

# Uninformed search

Christos Dimitrakakis

March 6, 2024

# Outline

## The shortest path problem

- The shortest path problem

- Formalising the shortest path problem

- The shortest path algorithm: backward search

- Optimality proof

- ▶ Traversing arc  $\langle x, y \rangle$  incurs **costs**  $c(\langle x, y \rangle)$
- ▶ Following a **path**  $h$  has a total cost  $C(h) = \sum_{\langle x, y \rangle \in h} c(\langle x, y \rangle)$

# The shortest path problem

- ▶ Input: **start** nodes  $X$  and **goal** nodes  $Y$  and edge costs  $c : A \rightarrow \mathbb{R}$ .
- ▶ Output: Find a path  $h$  from  $X$  to  $Y$  so that  $C(h) \leq C(h')$  for all  $h'$

# The shortest path problem

- ▶ Input: **start** nodes  $X$  and **goal** nodes  $Y$  and edge costs  $c : A \rightarrow \mathbb{R}$ .
- ▶ Output: Find a path  $h$  from  $X$  to  $Y$  so that  $C(h) \leq C(h')$  for all  $h'$

# Notes

- ▶ If the path/policy does not reach a goal, the cost is infinite.
- ▶ We can maximise rewards instead of minimising costs.

The cost from state  $x$  of a policy that reaches a goal is

$$C^\pi(s) \triangleq \sum_{i=1}^{\infty} c[s_t, \pi(s_t)], \quad s_{t+1} = \tau[s_t, \pi(s_t)], \quad s_1 = s$$

where for every  $s \in Y$ ,  $c(s, a) = 0$  and  $\tau(s, a) = s$  for all actions.

- We can calculate this recursively (from the goal state)

$$C^\pi(s) = \sum_{i=1}^{\infty} c[s_t, \pi(s_t)] \tag{1}$$

$$= c[s, \pi(s)] + \sum_{i=2}^{\infty} c[s_t, \pi(s_t)] \tag{2}$$

$$= c[s, \pi(s)] + C^\pi\{\tau[s, \pi(s)]\}. \tag{3}$$

- The same idea applies for the **shortest** path

$$C^*(s) \triangleq \min_{\pi} C^\pi(s) = \min_a \{c[s, a] + C^*[\tau(s, a)]\}. \tag{4}$$

# Shortest path algorithm

Input: Goal states  $Y$ , starting state  $x$ .

Set  $C(s) = 0$  for all states  $s \in Y$ ,  $F_0 = Y$ .

```
for  $t = 0, 1, \dots$  do  
  for  $s' \in F_t$  do  
     $\pi(s) = \arg \min_a c(s, a) + C(\tau(s, a))$   
     $C(s) = \min_a c(s, a) + C(\tau(s, a))$   
  end for  
   $F_{t+1} = \text{parent}(F_t)$ .  
  if  $F_{t+1} = \emptyset$  or  $x \in F_t$  then  
    return  $\pi, C$   
  end if  
end for
```



# Algorithm idea

- ▶ Start from goal states
- ▶ Go back one step each time, adding the cost.
- ▶ Stop whenever there are no more states to go back to, or if we reach the start state.

# Theorem

$$C(s) = C^*(s)$$

# Proof

- ▶ If  $s \in Y$ , then  $C(s) = 0 = C^*(s)$ .
- ▶ For any other  $s'$ ,  $s = \text{parent}(s')$ : we will show that: if  $C(s') \leq C^*(s')$  then  $C(s) \leq C^*(s)$ .

$$\begin{aligned} C(s) &= \min_a \{c(s, a) + C(\tau(s, a))\} && \text{(by definition)} \\ &\leq \min_a \{c(s, a) + C^*(\tau(s, a))\} && \text{(by induction)} \\ &\leq \min_a \left\{ c(s, a) + C^{\pi'}(\tau(s, a)) \right\}, \quad \forall \pi' && \text{(by optimality)} \\ &\leq C^\pi(s), \quad \forall \pi. \end{aligned}$$

For the optimal policy  $\pi^*$ ,  $C^{\pi^*}(s) = C^*(s)$ , so  $C(s) \leq C^*(s)$ . Finally,

$$C^*(s) \leq C^\pi(s) = C(s) \geq C^*(s),$$

since  $C^\pi(s) = C(s)$  for the policy returned by the algorithm.