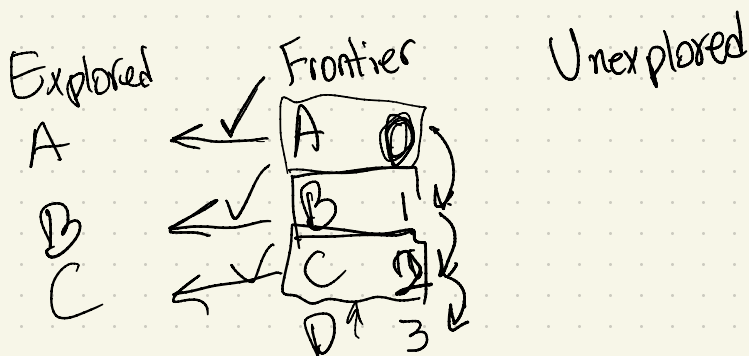
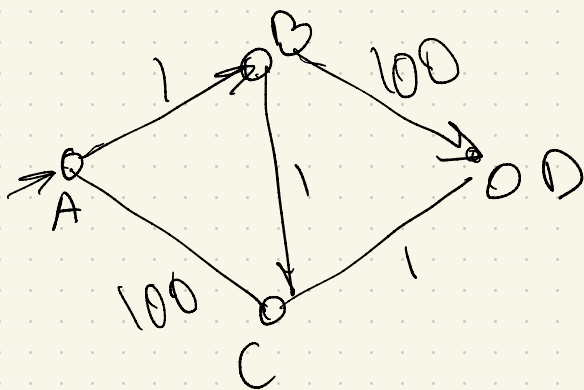
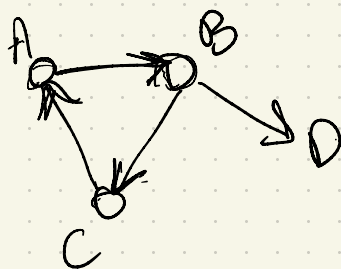
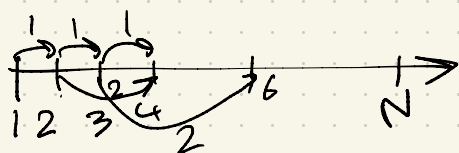


Search II:





$$s_0 \xrightarrow{\text{cost}(a_1) + \text{cost}(a_2) + \dots} s$$

$$+ h(s) - h(s_0)$$

General framework



Definition: relaxed search problem

A **relaxation** P_{rel} of a search problem P has costs that satisfy:

$$\text{Cost}_{\text{rel}}(s, a) \leq \text{Cost}(s, a).$$

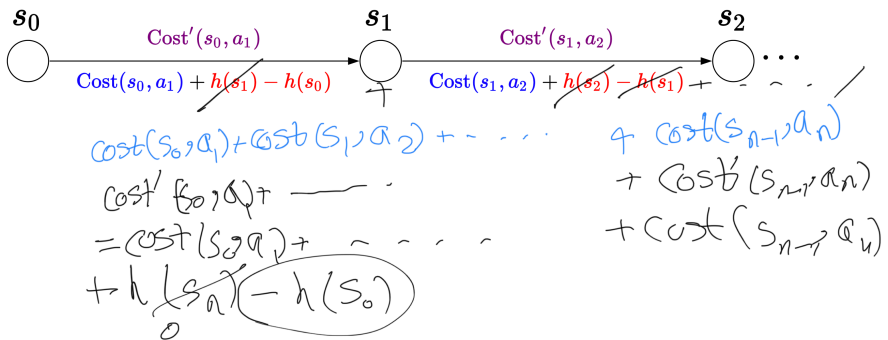


Definition: relaxed heuristic

Given a relaxed search problem P_{rel} , define the **relaxed heuristic** $h(s) = \text{FutureCost}_{\text{rel}}(s)$, the minimum cost from s to an end state using $\text{Cost}_{\text{rel}}(s, a)$.

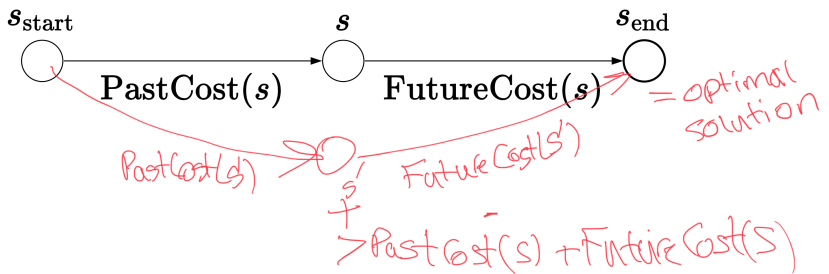
Proof of A* correctness

- Consider any path $[s_0, a_1, s_1, \dots, a_L, s_L]$:



Exploring states

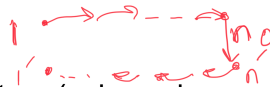
UCS: explore states in order of $\text{PastCost}(s)$





answer in chat

Question



Suppose we want to travel from city 1 to city n (going only forward) and back to city 1 (only going backward). It costs $c_{ij} \geq 0$ to go from i to j . Which of the following algorithms can be used to find the minimum cost path (select all that apply)?

depth-first search

breadth-first search

dynamic programming

uniform cost search

activate

deactivate

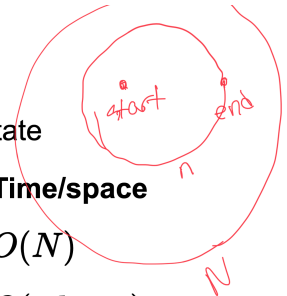
reset

report

DP versus UCS

N total states, n of which are closer than end state

Algorithm	Cycles?	Action costs	Time/space
DP	no	any	$O(N)$
UCS	yes	≥ 0	$O(n \log n)$



Note: UCS potentially explores fewer states, but requires more overhead to maintain the priority queue

Note: assume number of actions per state is constant (independent of n and N)

Analysis of uniform cost search



Theorem: correctness

When a state s is popped from the frontier and moved to explored, its priority is $\text{PastCost}(s)$, the minimum cost to s .

Proof:

