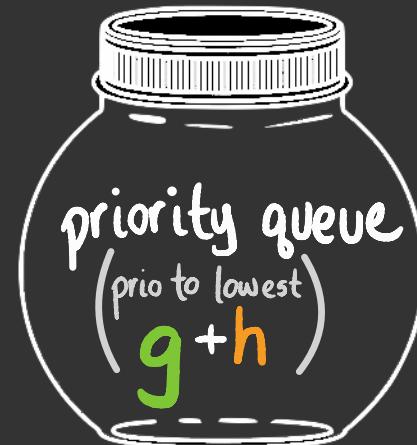
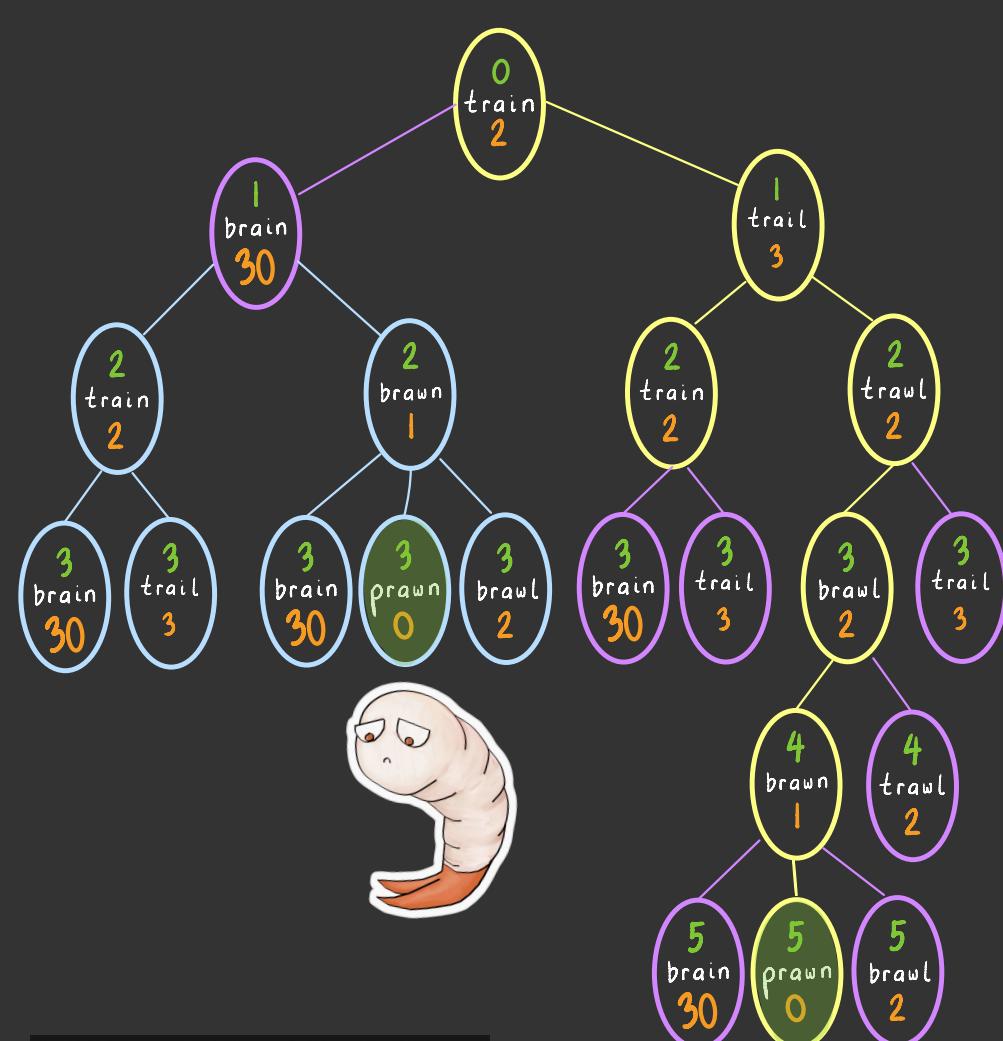


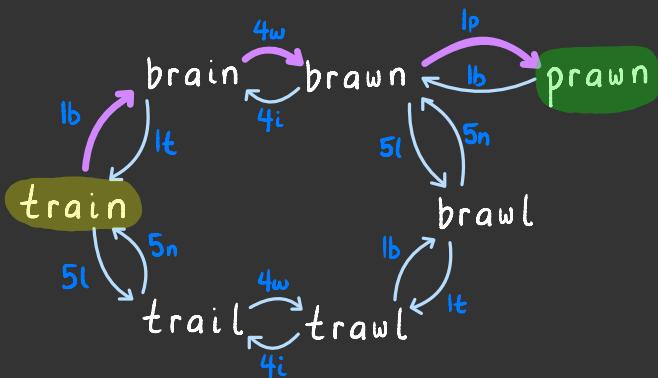
optimality of A* search

CSCI
373



under what
conditions is
A* search
optimal?

train
brain
brawn
prawn

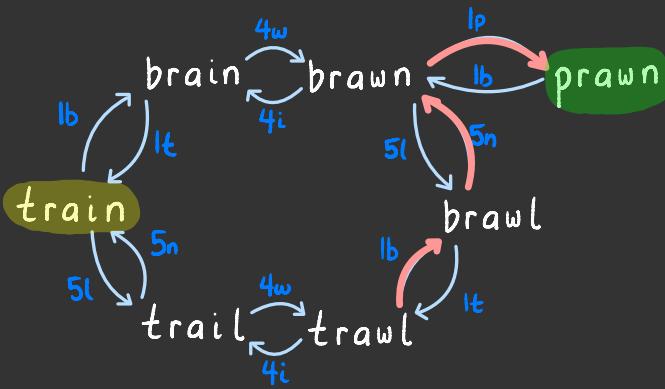


recall

formally: $\langle (train, lb, brain), (brain, 4w, brawn), (brawn, lp, prawn) \rangle$

states	$Q = \{train, brain, trail, \dots\}$
actions	$\Sigma = \{la, \dots, 5z\}$
transitions	$\Delta = \{(train, lb, brain), \dots\}$
initial state	$q_0 = train$
final states	$F = \{prawn\}$
weight function	$\omega = \{\delta \mapsto 1 \mid \delta \in \Delta\}$

a search path is a sequence $\langle \delta_0, \dots, \delta_k \rangle$ of transitions from Δ such that there exist states $q_0, \dots, q_{k+1} \in Q$ and actions $\sigma_0, \dots, \sigma_k \in \Sigma$ such that $\delta_i = (q_i, \sigma_i, q_{i+1}) \quad \forall i \in \{0, \dots, k\}$



states $Q = \{\text{train}, \text{brain}, \text{trail}, \dots\}$

actions $\Sigma = \{1a, \dots, 5z\}$

transitions $\Delta = \{(\text{train}, \text{lb}, \text{brain}), \dots\}$

initial state $q_0 = \text{train}$

final states $F = \{\text{prawn}\}$

weight function $\omega = \{\delta \mapsto 1 \mid \delta \in \Delta\}$

a completion path from state q is a sequence $\langle \delta_1, \dots, \delta_k \rangle$ of transitions from Δ such that there exist states $q_1, \dots, q_{k+1} \in Q$ and actions $\sigma_1, \dots, \sigma_k \in \Sigma$

such that $\cdot \delta_i = (q_i, \sigma_i, q_{i+1}) \quad \forall i \in \{0, \dots, k\}$

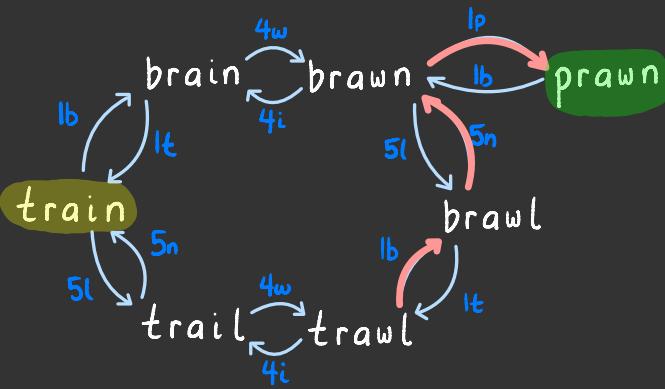
$\cdot q_0 = q$

$\cdot q_{k+1} \in F$

in other words:

search path = path from initial state

completion path = path to a final state



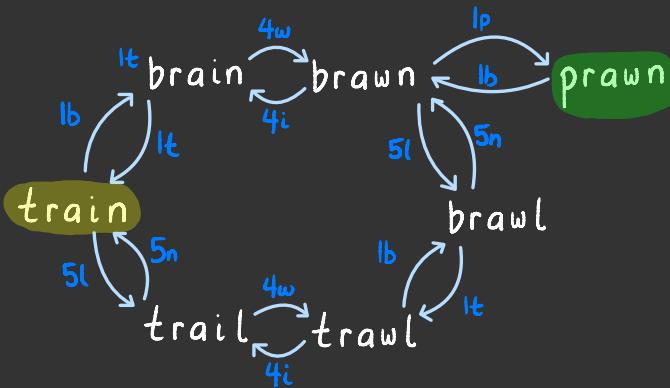
a **completion path** from state q is a sequence $\langle \delta_1, \dots, \delta_k \rangle$ of transitions from Δ such that there exist states $q_1, \dots, q_{k+1} \in Q$ and actions $\sigma_1, \dots, \sigma_k \in \Sigma$ such that

- $\delta_i = (q_i, \sigma_i, q_{i+1}) \quad \forall i \in \{0, \dots, k\}$
- $q_1 = q$
- $q_{k+1} \in F$

the cost of a completion path is the sum of the weights of the transitions

states $Q = \{\text{train}, \text{brain}, \text{trail}, \dots\}$
 actions $\Sigma = \{1a, \dots, 5z\}$
 transitions $\Delta = \{(\text{train}, 1b, \text{brain}), \dots\}$
 initial state $q_0 = \text{train}$
 final states $F = \{\text{prawn}\}$
 weight function $\omega = \{\delta \mapsto 1 \mid \delta \in \Delta\}$

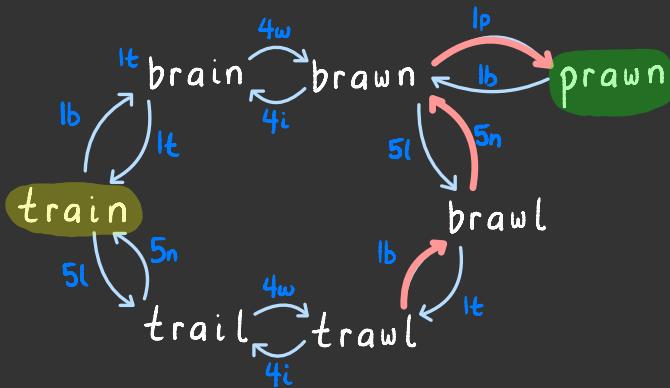
an optimal completion path from state q is the completion path of minimum cost



the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

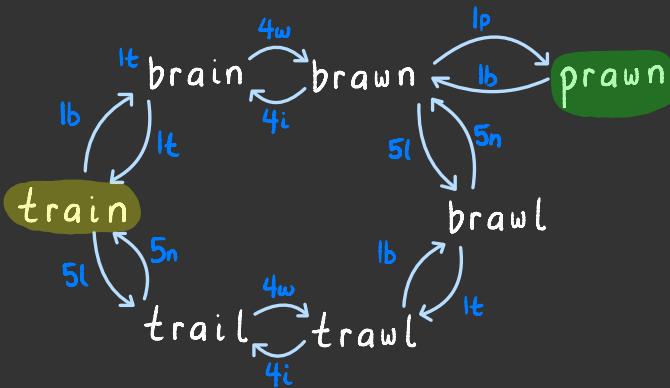
what is the optimal completion path ?
from state trawl ?



the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

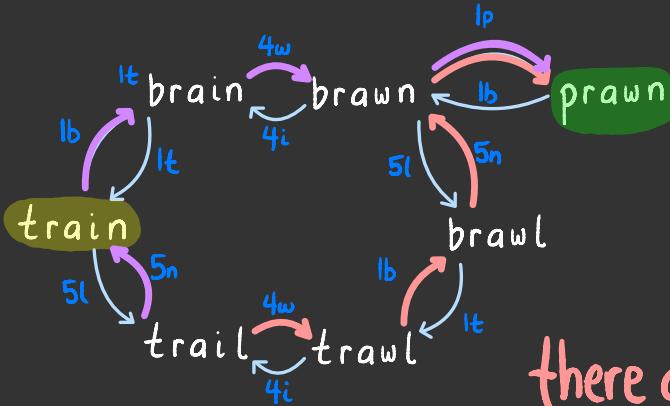
what is the optimal completion path ?
from state trawl ?



the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

what is the optimal completion path ?
from state trail ?

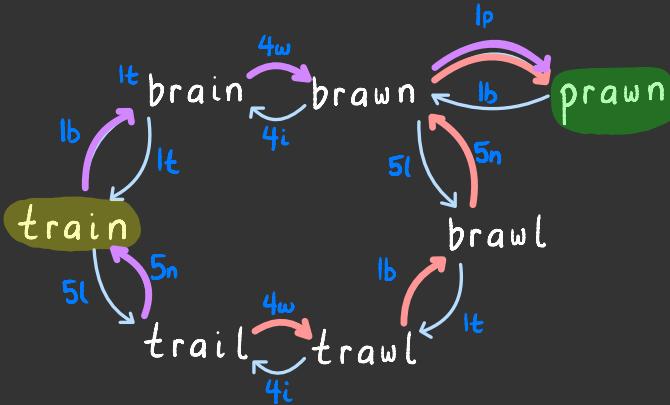


there are
two

the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

what is the optimal completion path ?
from state trail ?



the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

let $H^*(q)$ be the cost of the
optimal completion path from state q

$$H^*(\text{brain}) = \boxed{?}$$

$$H^*(\text{trail}) = \boxed{?}$$

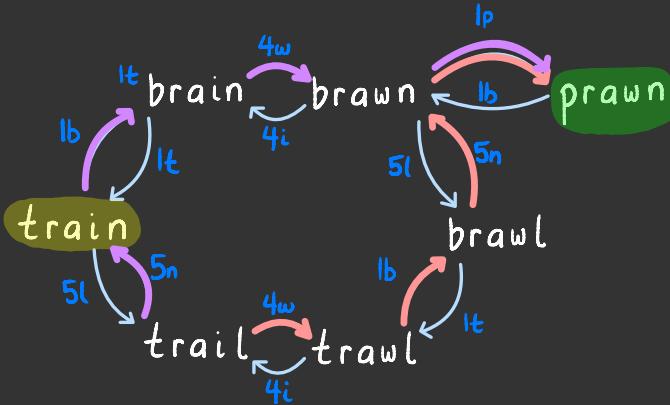
$$H^*(\text{train}) = \boxed{?}$$

$$H^*(\text{brawn}) = \boxed{?}$$

$$H^*(\text{trawl}) = \boxed{?}$$

$$H^*(\text{brawl}) = \boxed{?}$$

$$H^*(\text{prawn}) = \boxed{?}$$



the cost of a completion path
is the sum of the weights
of the transitions

an optimal completion path
from state q is the completion
path of minimum cost

let $H^*(q)$ be the cost of the
optimal completion path from state q

$$H^*(\text{brain}) = 2$$

$$H^*(\text{trawl}) = 4$$

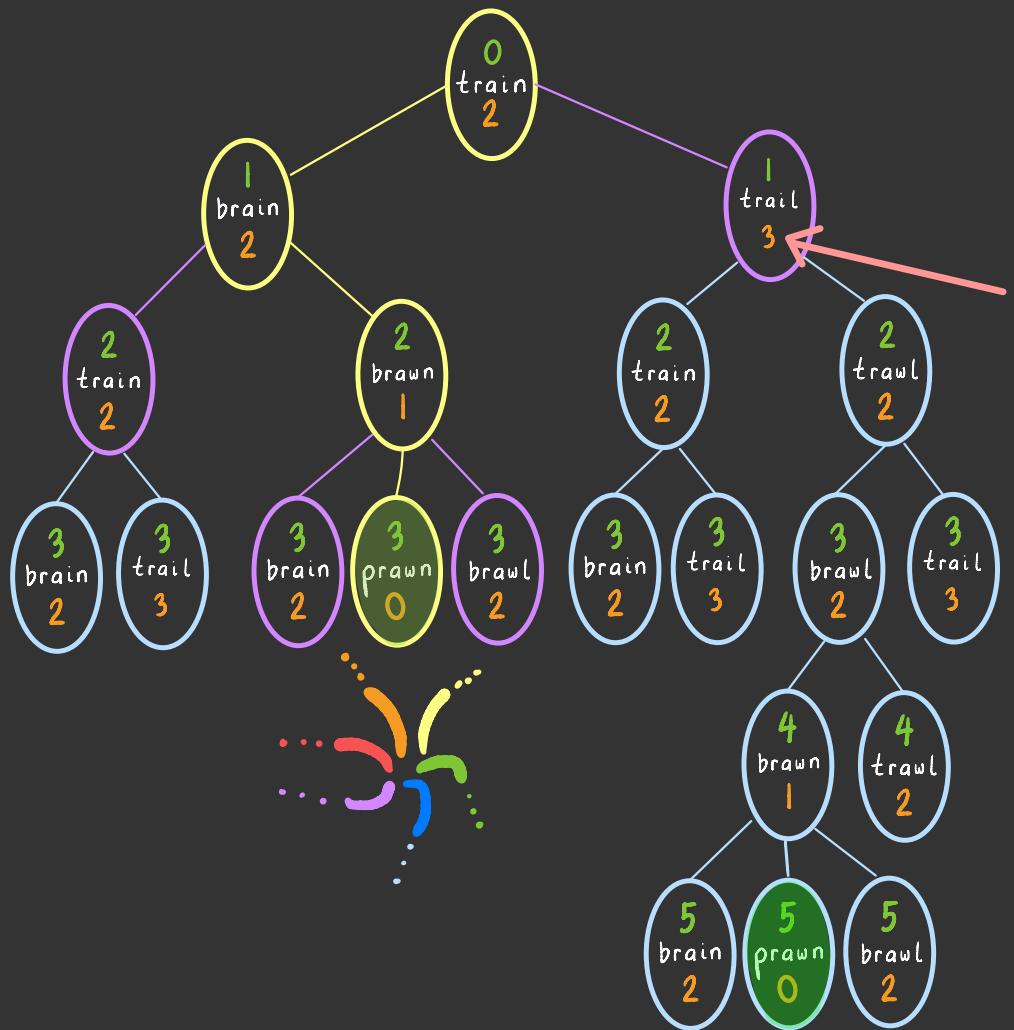
$$H^*(\text{train}) = 3$$

$$H^*(\text{brawn}) = 1$$

$$H^*(\text{trawl}) = 3$$

$$H^*(\text{brawl}) = 2$$

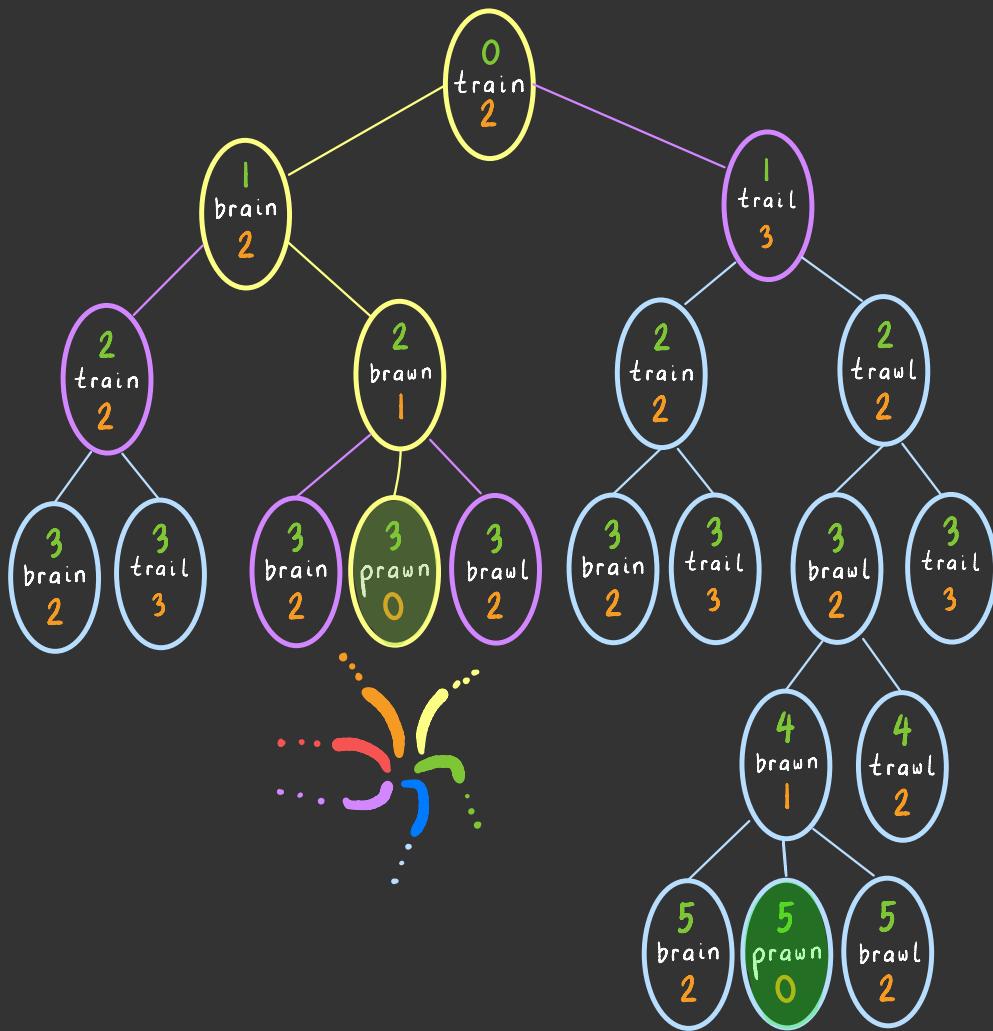
$$H^*(\text{prawn}) = 0$$



consider the heuristic
we've been using for
word ladder

trail
↓
prawn

at least 3
steps to a
final state



for every state q

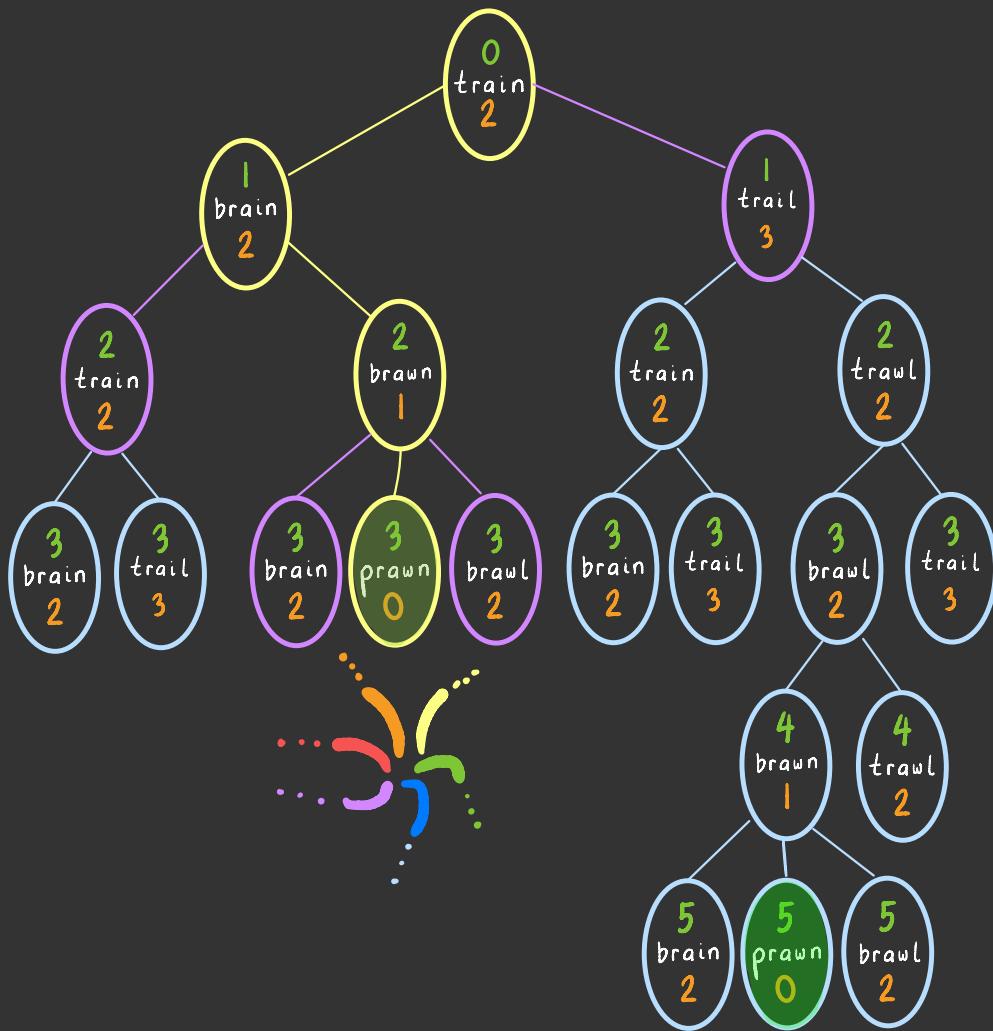
$$H(q) \leqslant H^*(q)$$

heuristic
function

optimal
completion cost

trail
↓
prawn

at least 3
steps to a
final state



for every state q

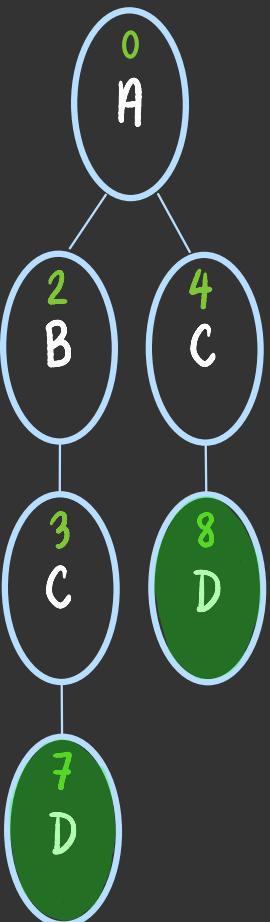
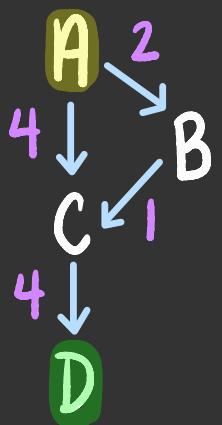
$$H(q) \leq H^*(q)$$

↑
heuristic
function

↑
optimal
completion cost

a heuristic function H
that satisfies this
condition is called
admissible

is A* optimal if we use an
admissible heuristic function?

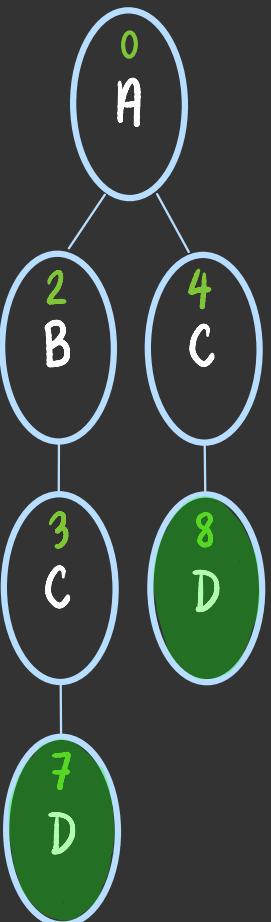
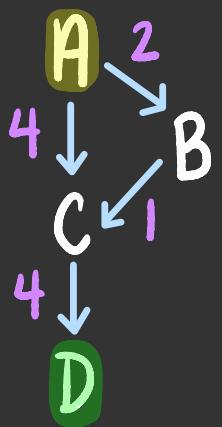


heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal
 completion cost

- | | | |
|---|------------|-----|
| 7 | $H^*(A) =$ | [?] |
| 5 | $H^*(B) =$ | [?] |
| 4 | $H^*(C) =$ | [?] |
| 0 | $H^*(D) =$ | [?] |



heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

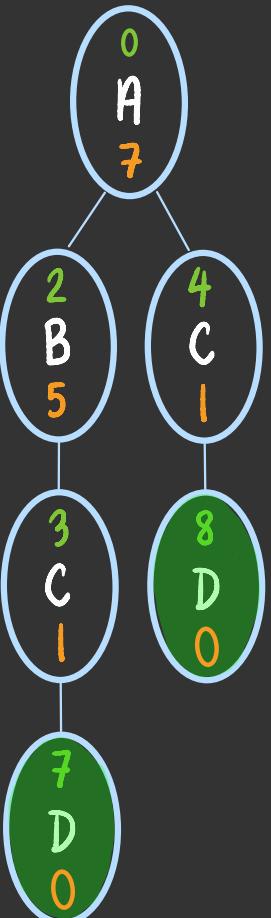
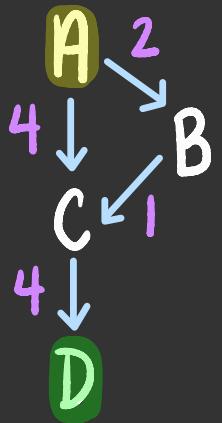
\uparrow \uparrow
heuristic function optimal
 completion cost

$$H^*(A) = 7$$

$$H^*(B) = 5$$

$$H^*(C) = 4$$

$$H^*(D) = 0$$



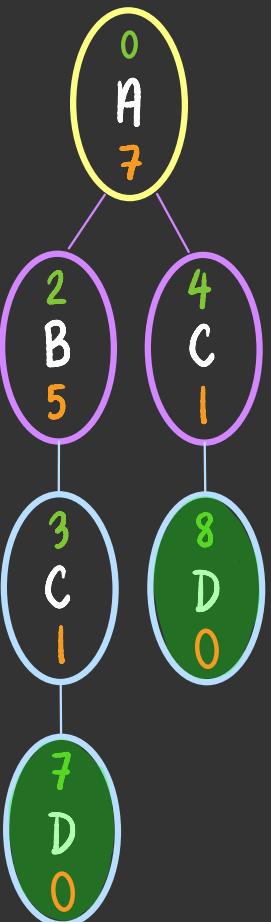
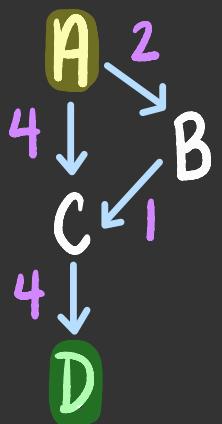
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



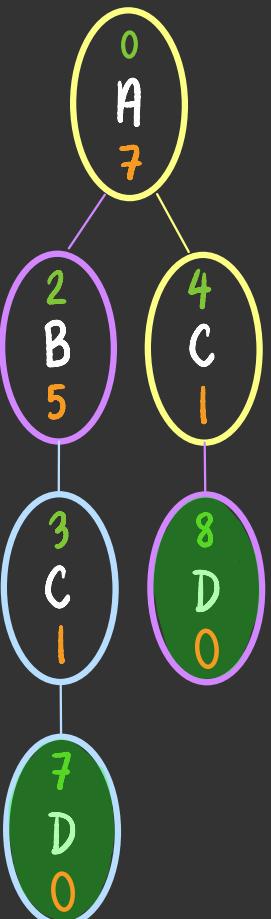
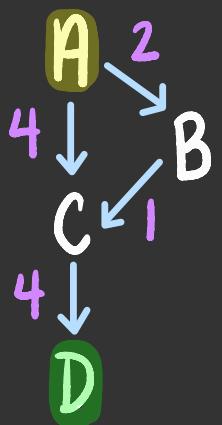
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal
 completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



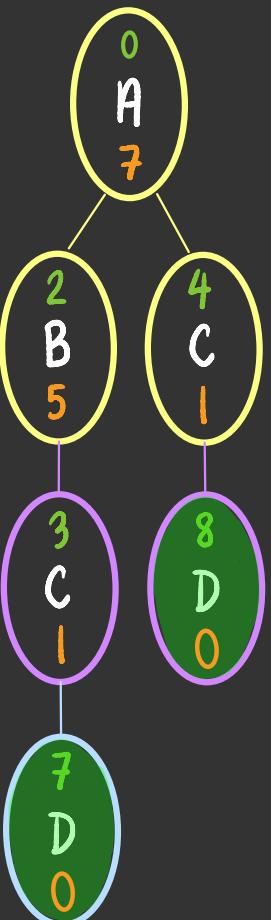
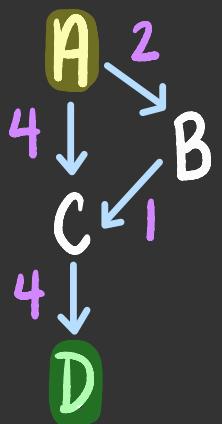
heuristic function H
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\uparrow \uparrow
 heuristic function optimal completion cost

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 H(A) &= 7 \leq H^*(A) = 7 \\
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 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



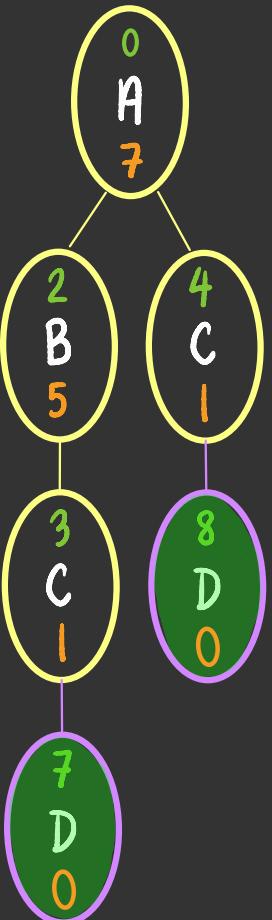
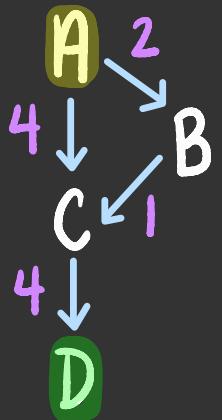
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal
 completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



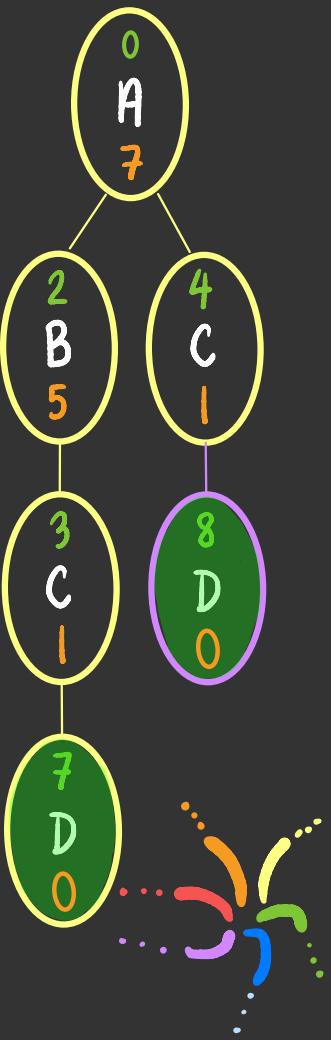
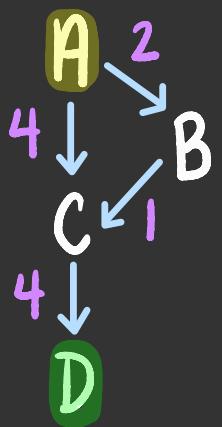
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal
 completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



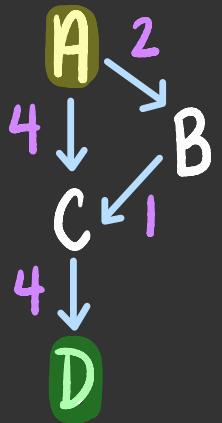
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

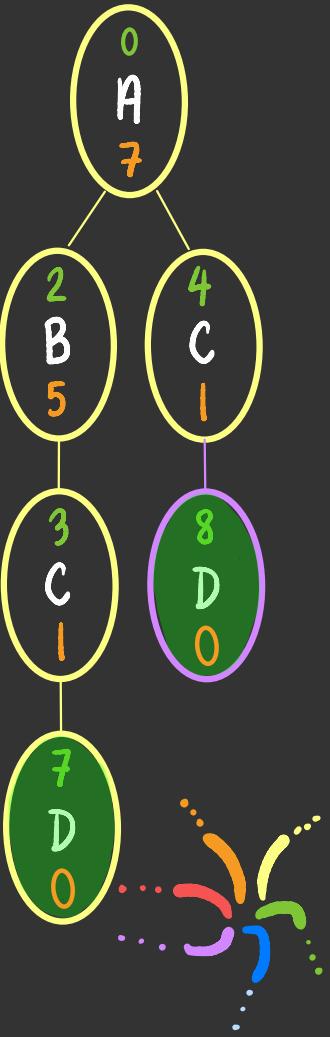
\uparrow \uparrow
 heuristic function optimal
 completion cost

$H(A) = 7 \leq H^*(A) = 7$
 $H(B) = 5 \leq H^*(B) = 5$
 $H(C) = 1 \leq H^*(C) = 4$
 $H(D) = 0 \leq H^*(D) = 0$

admissible!



but what if we
memoize?



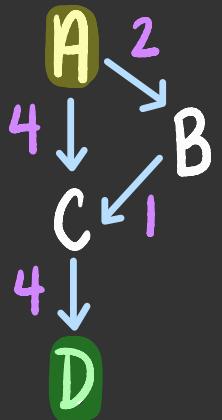
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow heuristic function \uparrow optimal completion cost

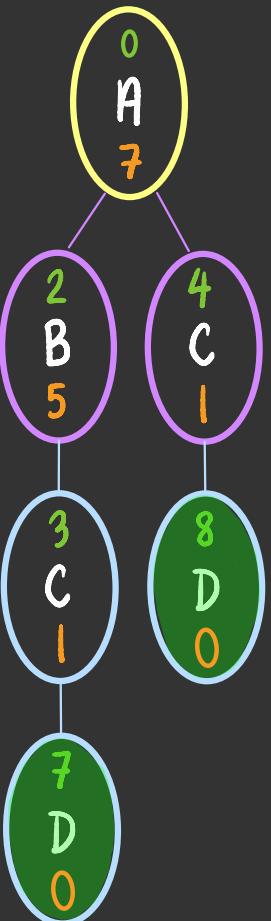
$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



visited

A



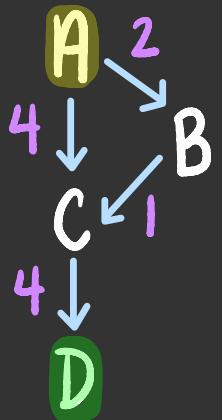
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

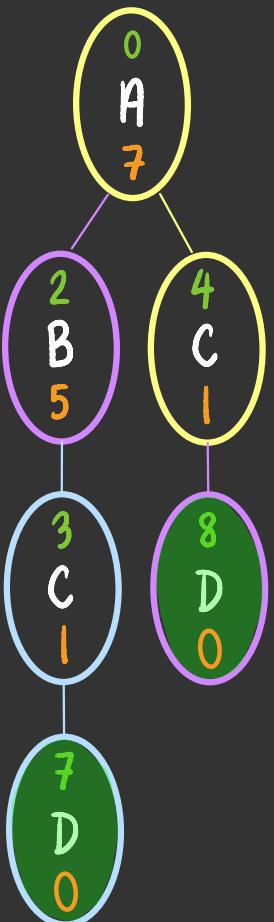
\uparrow \uparrow
 heuristic function optimal
 completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



visited
AC



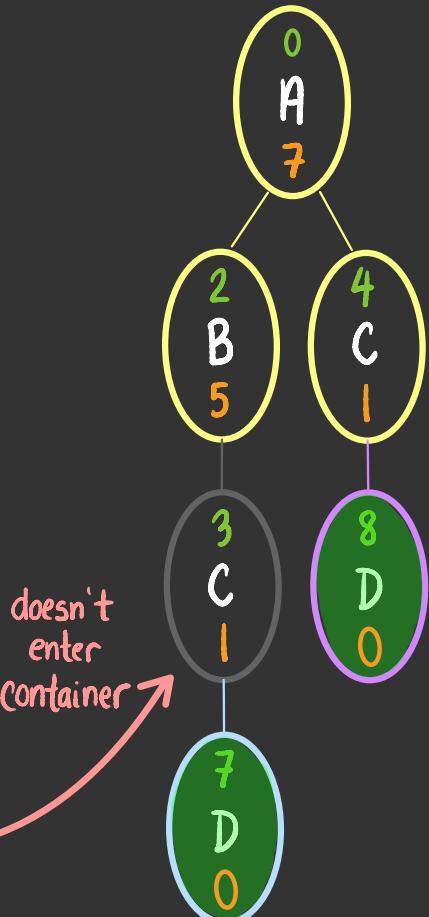
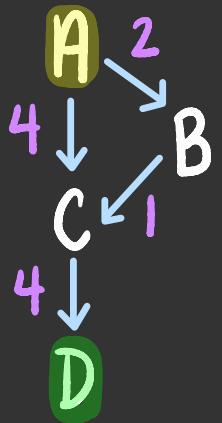
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow heuristic function \uparrow optimal completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 4 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



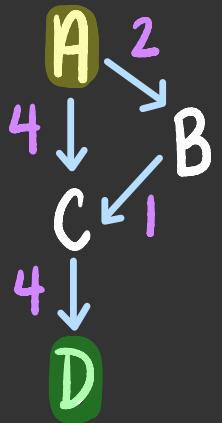
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

↑ ↑
 heuristic function optimal
 completion cost

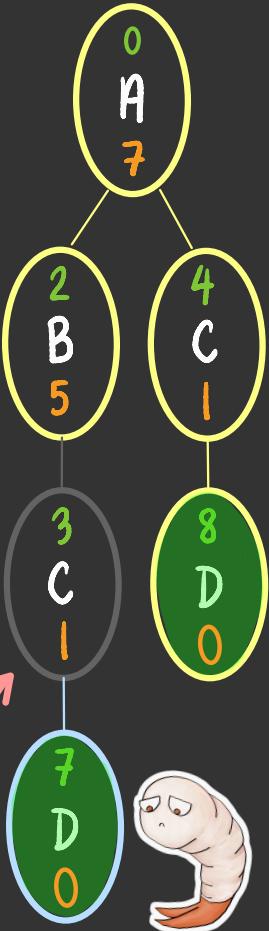
$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!



visited
ACB

doesn't enter container



heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

\uparrow \uparrow
 heuristic function optimal completion cost

$$\begin{aligned}
 H(A) &= 7 \leq H^*(A) = 7 \\
 H(B) &= 5 \leq H^*(B) = 5 \\
 H(C) &= 1 \leq H^*(C) = 4 \\
 H(D) &= 0 \leq H^*(D) = 0
 \end{aligned}$$

admissible!

is A* optimal if we use an
admissible heuristic function?

yes, if we don't memoize

is A* optimal if we use an
admissible heuristic function?

yes, if we don't memoize
but what if we want to memoize?

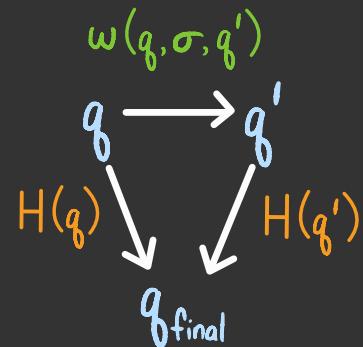
heuristic function H
is **admissible**
if for every state q :

$$H(q) \leq H^*(q)$$

↑ ↑
 heuristic optimal
 function completion cost

heuristic function H is **consistent** if

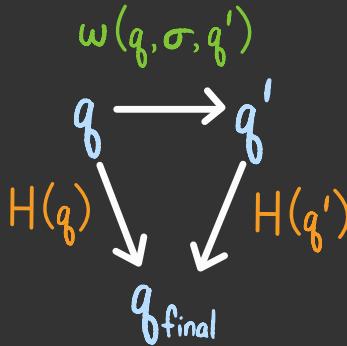
- ▶ $H(q) = 0$ for all final states $q \in F$
- ▶ $H(q) \leq \omega(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$



heuristic function H is **consistent** if

- $H(q) = 0$ for all final states $q \in F$
- $H(q) \leq w(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

"it takes 3 hours
to drive to Boston"



"from Boston I think
it takes 2 hours
to drive to Providence"

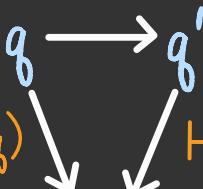
heuristic function H is **consistent** if

- $H(q) = 0$ for all final states $q \in F$
- $H(q) \leq w(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

"I think it takes
6 hours to
drive to Providence"

"it takes 3 hours
to drive to Boston"

$$w(q, \sigma, q')$$



$$H(q)$$

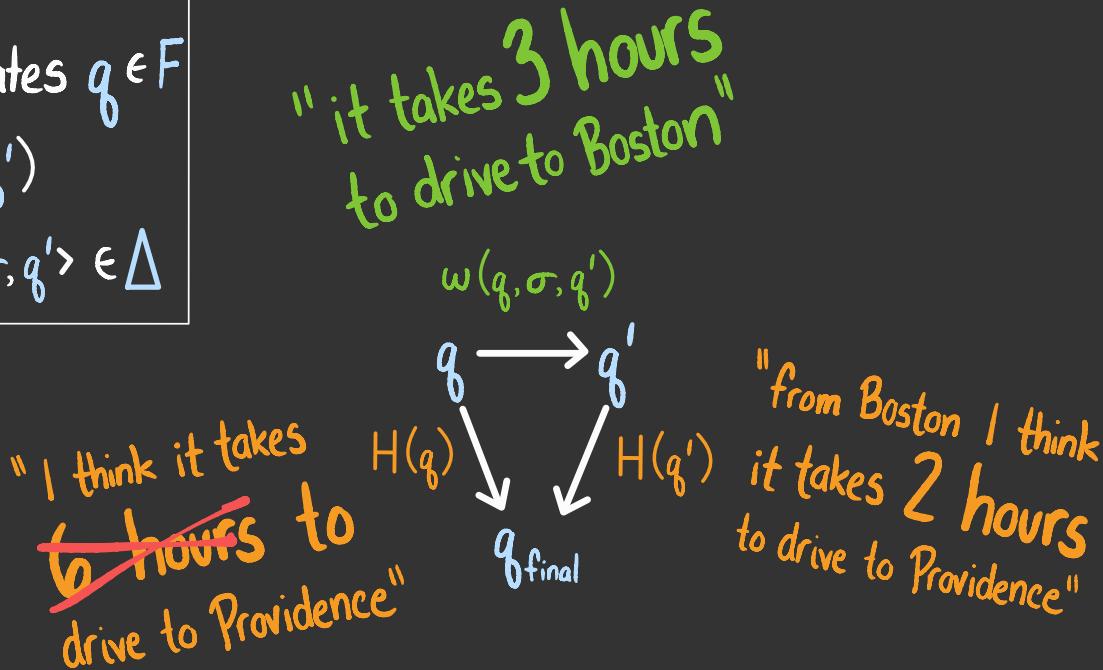
$$q_{\text{final}}$$

$$H(q')$$

"from Boston I think
it takes 2 hours
to drive to Providence"

heuristic function H is **consistent** if

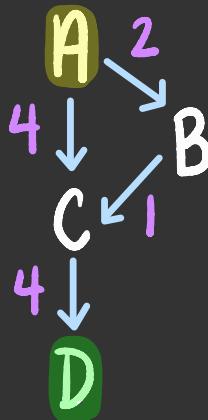
- $H(q) = 0$ for all final states $q \in F$
- $H(q) \leq w(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$



Well no... you've already described a route that you think takes 5 hours... $H(q)$ should be ≤ 5

heuristic function H is **consistent** if

- $H(q) = 0$ for all final states $q \in F$
- $H(q) \leq \omega(q, \sigma, q') + H(q')$ for all transitions $\langle q, \sigma, q' \rangle \in \Delta$



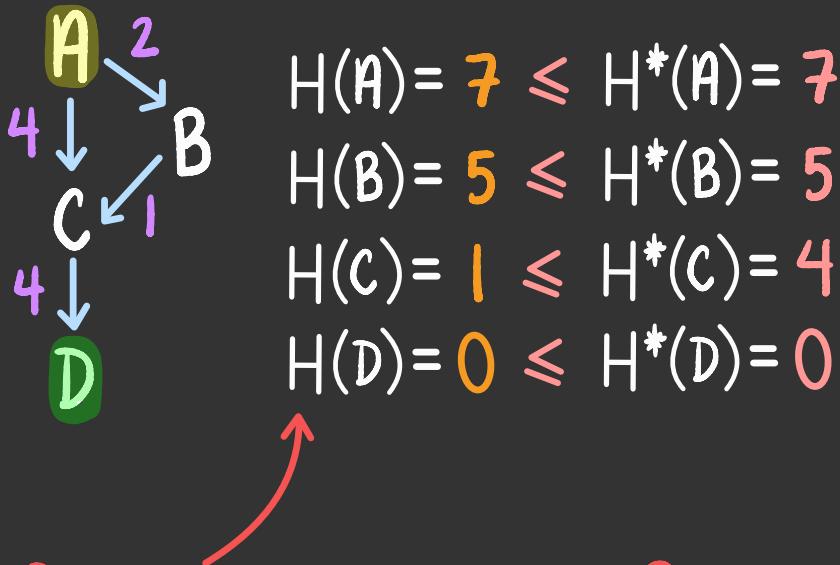
$$\begin{aligned}H(A) &= 7 \leq H^*(A) = 7 \\H(B) &= 5 \leq H^*(B) = 5 \\H(C) &= 1 \leq H^*(C) = 4 \\H(D) &= 0 \leq H^*(D) = 0\end{aligned}$$

was this heuristic function consistent?

your answer here

heuristic function H is **consistent** if

- $H(q) = 0$ for all final states $q \in F$
- $H(q) \leq \omega(q, \sigma, q') + H(q')$ for all transitions $\langle q, \sigma, q' \rangle \in \Delta$



was this heuristic function consistent?

no.

$$\frac{H(A)}{7} > \frac{\omega(A, \cdot, C) + H(C)}{4}$$
$$\frac{}{1}$$

heuristic function H is **consistent** if

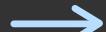
- ▶ $H(q) = 0$ for all final states $q \in F$
- ▶ $H(q) \leq \omega(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

if H is **consistent**,
then A^* is **optimal**

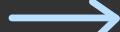
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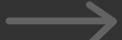
if node $n' \in \text{successors}_{m,H}(n)$
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because $H(q) \leq w(q, \sigma, q') + H(q')$ where $q = q(n), q' = q(n')$

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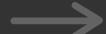
heuristic function H is *consistent* if

- $H(q_f) = 0$ for all final states $q_f \in F$
- $H(q) \leq \omega(q, \sigma, q') + H(q')$ for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

if node $n' \in \text{successors}_{m, H}(n)$ and H is *consistent*, then:

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no successor of a node can have a better priority than the node it succeeded



if two nodes are visited by A^* , the first node visited never has a worse priority than the second



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if node n is visited by A*
before node n' , then:

$$g(n') + h(n') \geq g(n) + h(n)$$

if node $n' \in \text{successors}_{m,H}(n)$
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$$g(n') + h(n') \geq g(n) + h(n)$$

- assume $g(n') + h(n') < g(n) + h(n)$.
- when we visit node n , either node n' or one of its ancestors are in the container. call this n^* .
- $g(n^*) + h(n^*) \leq g(n') + h(n') < g(n) + h(n)$

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↑ inductively

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heuristic function H is consistent if

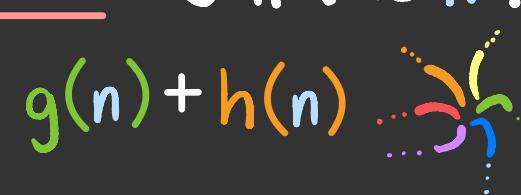
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- assume $g(n') + h(n') < g(n) + h(n)$.
- when we visit node n , either node n' or one of its ancestors are in the container. call this n^* .
- $g(n^*) + h(n^*)$   

heuristic function H is **consistent** if

- $H(q_0) = 0$ for all final states $q \in F$
- $H(q) \leq w(q, \sigma, q') + H(q')$
for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

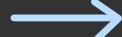
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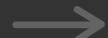
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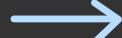
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if node n is visited by A^* before node n' , then:
 $g(n') + h(n') \geq g(n) + h(n)$

no successor of a node can have a better priority than the node it succeeded



if two nodes are visited by A^* , the first node visited never has a worse priority than the second



if H is *consistent*, then A^* is *optimal*

Consider goal nodes n and n' . Suppose A^* visits n before n' .

$$g(n') + h(n') \geq g(n) + h(n)$$

thus: $g(n') \geq g(n)$

so node n' is no better than n

heuristic function H is **consistent** if

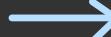
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if node n is visited by A^* before node n' , then:
 $g(n') + h(n') \geq g(n) + h(n)$

no successor of a node can have a better priority than the node it succeeded



if two nodes are visited by A^* , the first node visited never has a worse priority than the second



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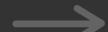
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- heuristic function H is consistent if
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if node n is visited by A^* before node n' , then:
 $g(n') + h(n') \geq g(n) + h(n)$

no successor of a node can have a better priority than the node it succeeded



if two nodes are visited by A^* , the first node visited never has a worse priority than the second

Consider goal nodes n and n' . Suppose A^* visits n before n' .

$$g(n') + \underline{\underline{h(n')}} \geq g(n) + \underline{\underline{h(n)}} \quad \text{these are zero}$$

thus:

$g(n') \geq g(n)$
 so node n' is no better than n

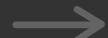
→ if H is consistent, then A^* is optimal

heuristic function H is *consistent* if

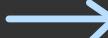
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for all transitions $\langle q, \sigma, q' \rangle \in \Delta$

if node n is visited by A^* before node n' , then:
 $g(n') + h(n') \geq g(n) + h(n)$

no successor of a node can have a better priority than the node it succeeded



if two nodes are visited by A^* , the first node visited never has a worse priority than the second



if H is *consistent*, then A^* is *optimal*

Consider goal nodes n and n' . Suppose A^* visits n before n' .

$$g(n') + h(n') \geq g(n) + h(n)$$

thus: $g(n') \geq g(n)$

so node n' is no better than n

if H is consistent,
then A^* is
optimal

if H is admissible,
then non-memoized A^* is
optimal