h$  is consistent and let  $s_0, s_1, s_2, \dots, s_n$  be an optimal path from  $s_0$  to  $s_n$ .

Then

$$\begin{aligned} h(s_0) &\leq \text{cost}(s_0, s_1) + h(s_1) \\ &\leq \text{cost}(s_0, s_1) + \text{cost}(s_1, s_2) + h(s_2) \\ &\quad \vdots \\ &\leq \sum_{i=0}^{n-1} \text{cost}(s_i, s_{i+1}) \\ &= \text{optimal cost to goal.} \end{aligned}$$

by defn of consistency

QED.  $\square$