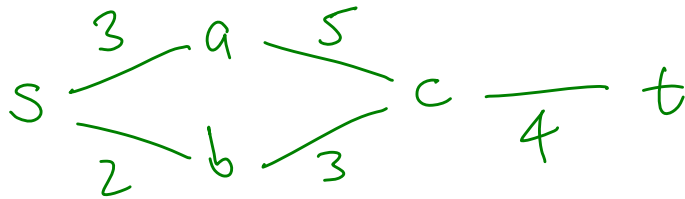


Lecture notes for AI class, "Heuristics for informed search"

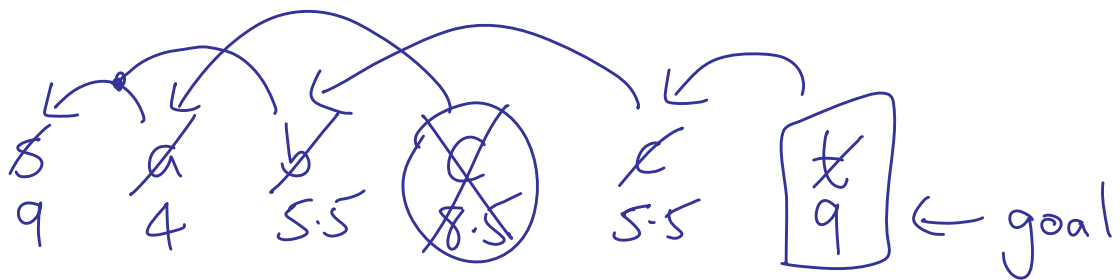
First, some simple examples to get us thinking.

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

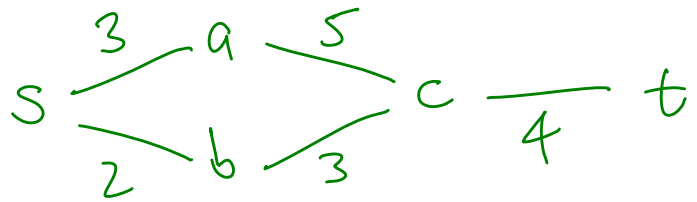


Note the need to replace c in the frontier.

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

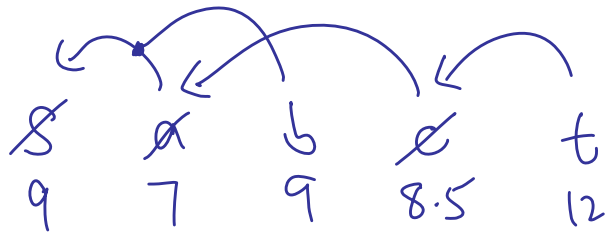
Example 2

Same map:



Different heuristic:

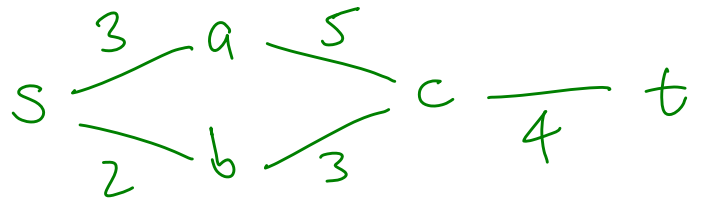
n	h(n)
s	9
a	4
b	7
c	0.5



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

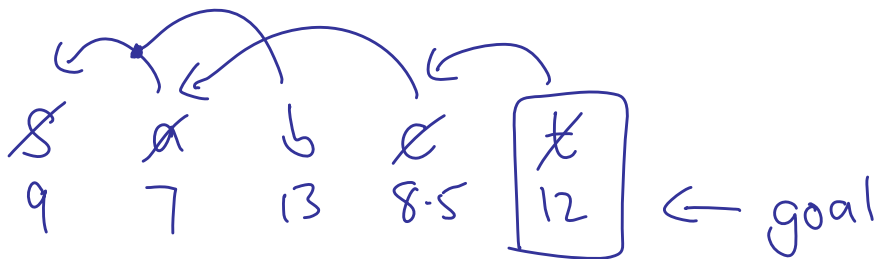
Note: this would have worked if we used tree search rather than graph search.

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 ,
 $h(S) \leq$ 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

by defn of consistency

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

QED. \square