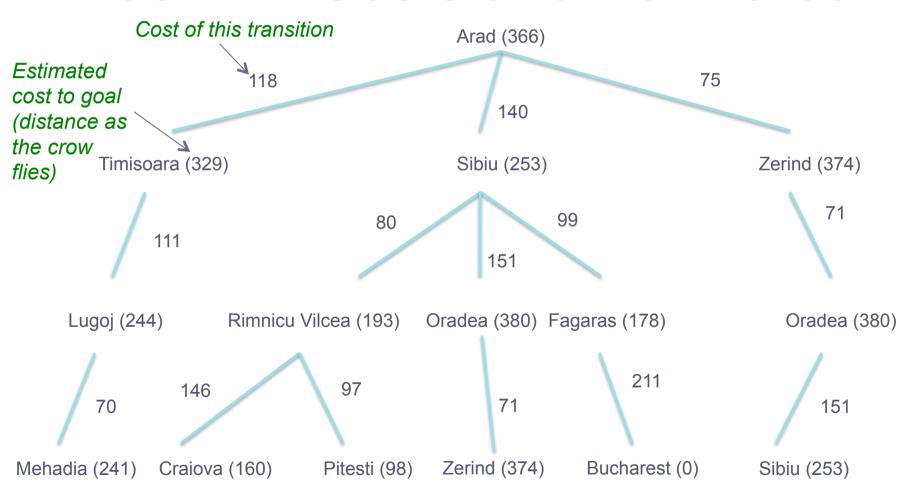
## **Informed Search**

Murray Shanahan

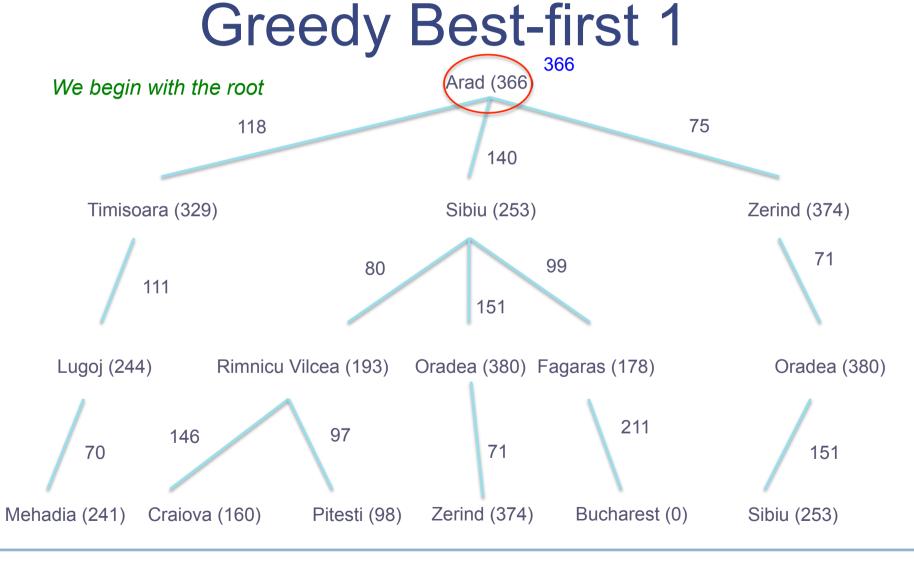
### Overview

- Greedy best-first search
- The A\* algorithm

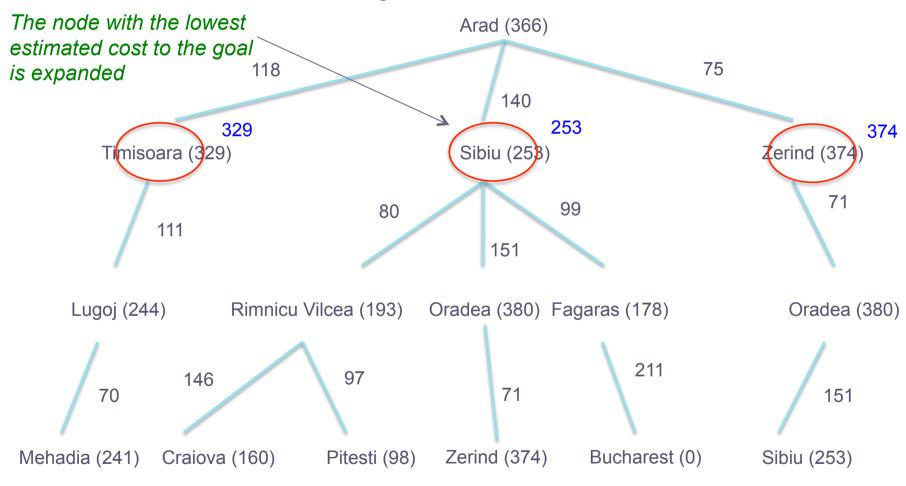
### Tree with Costs and Estimates

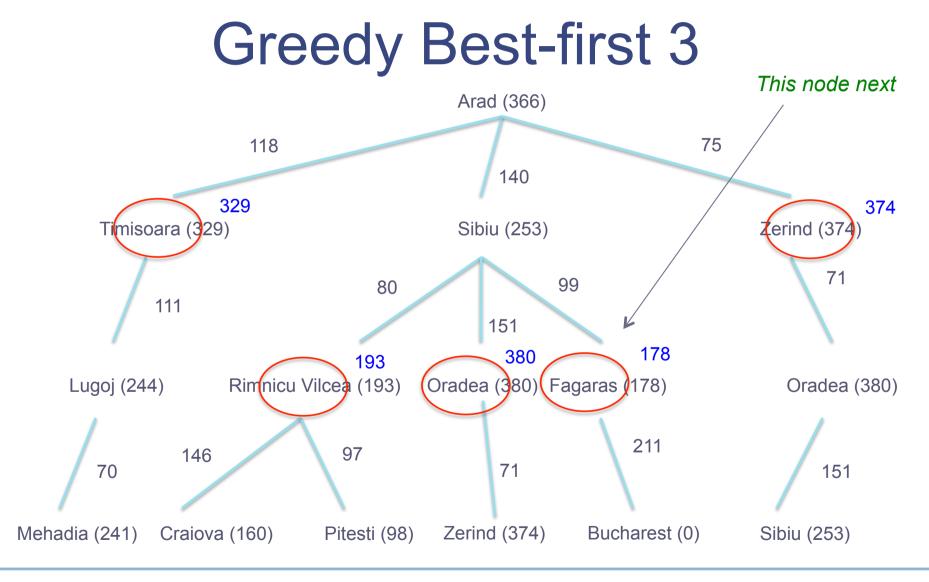


# **Greedy Best-first Search**

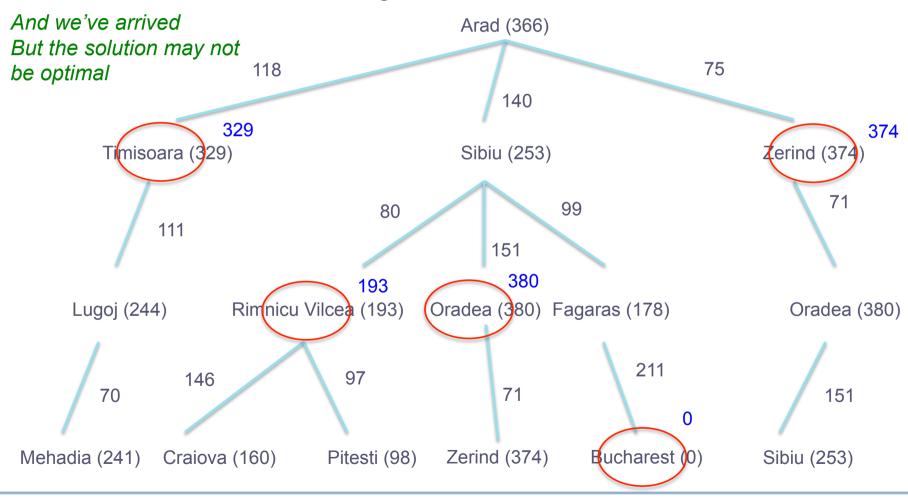


## **Greedy Best-first 2**



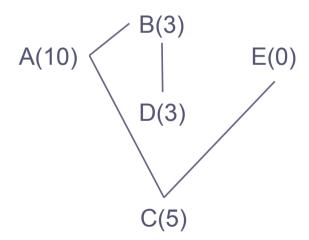


# **Greedy Best-first 4**



# Properties of Greedy Best-first

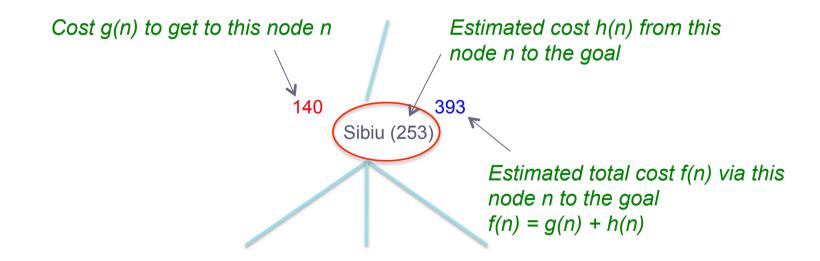
- Not guaranteed to find optimal solution
- Not guaranteed to find a solution if one exists, because it can get stuck in a loop
- Suppose A is the initial state and E is the goal
- Greedy best-first will go to node B, then oscillate forever between nodes B and D
- It will never try C

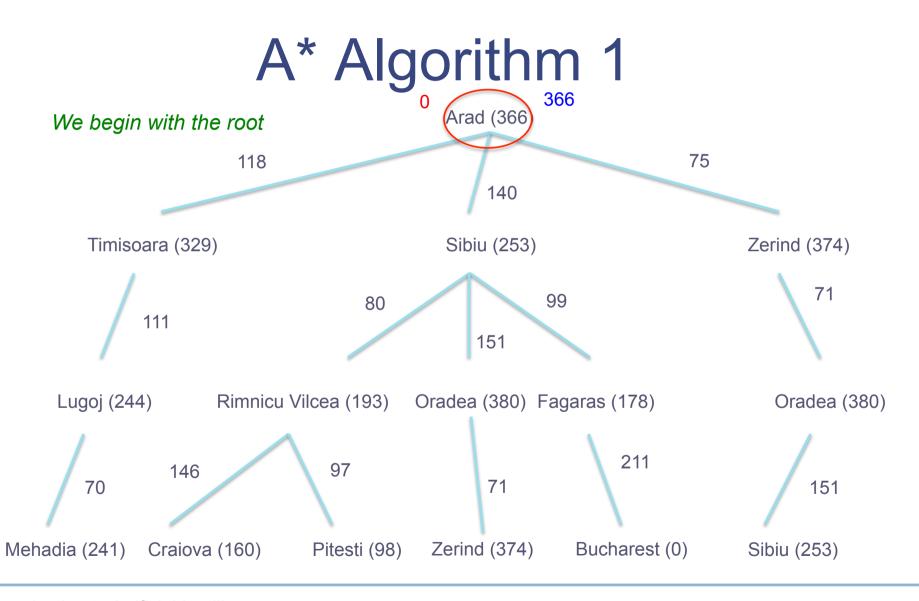


# The A\* Algorithm

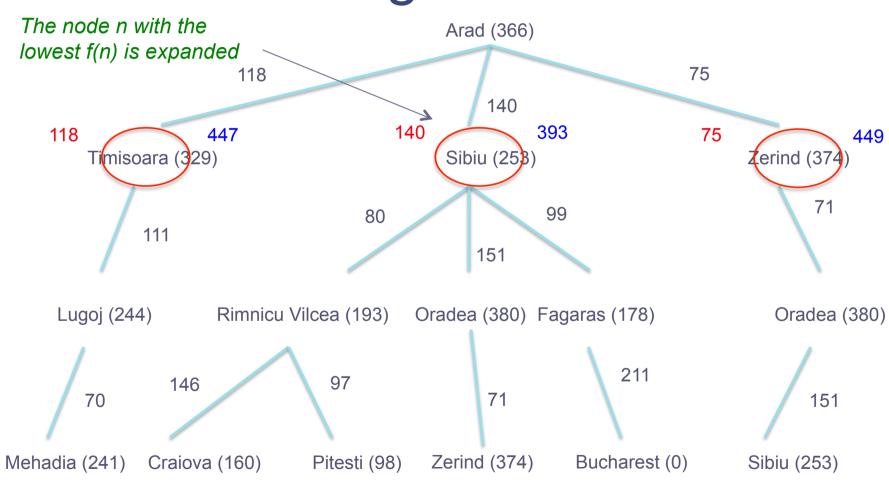
### The A\* Heuristic

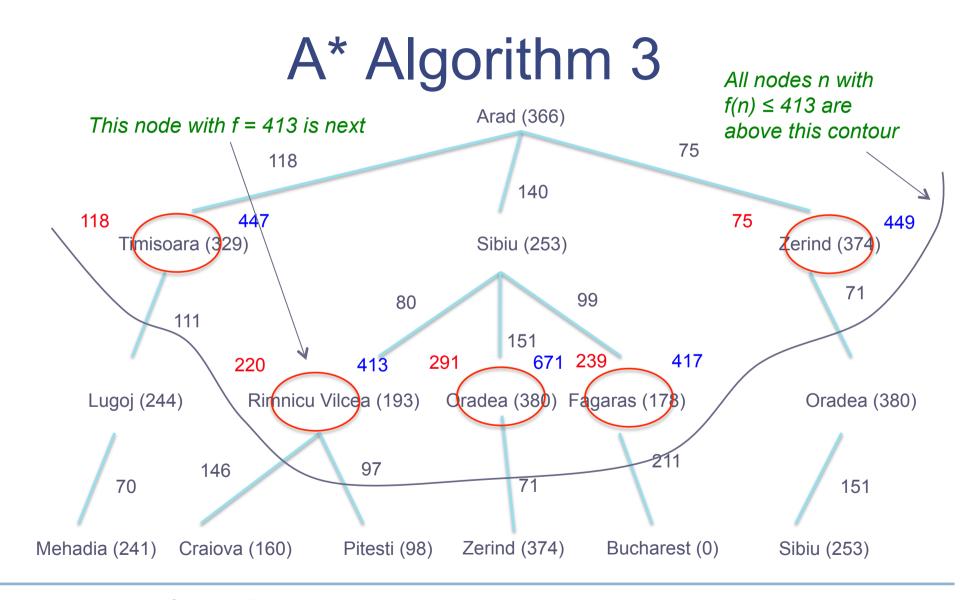
 The A\* algorithm uses a heuristic (an evaluation function) that combines the cost of the path to a node with the estimated cost from that node to the goal



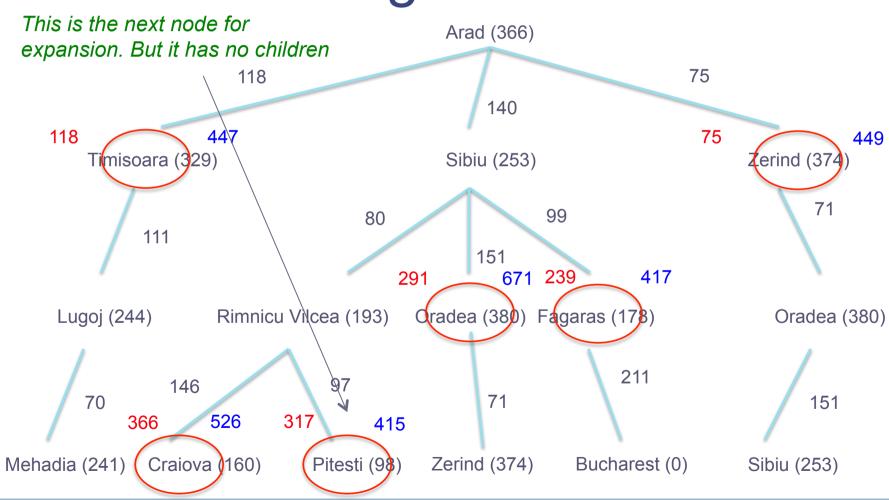


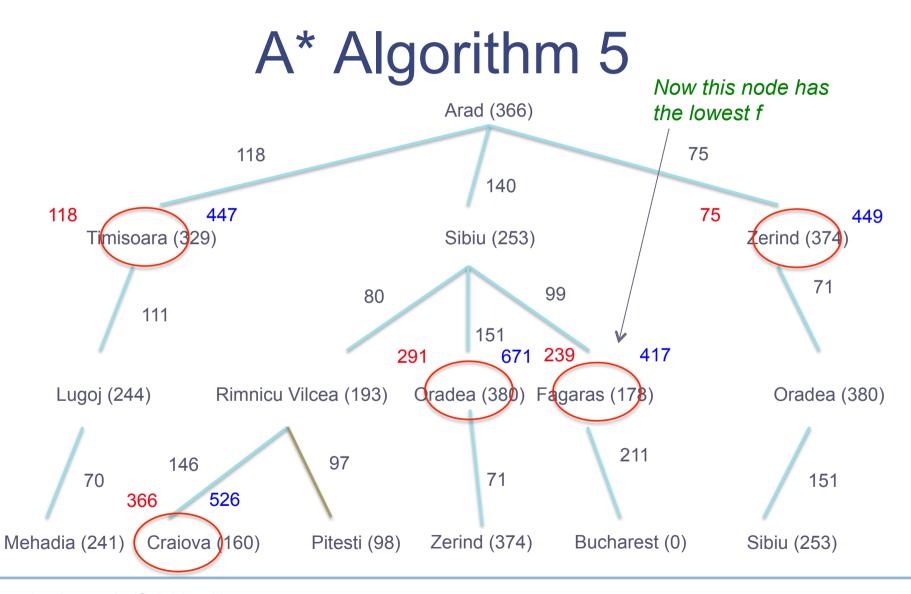
# A\* Algorithm 2

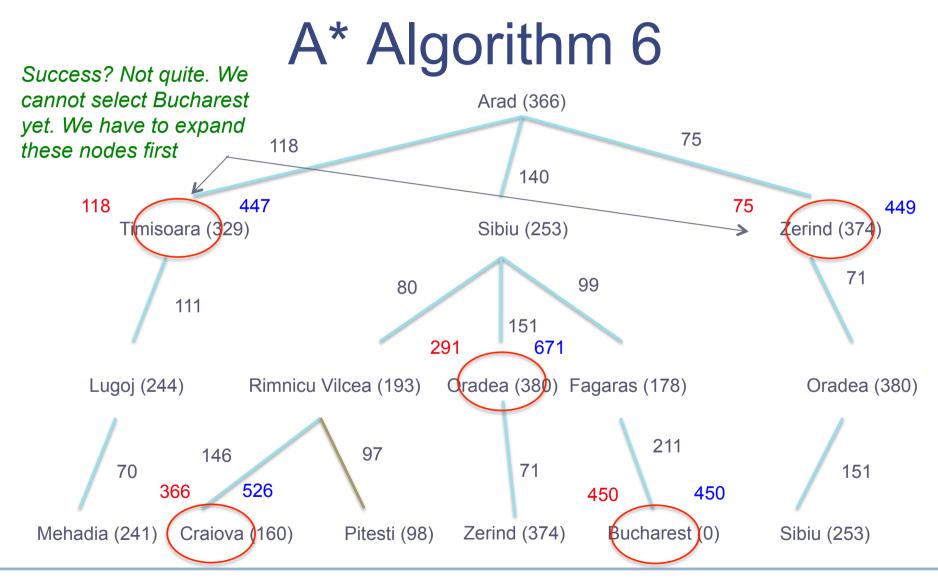




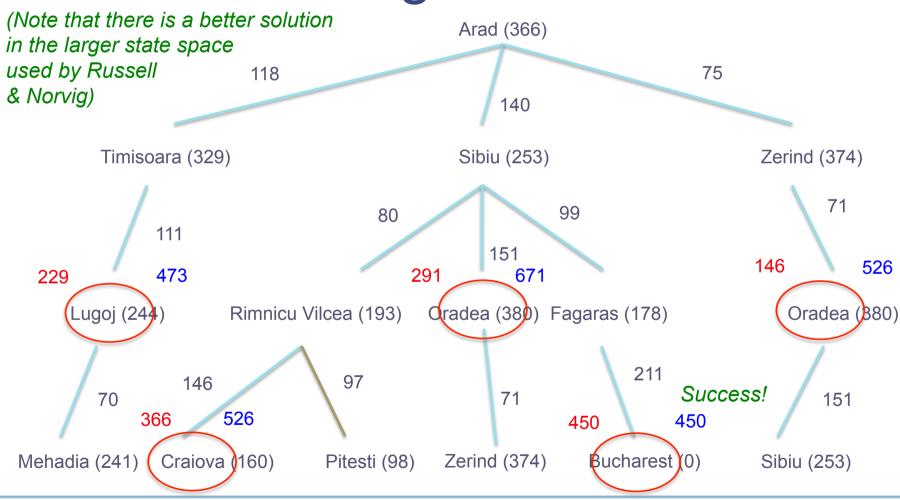
# A\* Algorithm 4







# A\* Algorithm 7



## Properties of A\*

- Guaranteed to find a solution if one exists, as long as there are only finitely many nodes n with f(n) ≤ f(goal)
- Guaranteed to find the optimal solution
- But must use an admissible heuristic
- h(n) is admissible iff for all nodes n, h(n) ≤ h\*(n), where h\*(n) is the true cost to the goal from n
- Example: distance as crow flies is an admissible heuristic, because it is always less-than-or-equal to the true distance travelled

# Optimality of A\*

- Goal node G found by A\* is guaranteed to have the lowest path cost C
- Proof (by contradiction):
  - Suppose A\* selects some goal node G2 such that g(G2) > C
  - Let n be an unexpanded node on a lowest cost path to a goal node
  - h is admissible, so  $f(n) = g(n) + h(n) \le C$
  - But the path to G2 is sub-optimal, so f(G2) = g(G2)+0 > C
  - So f(n) < f(G2)
  - Therefore A\* must select n before G2

## The Proof in a Picture

