

A* Search

- **UCS** minimises cost from root - $g(n)$
- **Greedy Search (GS)** minimises estimated cost to the goal (heuristic) - $h(n)$

A* combines **UCS** and **GS**, minimises the estimated total cost of path through n to the goal:

$$f(n) = g(n) + h(n)$$

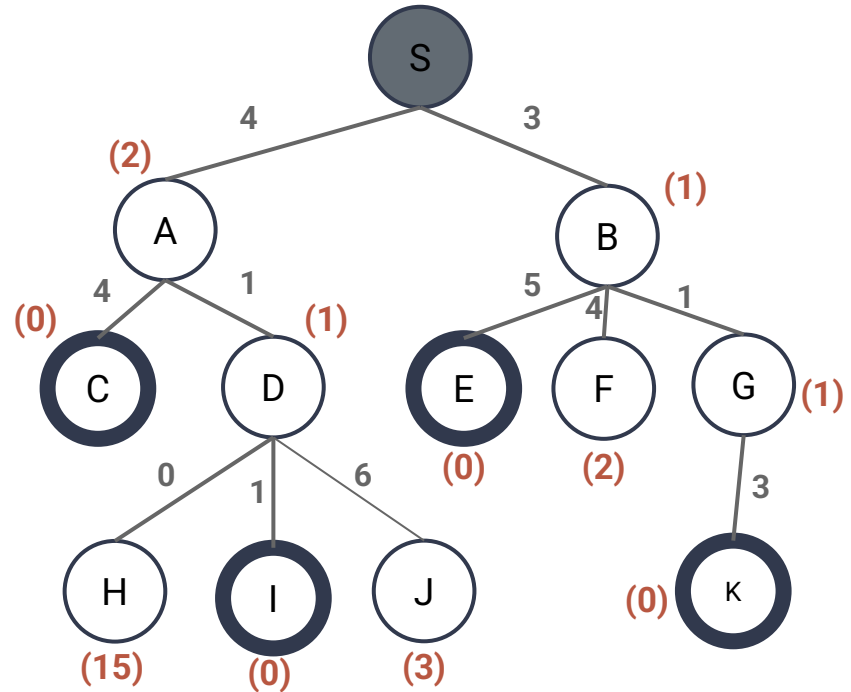
Exercise 1 (Homework)

Expanded: S

Fringe: B[?], A[?]

$f(A) = ?$

$f(B) = ?$



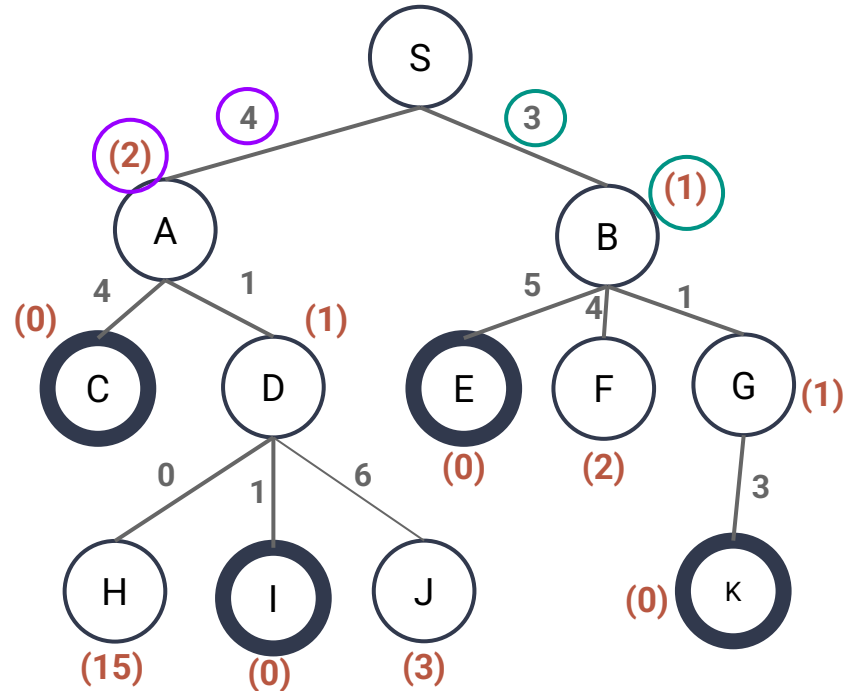
Exercise 1 (Homework)

Expanded: S

Fringe: B[4], A[6]

$$f(A) = 4 + 2 = 6$$

$$f(B) = 3 + 1 = 4$$



Exercise 1 (Homework)

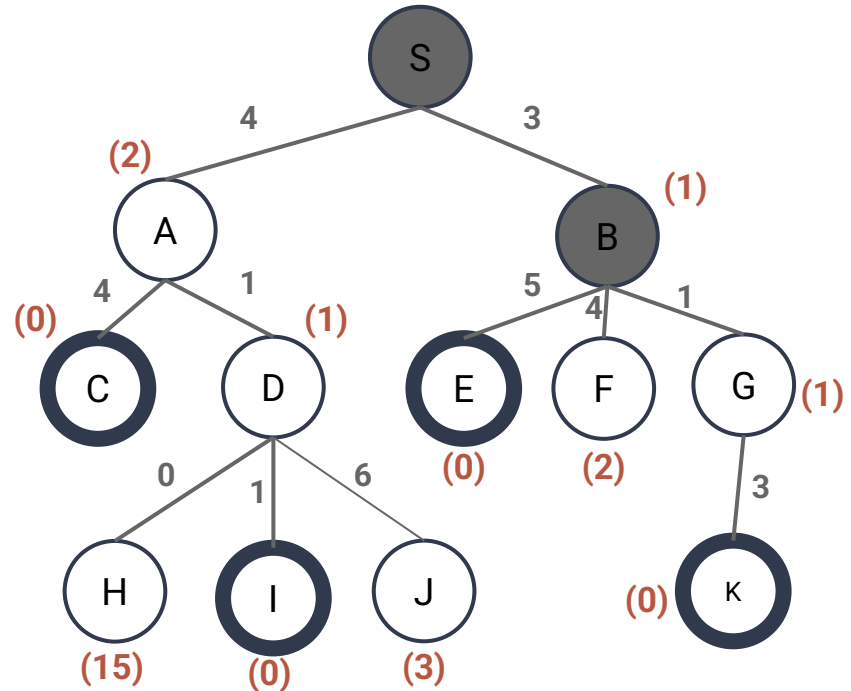
Expanded: S, B[4]

Fringe: G[5], A[6], E[8], F[9]

$$f(G) = 3 + 1 + 1 = 5$$

$$f(E) = 3 + 5 + 0 = 8$$

$$f(F) = 3 + 4 + 2 = 9$$

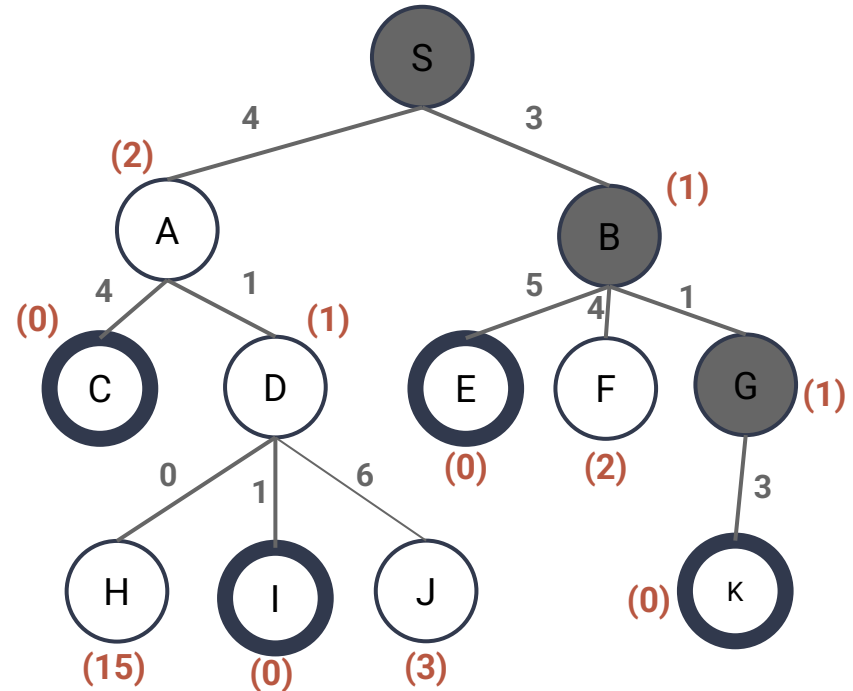


Exercise 1 (Homework)

Expanded: S, B[4], G[5]

Fringe: A[6], **K[7]**, E[8], F[9]

$$f(K) = 3 + 1 + 3 + 0 = 7$$



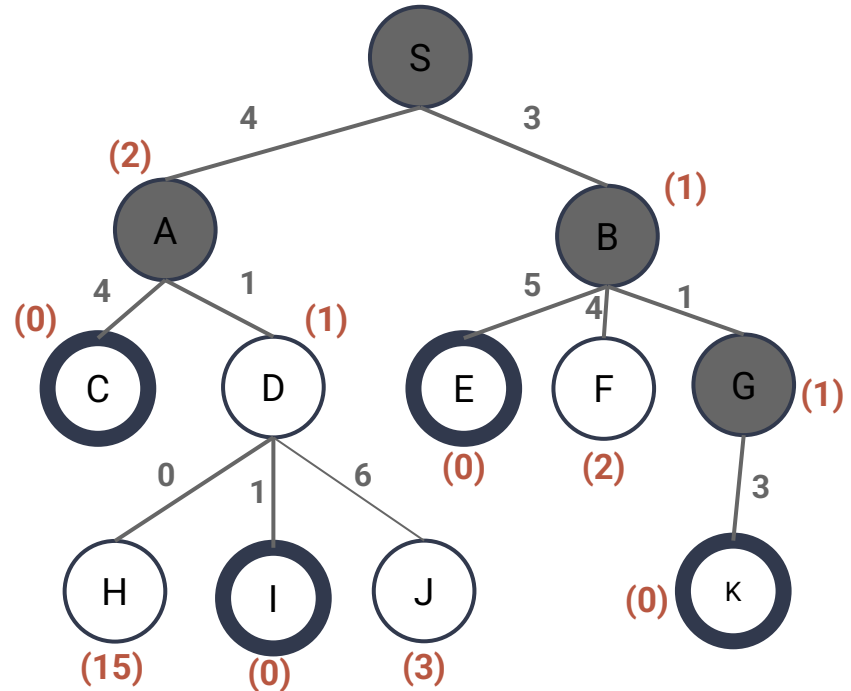
Exercise 1 (Homework)

Expanded: S, B[4], G[5], A[6]

Fringe: D[6], K[7], C[8], E[8], F[9]

$$f(C) = 4 + 4 + 0 = 8$$

$$f(D) = 4 + 1 + 1 = 6$$



Exercise 1 (Homework)

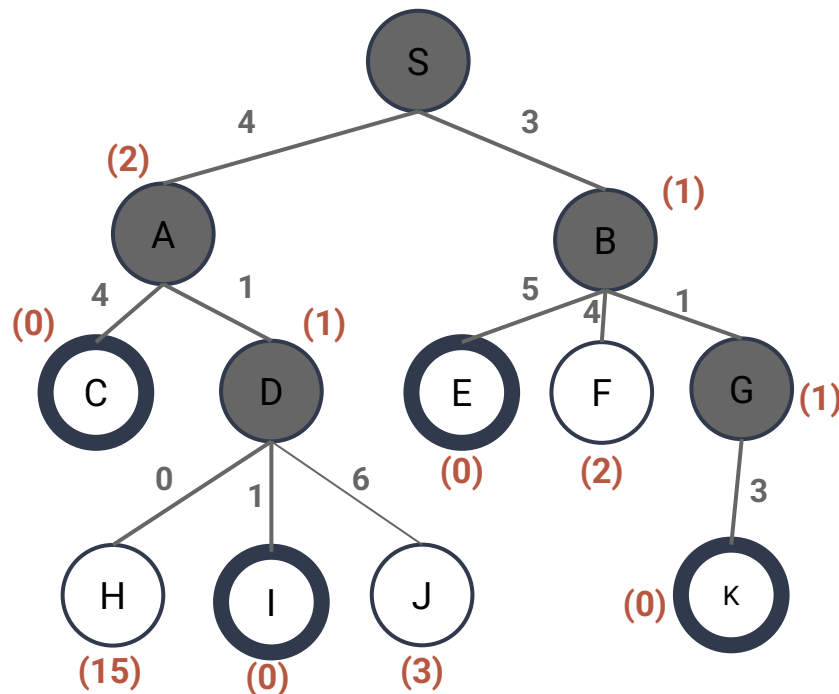
Expanded: S, B[4], G[5], A[6], D[6]

Fringe: I[6], K[7], C[8], E[8], F[9], J[14], H[20]

$$f(I) = 4 + 1 + 1 + 0 = 6$$

$$f(J) = 4 + 1 + 6 + 3 = 14$$

$$f(H) = 4 + 1 + 0 + 15 = 20$$



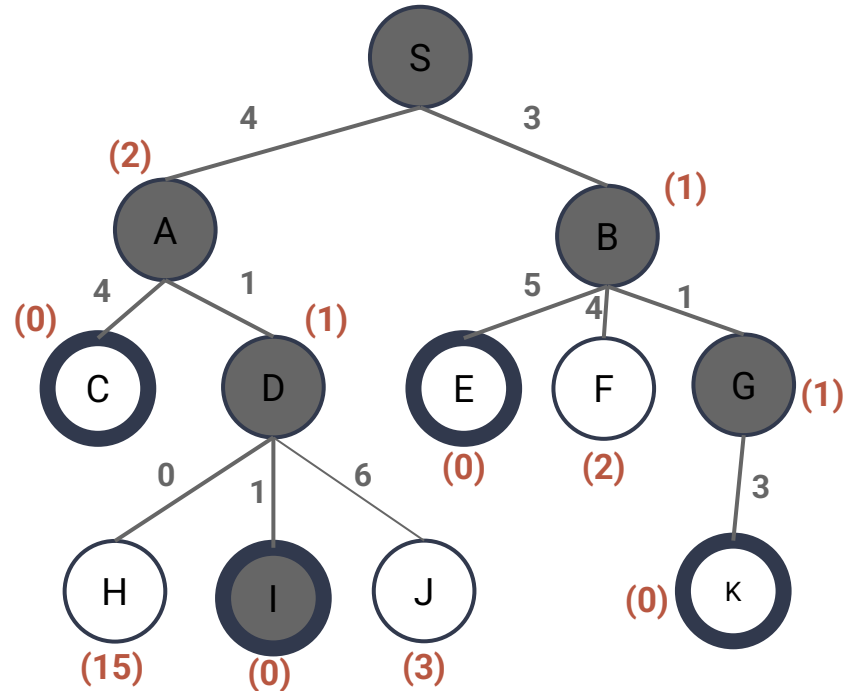
Exercise 1 (Homework)

Solution:

Expanded nodes: **SBGADI**

Path found: **SADI**

Path cost: $4 + 1 + 1 = 6$



Admissible Heuristic

A heuristic $h(n)$ is **admissible** if for every node n :

- $h(n) \leq h^*(n)$ where $h^*(n)$ is the true cost to reach a goal from n

Admissible heuristics are **optimistic**

- They think that the cost of solving the problem is less than it actually is

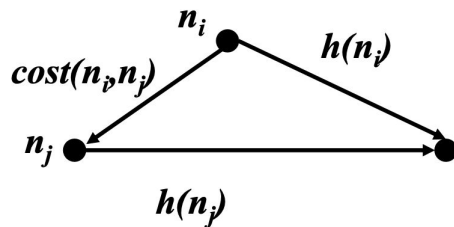
Theorems:

h is admissible $\Rightarrow A^*$ is complete and optimal

Consistent (Monotonic) Heuristic

n_i is the parent of n_j .

h is a **consistent (monotonic) heuristic** if for all pairs of n_i and n_j . The following **triangle inequality** is satisfied:

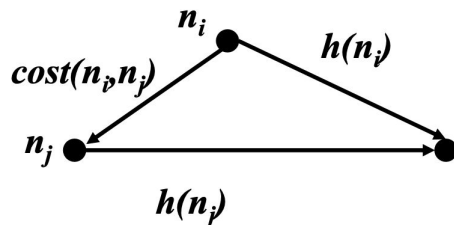


Triangle inequality: The sum of any two sides must be greater than or equal to the remaining side.

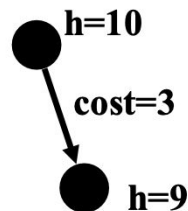
Consistent (Monotonic) Heuristic

n_i is the parent of n_j .

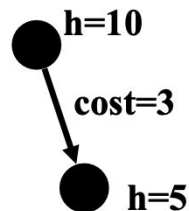
h is a **consistent (monotonic) heuristic** if for all pairs of n_i and n_j . The following **triangle inequality** is satisfied:



$$h(n_i) \leq cost(n_i, n_j) + h(n_j) \text{ for all } n$$



consistent
 $10 \leq 9 + 3$



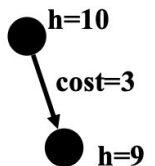
not consistent
 $10 \not\leq 5 + 3$

Consistent (Monotonic) Heuristic

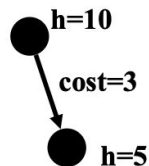
Another Interpretation:

$$\Rightarrow h(n_j) \geq h(n_i) - \text{cost}(n_i, n_j)$$

I.e. Along any path, our **estimation of the remaining cost to the goal** cannot decrease by more than the **arc cost**.



consistent
 $9 \geq 10-3$



not consistent
 $5 \not\geq 10-3$

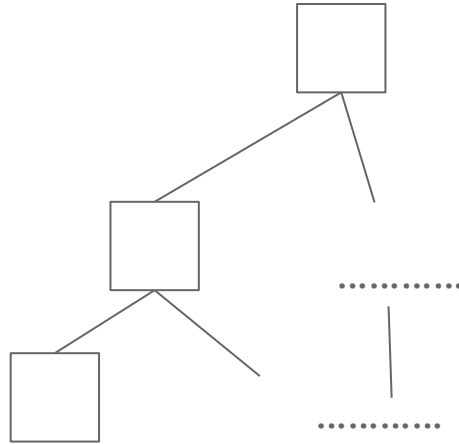
Consistency Theorems

$h(n)$ is consistent $\Leftrightarrow f(n_j) \geq f(n_i)$ i.e. f is non-decreasing along any path

Consistent \Rightarrow admissible

If a heuristic is consistent, it is also admissible (the reverse might not be true!)

Exercise 2 – 4-queens puzzle



Start: Empty board

Depth 1: Placed 1 queen states

Depth 2: Placed 2 queens states

Depth 3: Placed 3 queens states

Depth 4: Placed 4 queens states

Hill-Climbing Algorithm

Two variation:

- Steepest **ascent** - find **maximum**
- Steepest **descent** - find **minimum**

- Store only 1 state - the current state
- Generate children -> Select the best child
- Compare child with parent.
 - Child is not better -> **stop**,
 - else make child the current state and repeat

Beam Search

- Keep track of **k states** rather than just 1 (like in hill-climbing)
- At each level, generates children of the **k states**
 - If any of the children is the goal -> **stop**
 - else select **k best children** and go to next level

