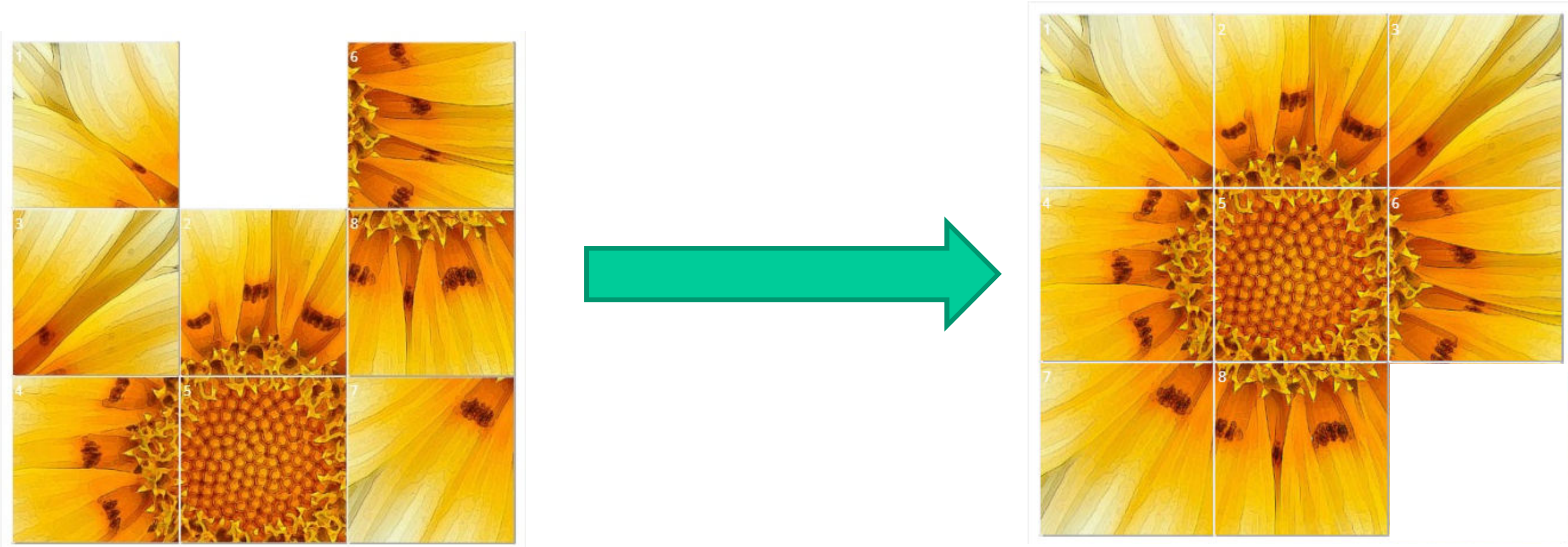
The A* Algorithm

8 puzzle



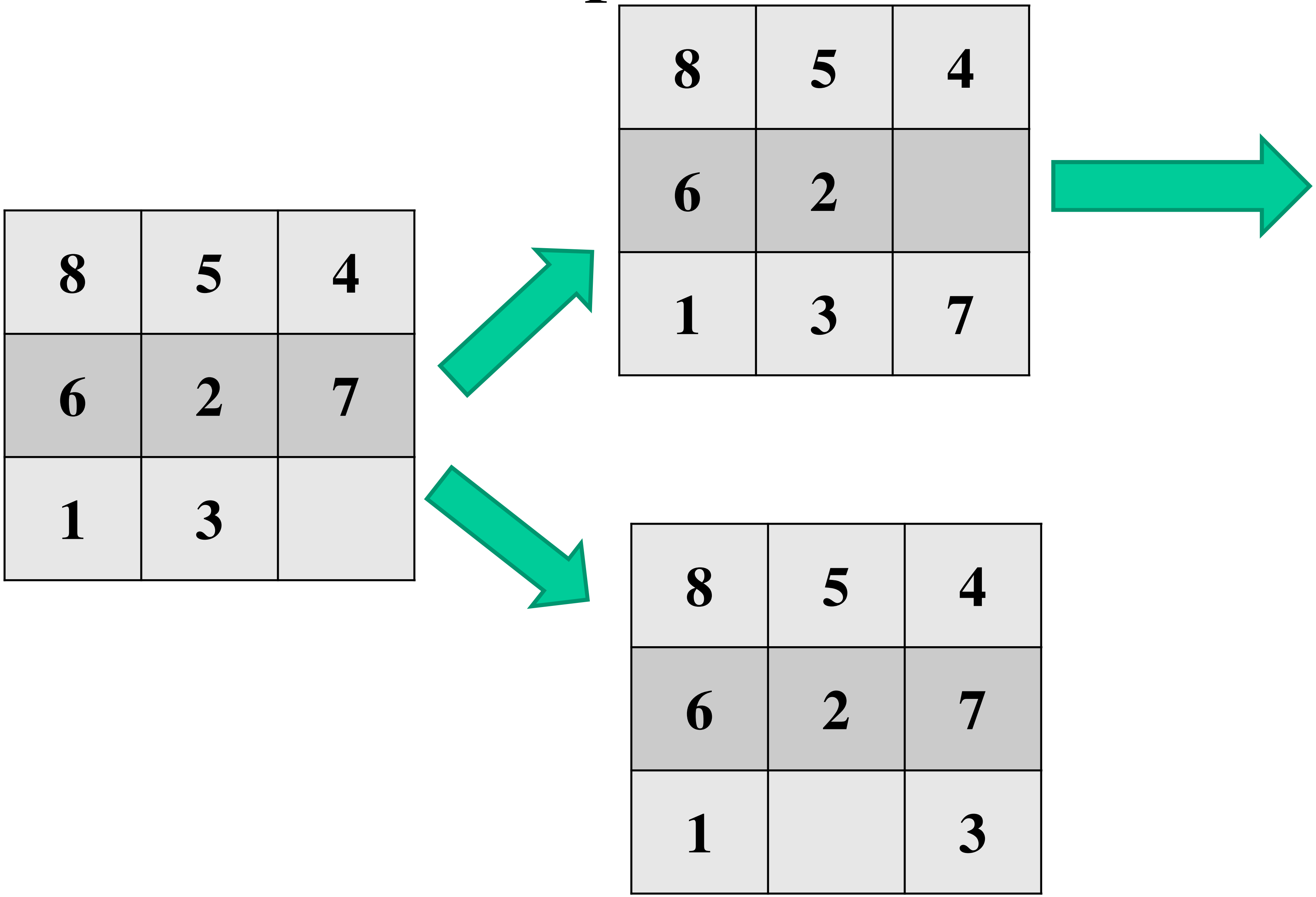
8 puzzle

8	5	4
6	2	7
1	3	

1	2	3
4	5	6
7	8	

- The goal is to go from the **initial state** to the **goal state**

8 puzzle



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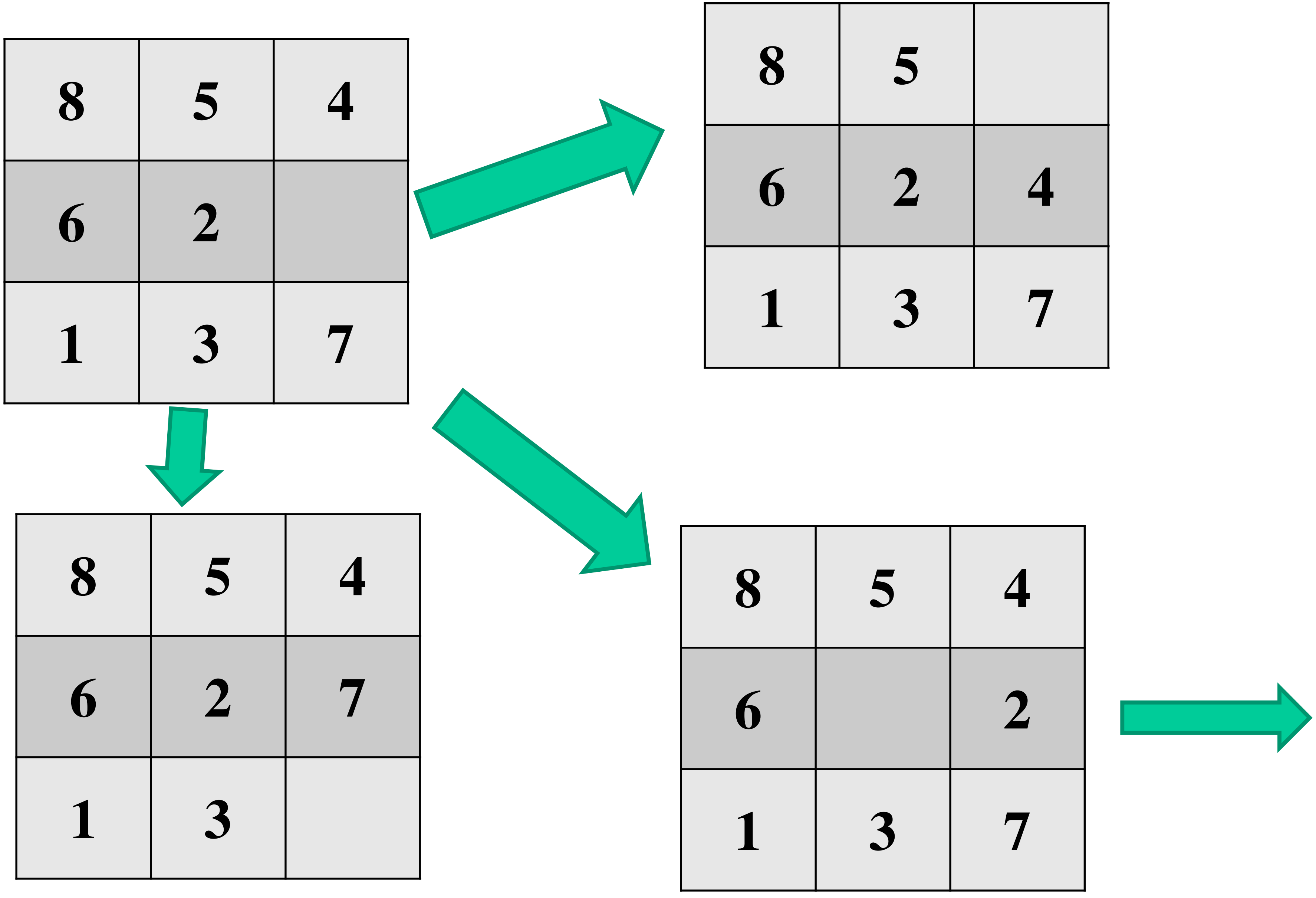
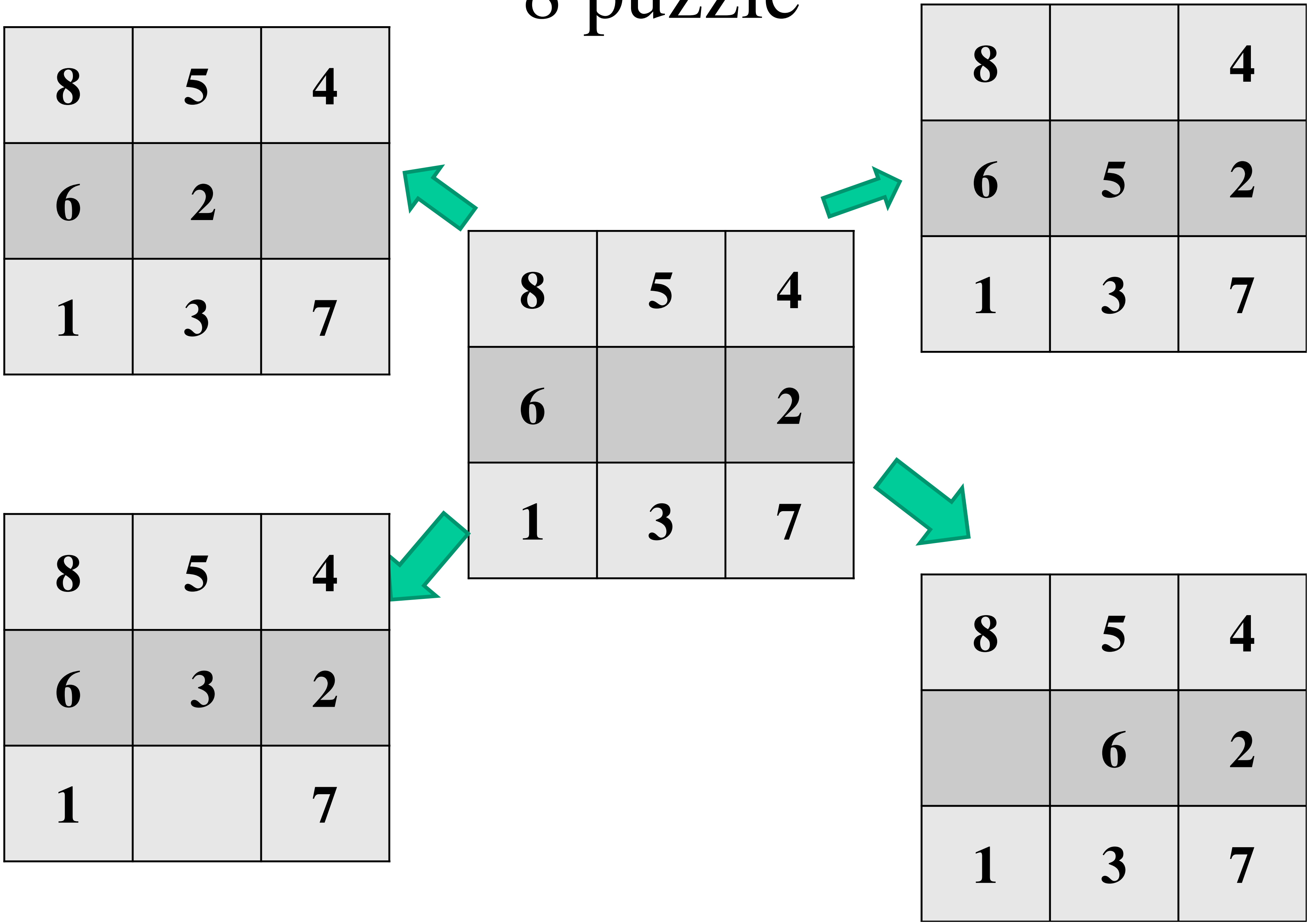
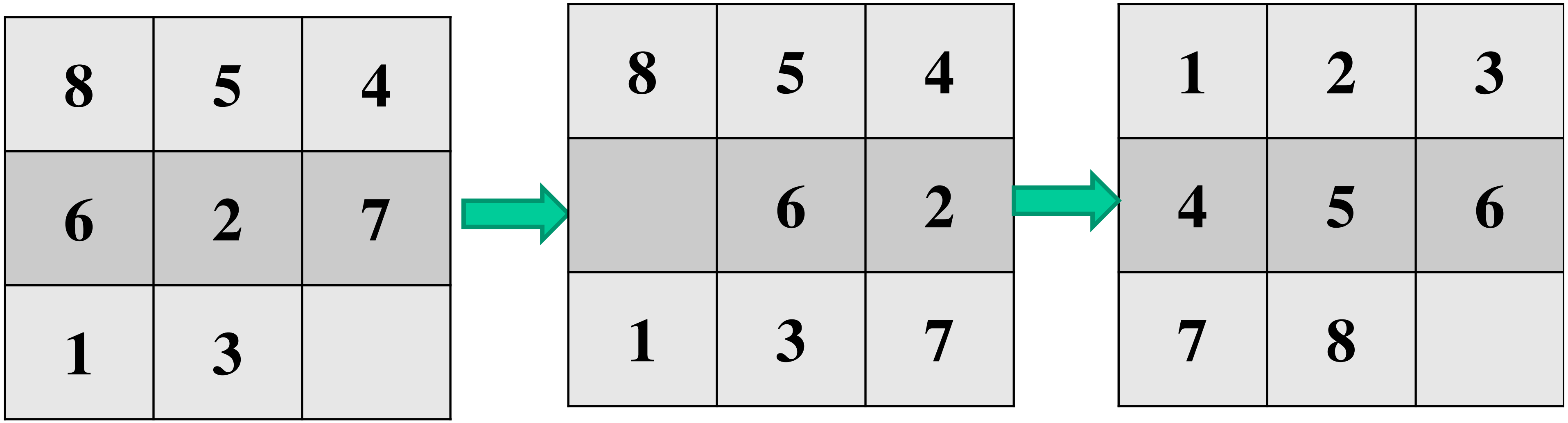


8 puzzle



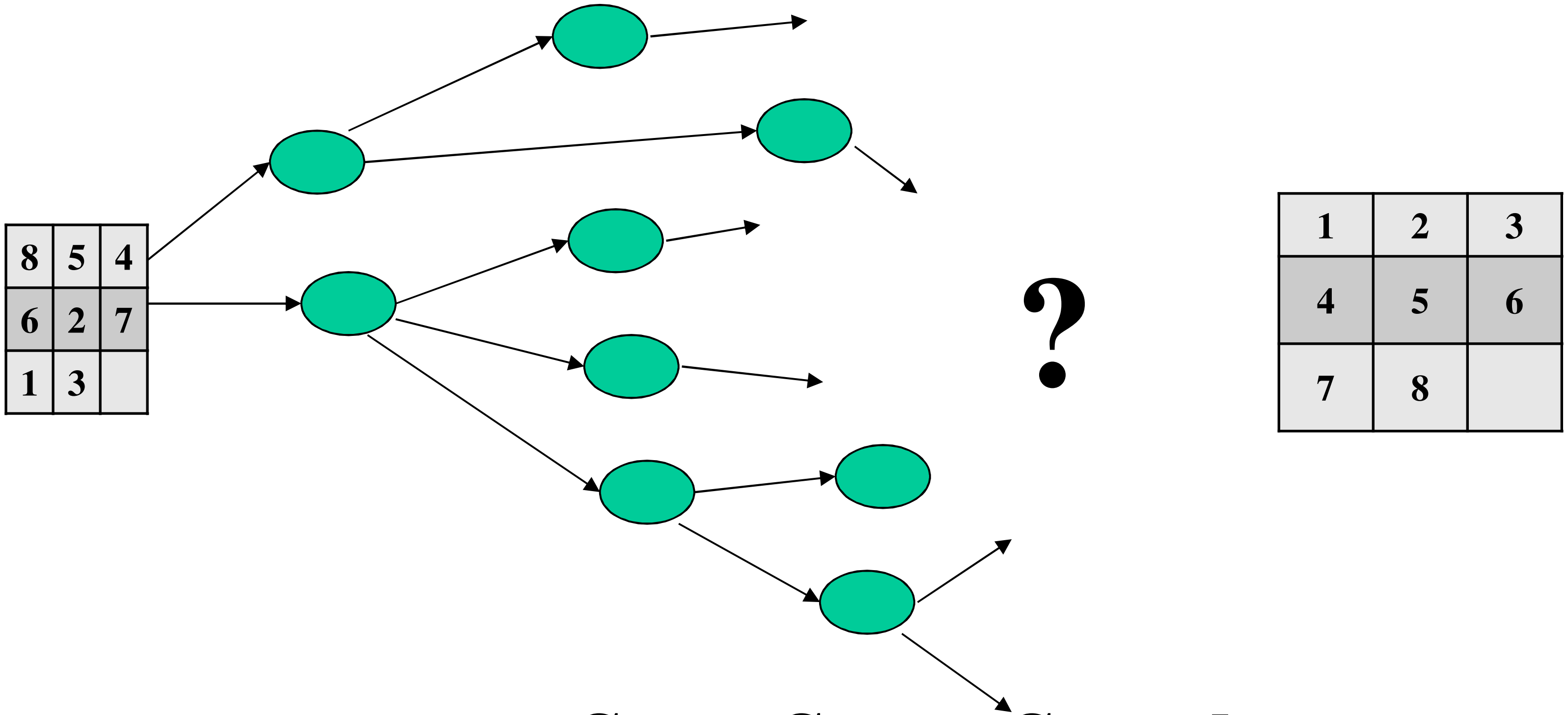
8 puzzle



- The goal is to go from the **initial state** to the **goal state** via other **states** **in minimum number of moves**

Can be considered as a graph

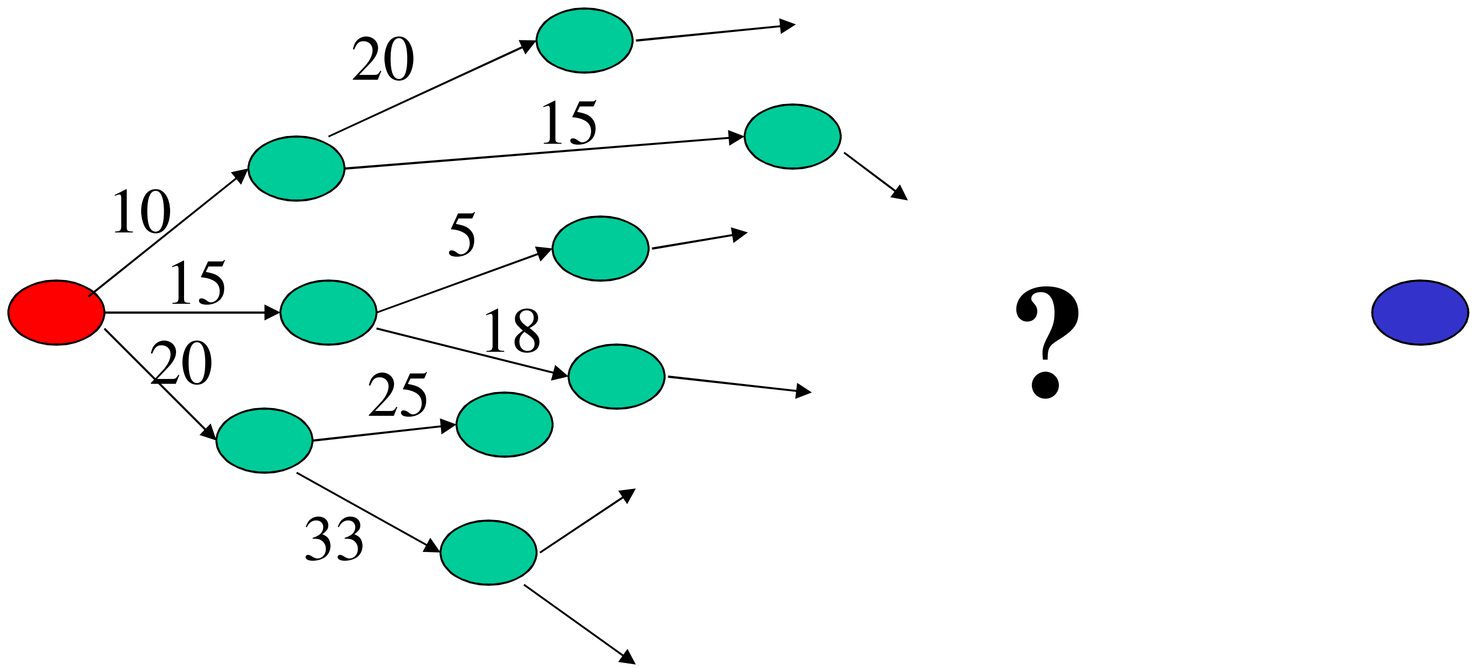
Starting from a node n find the shortest path to a goal node g



State Space Search

The Generalized Search Problem

Starting from a node n find the shortest path to a goal node g



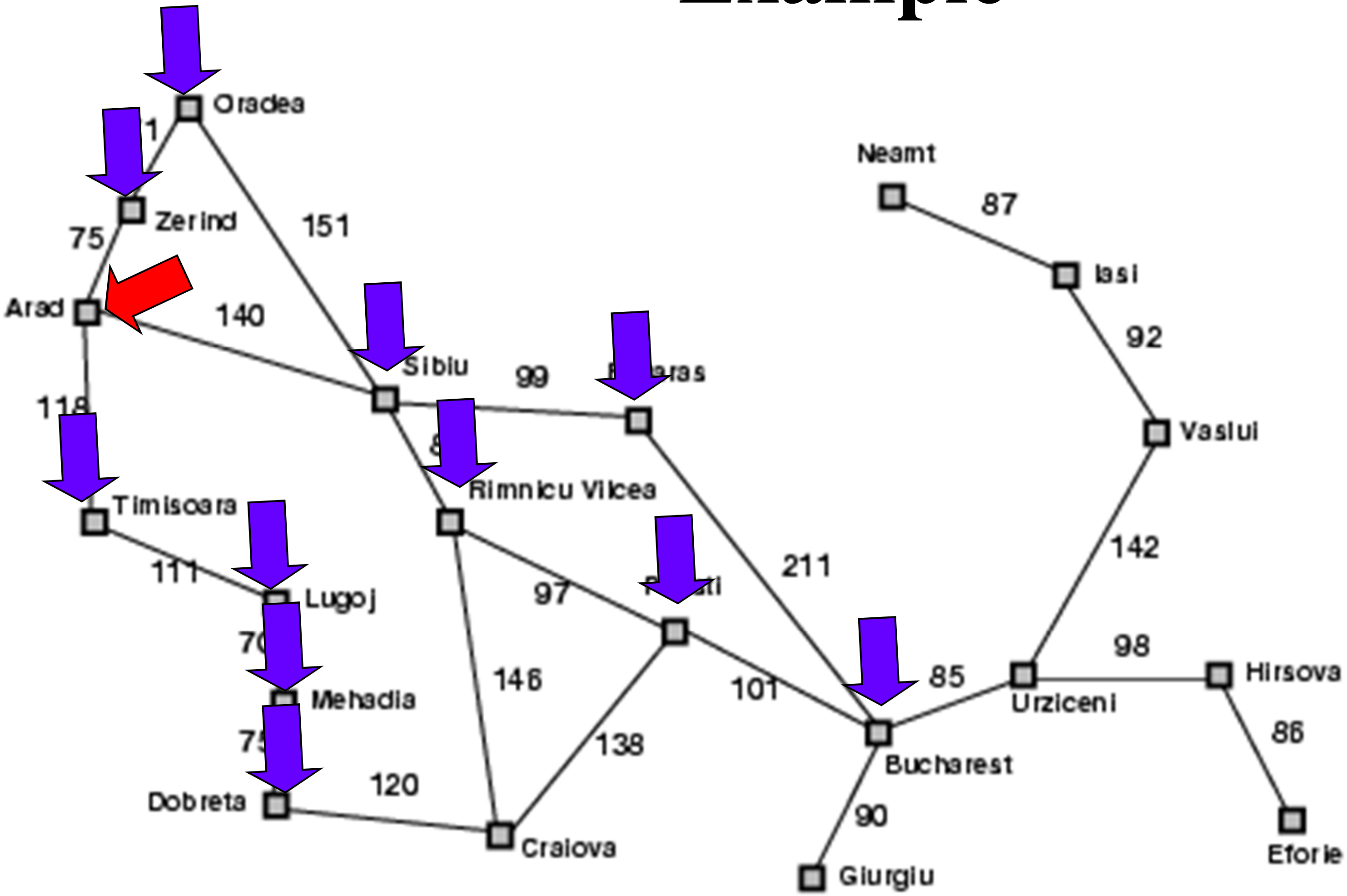
We want: A path → v1 → v2 → … →

Such that g( ) = cost(→v1) + cost(v1→ v2) + …
+ cost (vn-1 →) is minimum

How to solve this problem ??

Djikstra Algorithm ???

Example



Straight–line distance to Bucharest

Arad	366
Bucharest	0
Craiova	160
Dobreta	242
Eforie	161
Fagaras	176
Giurgiu	77
Hirsova	151
Iasi	226
Lugoj	244
Mehadia	241
Neamt	234
Oradea	380
Pitesti	10
Rimnicu Vilcea	193
Sibiu	253
Timisoara	329
Urziceni	80
Vaslui	199
Zerind	374

What does Djikstra's algorithm will do? (minimizing g(n))

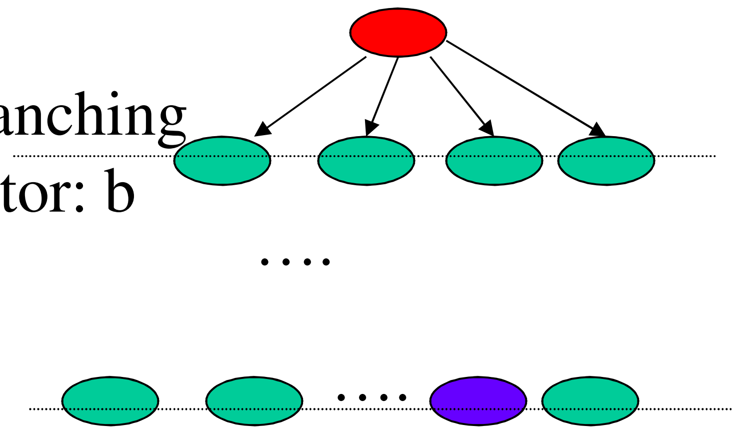
Problem: Visit too many nodes, some ***clearly*** out of the question

Complexity

- Actual complexity is $O(|E|\log_2 |E|)$

- Is this good?
  Actually it is bad for very large graphs!

Branching factor: b



nodes = $b^{(\# \text{ levels})}$

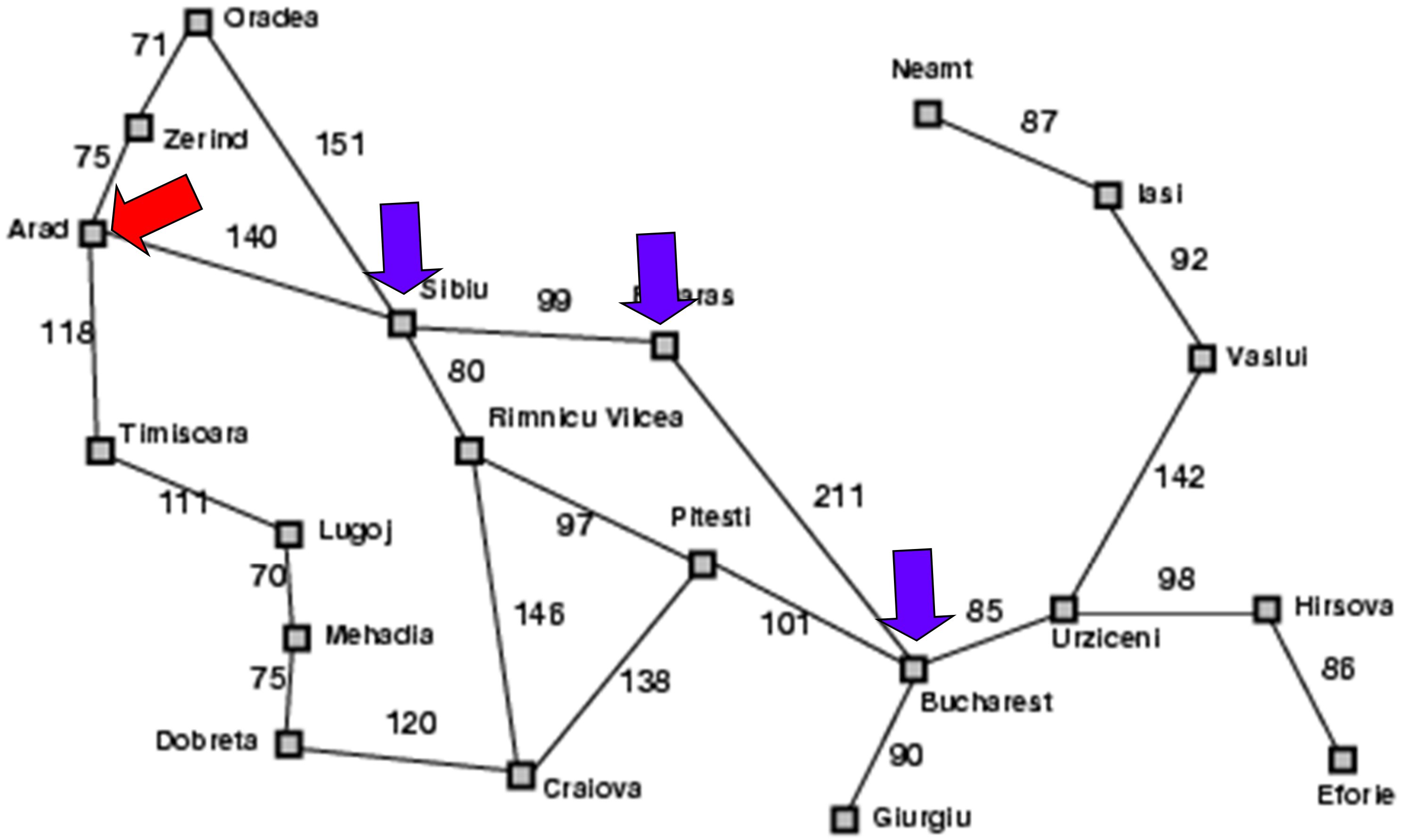
Another Example: think of the search space in chess

Better Solution: Make a “hunch”!

- Use ***heuristics*** to guide the search
  - **Heuristic**: estimation or “hunch” of how to search for a solution
- We define a heuristic function:

  h(n) = “estimate of the cost of the cheapest path from the initial state to the goal state”

Lets Try A Heuristic



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Heuristic: minimize h(n) = “Euclidean distance to destination”

Problem: not optimal (through Rimmici Viicea and Pitesti is shorter)

The A* Search

- **Difficulty**: we want to still be able to generate the path with minimum cost

- A* is an algorithm that:
  - Uses heuristic to guide search
  - While ensuring that it will compute a path with minimum cost

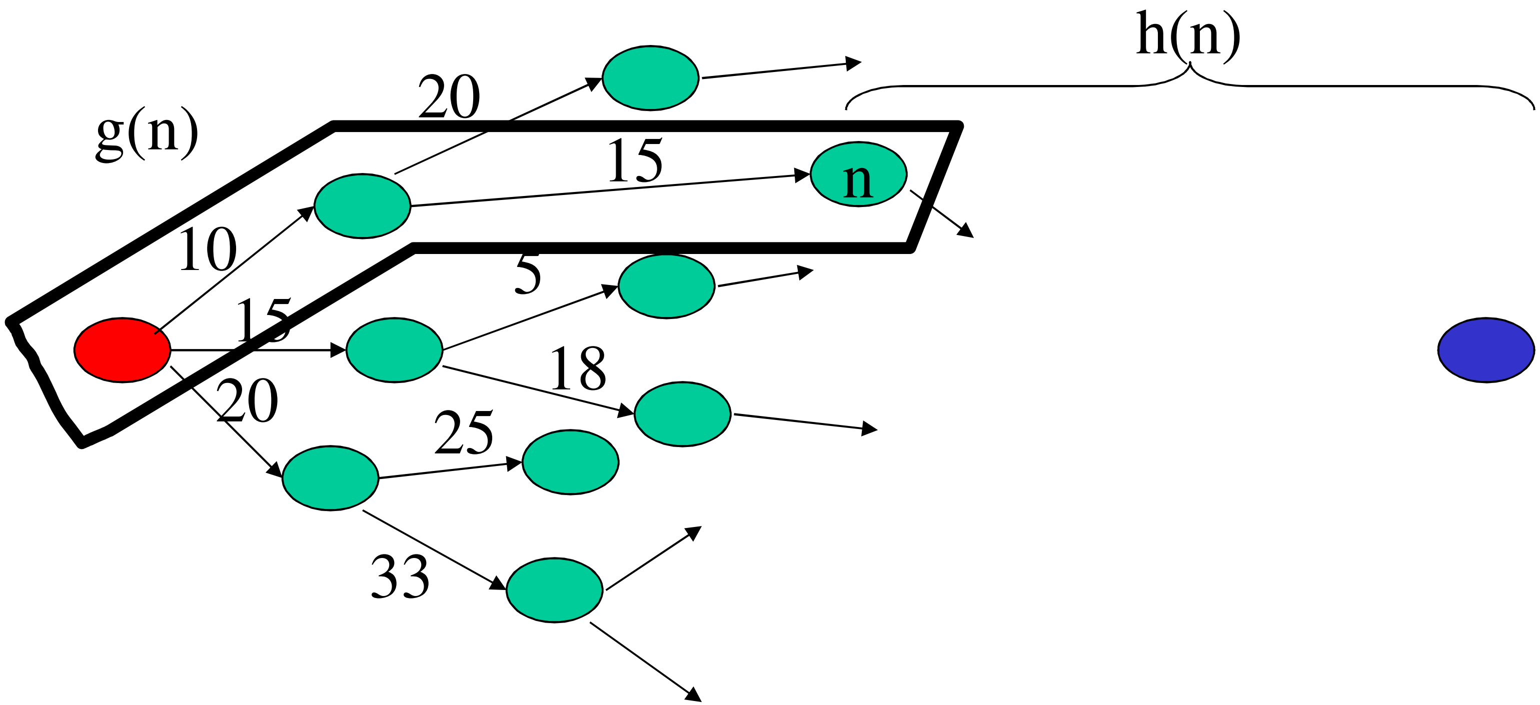
“estimated cost”

- A* computes the function $f(n) = g(n) + h(n)$

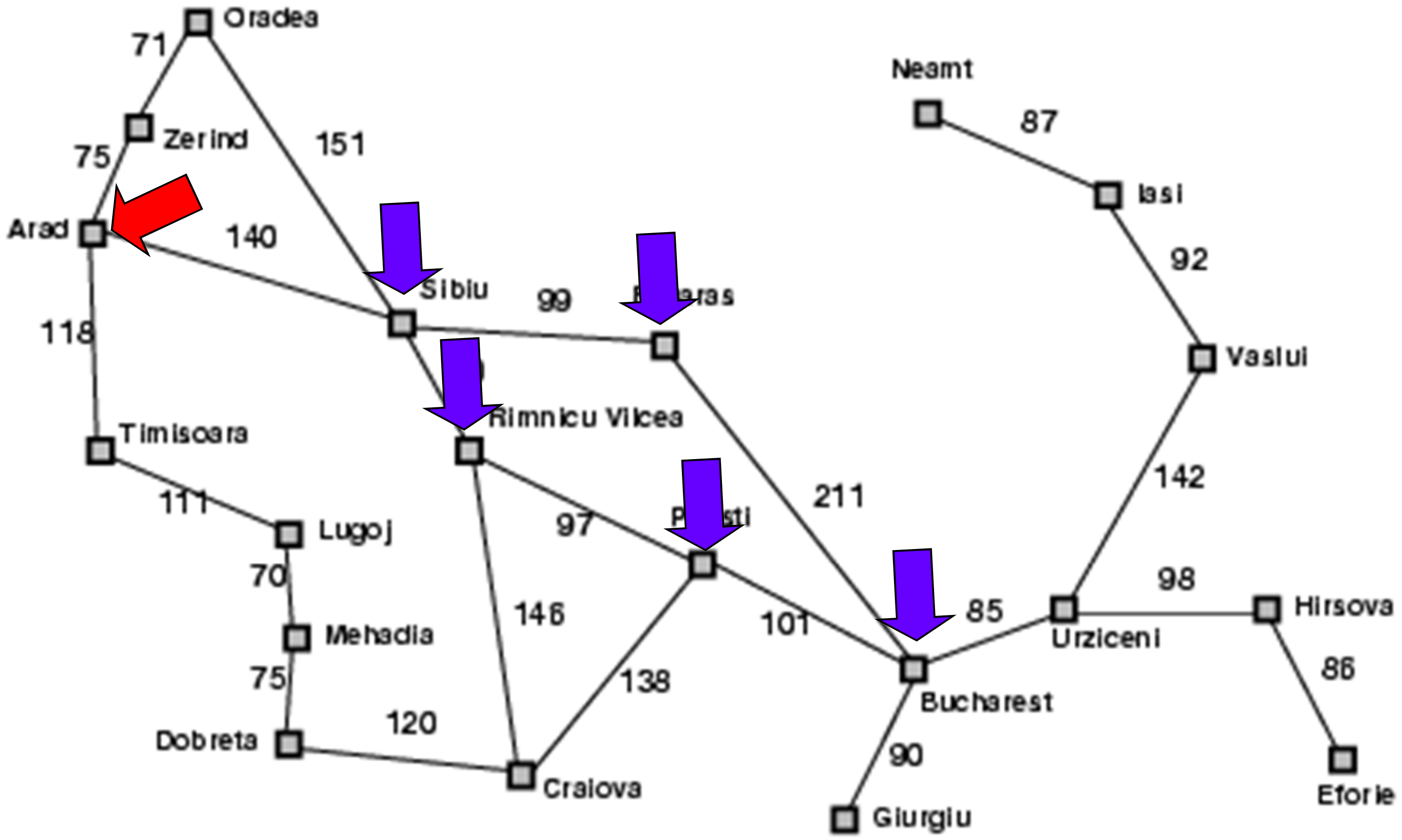
“actual cost”

A*

- f(n) = g(n) + h(n)
  - g(n) = "cost from the starting node to reach n"
  - h(n) = "estimate of the cost of the cheapest path from n to the goal node"



Example



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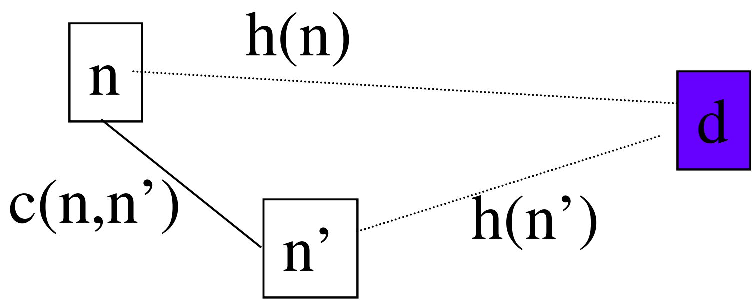
A*: minimize f(n) = g(n) + h(n)

Properties of A*

- A* generates an optimal solution if h(n) is an admissible heuristic and the search space is a tree:
  - h(n) is **admissible** if it never overestimates the cost to reach the destination node
- A* generates an optimal solution if h(n) is a consistent heuristic and the search space is a graph:
  - h(n) is **consistent** if for every node n and for every successor node n' of n:

$$h(n) \leq c(n,n') + h(n')$$



- If h(n) is consistent then h(n) is admissible
- Frequently when h(n) is admissible, it is also consistent

Admissible Heuristics

- A heuristic is admissible if it is optimistic, estimating the cost to be smaller than it actually is.

- Example:

  In the road map domain,

  h(n) = “Euclidean distance to destination”

  is admissible as normally cities are not connected by roads that make straight lines

What if the heuristic is **too** optimistic??

How to Create Admissible Heuristics

- Relax the conditions of the problem
  - This will result in admissible heuristics!

- Lets look at an 8-puzzle game:

  /

- Possible heuristics?

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- The goal is to go from the **initial state** to the **goal state**

Example: Admissible Heuristics in 8-Puzzle Game

- Heuristic: a tile A can be moved to any tile B
  - H1(n) = “number of misplaced tiles in board n”

- Heuristic: a tile A can be moved to a tile B if B is adjacent to A
  - H2(n) = “sum of distances of misplaced tiles to goal positions in board n”

- Some experimental results reported in Russell & Norvig (2002):
  - A* with h2 performs up to 10 times better than A* with h1
  - A* with h2 performs up to 36,000 times better than a classical uninformed search algorithm (iterative deepening)

A* in Games

- Path finding
  – http://aigamedev.com/open/interviews/mario-ai/

- A* can be used for planning moves computer-controlled player (e.g., chess)