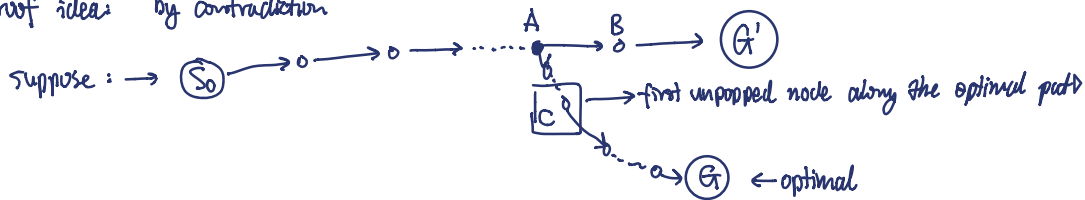


Def: h is admissible if $\forall s \ 0 \leq h(s) \leq h^*(s)$
 Theorem: A^* using admissible h finds the optimal path

proof idea: by contradiction



but reality $S_0 \rightarrow G$ is optimal
 It must be a state where two paths diverge: one goes to G'
 one goes to G

- ① B is popped, not $C \rightarrow f(c) \leq f(B)$
- ② G' suboptimal $\rightarrow g(G') > g(G)$
 $\rightarrow f(G') > f(G) \quad (h(G') = h(G) = 0)$

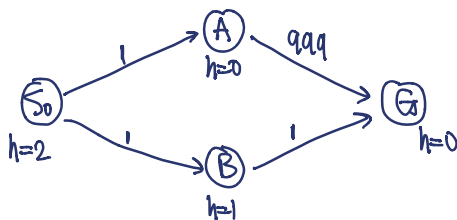
- ③ h admissible $\rightarrow \forall s \ h(s) \leq h^*(s)$
 $\rightarrow \forall s \ g(s) + h(s) \leq g(s) + h^*(s)$
 $\rightarrow \forall s \ f(s) \leq f(G)$

③ $\rightarrow f(c) \leq f(G) \xrightarrow{①} f(G') \leq f(G)$ contradiction, since G' assumed suboptimal.

Def: h dominates h' if: ① $h(s) \leq h^*(s), h'(s) \leq h^*(s), \forall s$
 ② $h(s) \geq h'(s), \forall s$
 ③ $\exists s \ h(s) > h'(s)$

The better the h , the better the memory usage / time.
 Best $h: h^*$

Ex. 1



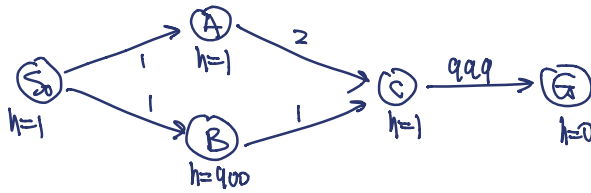
Do not do goal check while generating states
 PQ

A^*
 ~~$S_0: f(s) = g(s) + h(s) = 0 + 2 = 2$~~
 ~~$A: f(s) = g(s) + h(s) = 1 + 0 = 1$~~
 ~~$B: f(s) = g(s) + h(s) = 1 + 1 = 2$~~
 ~~$G: f(s) = g(s) + h(s) = 1000 + 0 = 1000$~~
 $g(s) + h(s) = 2 + 0 = 2$
 need to update parent node! ★ when popped by find goal.

Closed need to add path pointers

$S_0: 2$
 $A: 1$
 $B: 2$

Ex. 2



A* PQ

~~$S_0: f=g+h=0+1=1 \quad \phi$~~
 ~~$A: f=g+h=1+1=2 \quad S_0$~~
 ~~$B: f=g+h=1+400=401 \quad S_0$~~
 ~~$C: f=g+h=3+1=4 \quad A$~~
 ~~$G: f=g+h=1002+0=1002 \quad C$~~
 ~~$C: f=g+h=2+1=3 \quad B$~~

Closed

Node	f	g	h	Parent
S_0	1	0	1	ϕ
A	2	1	1	S_0
C	4	1	3	A
B	401	1	400	S_0
C	3	1	2	B
G	1002	0	1002	C

$G \rightarrow C \rightarrow B \rightarrow S_0$

P2: A* search implementation