

Intelligent Systems Programming

Lecture 2: Heuristic Search

RN13 3 (except 4.1, 4.2, 4.3, **4.4**, **4.5**, 4.6, 4.7, 5.3, 6.3, 6.4)

Today's Program

- 10:00-10:40: Tree and Graph Search
 - AI search problems
 - Tree and graph search
- 10:50-11:55: Heuristic Search
 - Best-First Search
 - Greedy best-first search
 - A*
 - Heuristics
 - Domination
 - Relaxations

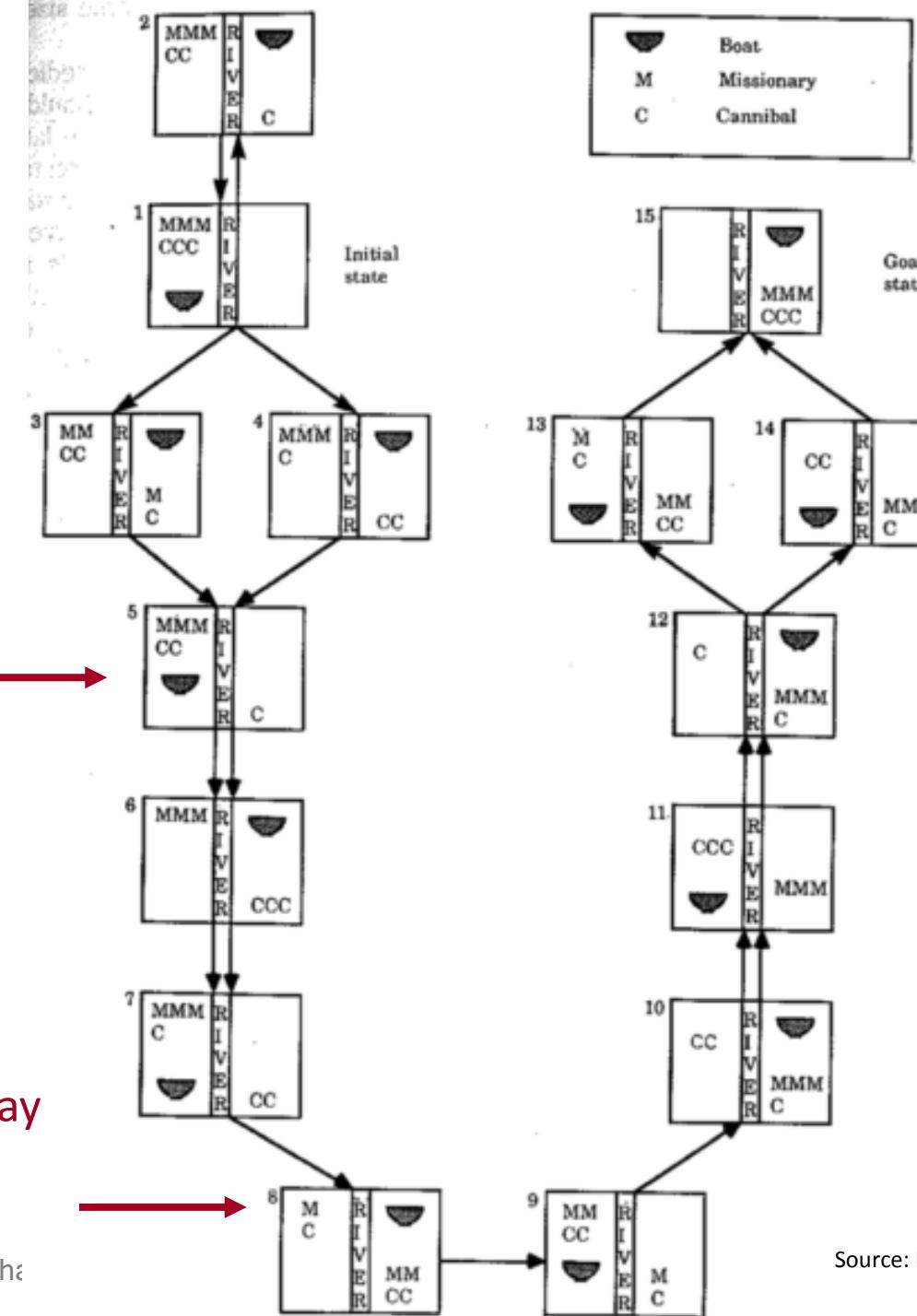


AI Search Problems



Human Problem Solving, 1971

Herbert Simon &
Allen Newell



Hard: many options

Hard: moving away
from goal state

Source: Eysenck & Kean 90

What Characterizes AI Search?

- The search space is **implicitly** defined
- The search is **goal directed**
- The search space grows **exponentially** with problem size
- Search actions are **abstract** representations of **real-world** actions
 - **Valid:** can be decomposed to atomic actions
 - **Useful:** “atomic” plans between decision points are easy

Assumptions about the search domain

Assumptions

- The environment is **static**
- Actions are **deterministic**
- States are **observable**
- States and actions are **discrete**

Hold

- Toy puzzles, board games, computers

Don't hold at all

- Anything real unless highly controlled

Search Problem Definition

A search problem has 5 components:

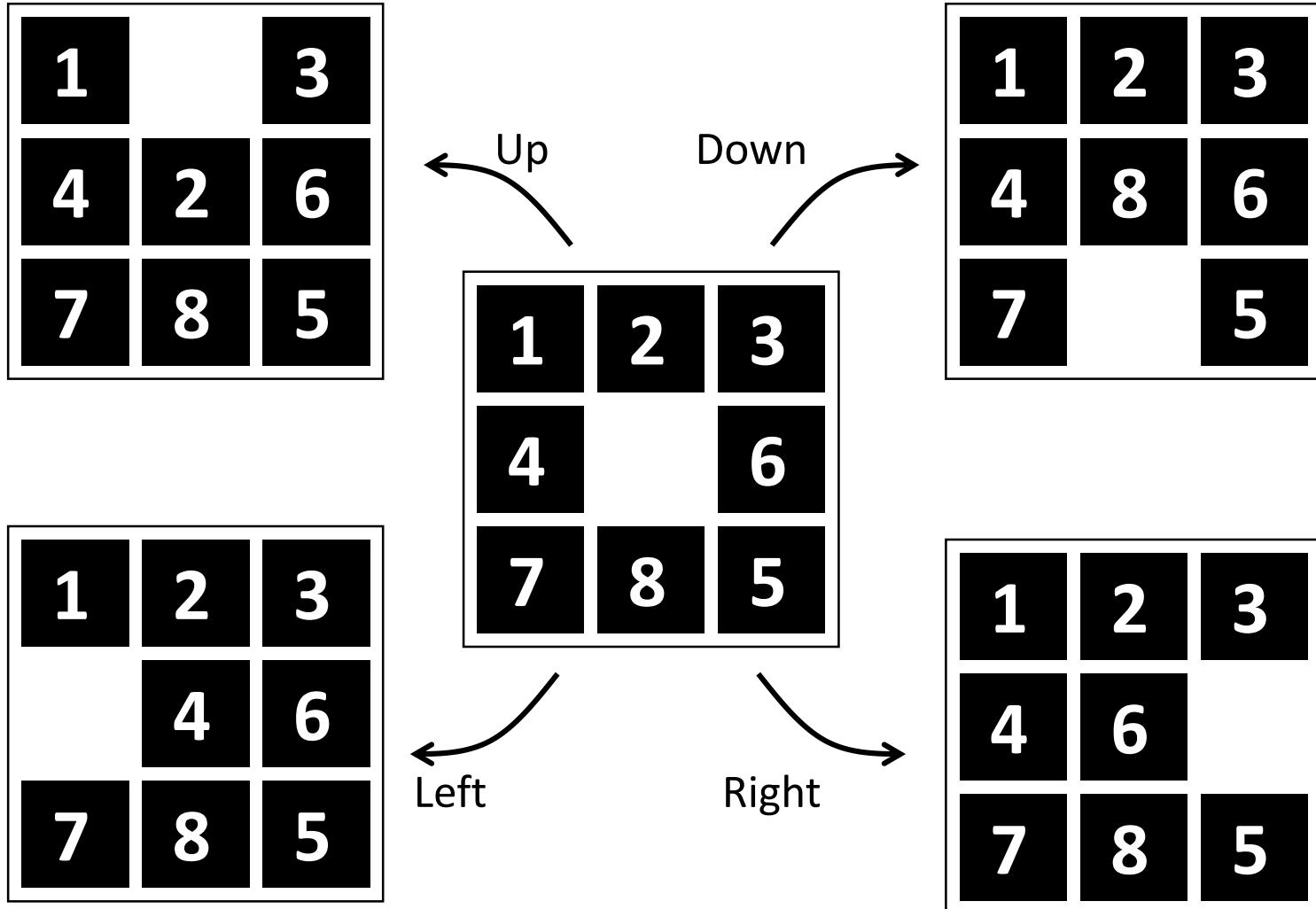
1. An initial state s_0
2. A set of actions. $\text{ACTIONS}(s)$ returns the set of actions applicable in state s
3. A transition model. $\text{RESULT}(s,a)$ returns the state s' reached from s by applying a

1+2+3 form a state space

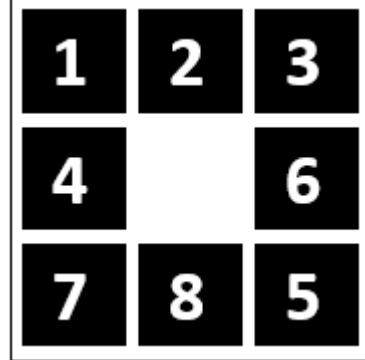
4. A goal test. $\text{GOAL-TEST}(s)$ returns true iff s is a goal state
 5. A step cost function. $\text{STEP-COST}(s,a) > 0$ returns the step cost of taking action a to go from state s to state s'
- A solution is a path from the initial state s_0 to a goal state g
 - An optimal solution is a path with minimum sum of step costs



Example: 8-Puzzle



Example: 8-Puzzle

- Initial state: $s_0 = \langle 1, 2, 3, 4, *, 6, 7, 8, 5 \rangle$ 
- Goal test function: $s = \langle 1, 2, 3, 4, 5, 6, 7, 8, * \rangle$
- Actions: {Up, Down, Left, Right}
- Transition model: Defined by the rules:
 - 1: Up (Down): applicable if some tile t above (below) *
 - 2: Left (Right): applicable if some tile t left (right) side of *
 - 3: The effect of actions is to swap t and *
- Size of state space: $9!/2$
- Cost function: $\text{step-cost}(s,a) = 1$

Real Example: Ticket Search

Momondo
Sold 2017
DKK 3.8B!

København (CPH), Danmark → Marseille (MRS), Frankrig 11 feb 11 feb 1 passager

Rejsetype: Retur Billettype: Economy Kun direkte fly Inkludér nærliggende lufthavne

Søgning afsluttet 640 resultater

Billetter Ticket Builder

Stop: Direkte, Maks. 1 stop, Alle (selected) kr. 2.500

Billigste: 2.882 DKK 9t 12m (Gnm.snit)

Hurtigste: 4.637 DKK 4t 07m (Gnm.snit)

Bedste: 3.655 DKK 4t 45m (Gnm.snit)

3 filtre sat 247 resultater passer på dine filtre. FJERN ALLE FILTRE

Brussels Airlines CPH 06:50 København 5t 05m 1 STOP 11:55 MRS Marseille

Air France MRS 20:00 Marseille 13t 20m SKIFT LUFTHAVN 09:20 +1 CPH København

Economy 6.9

2.882 DKK Vælg

Brussels Airlines CPH 06:50 København 5t 05m 1 STOP 11:55 MRS Marseille

Air France MRS 19:25 Marseille 13t 55m 1 STOP 09:20 +1 CPH København

Economy 6.7

2.882 DKK



Real Example: Robot Moves



Tree Search

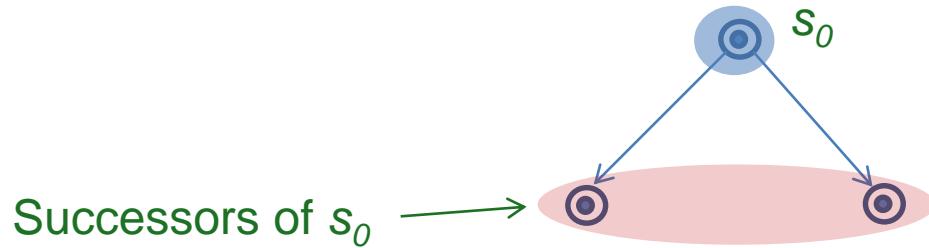


Tree Search

Start from search
node with s_0

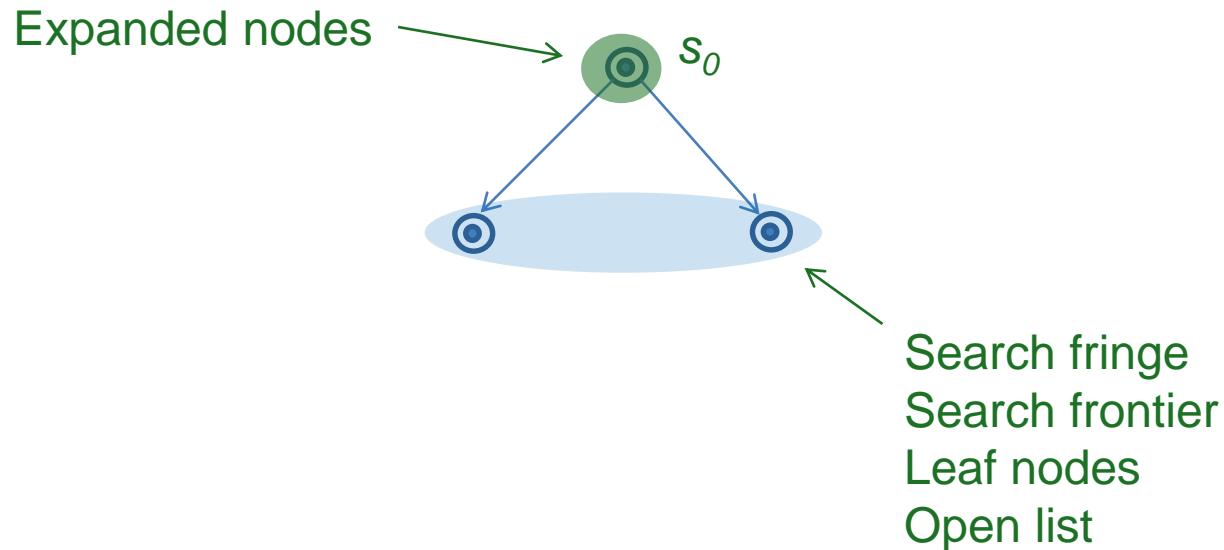


Tree Search

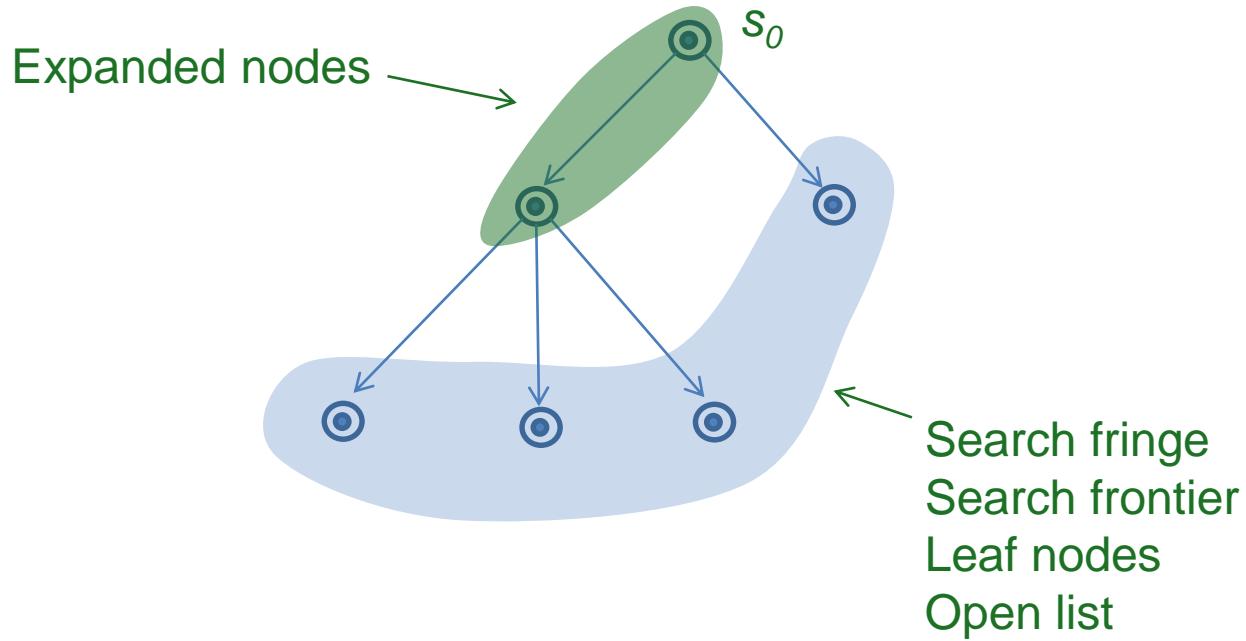


Tree Search

Expand s_0



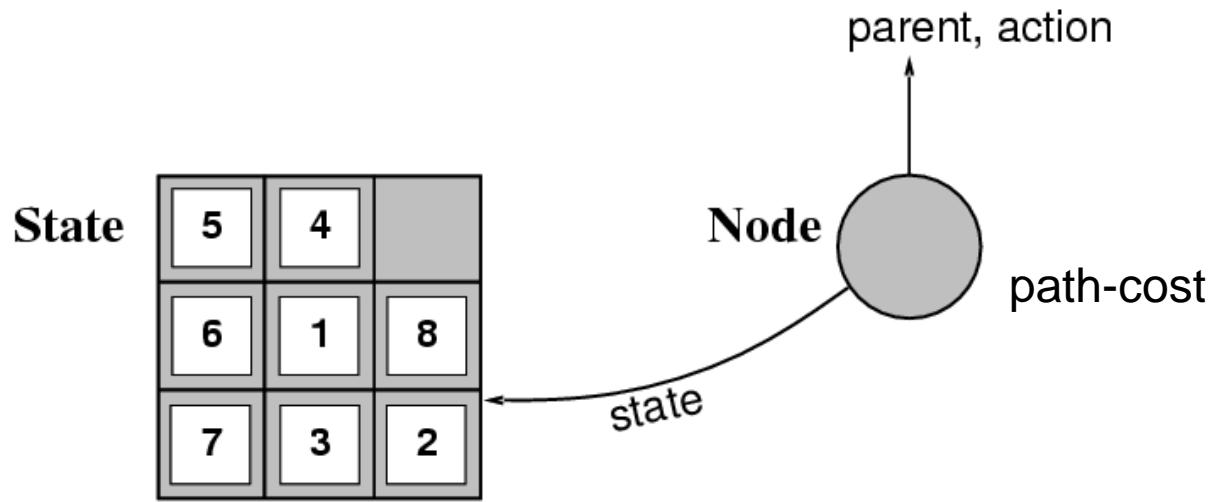
Tree Search



Algorithms vary by which leaf node they expand (search strategy)!

Implementation: General Tree Search

Search node data structure



**Function CHILD-NODE(*problem, parent, action*) returns a node
return** a node with

STATE = *problem.RESULT(parent.STATE,action)*,

PARENT = *parent*,

ACTION = *action*,

PATH-COST = *parent.PATH-COST + problem.STEP-COST(parent.STATE,action)*

Implementation: General Tree Search

Function TREE-SEARCH(*problem*) **returns** a solution, or failure

initialize the frontier using the initial state of *problem*

loop do

if the frontier is empty **then return** failure

 choose a leaf node and remove it from the frontier

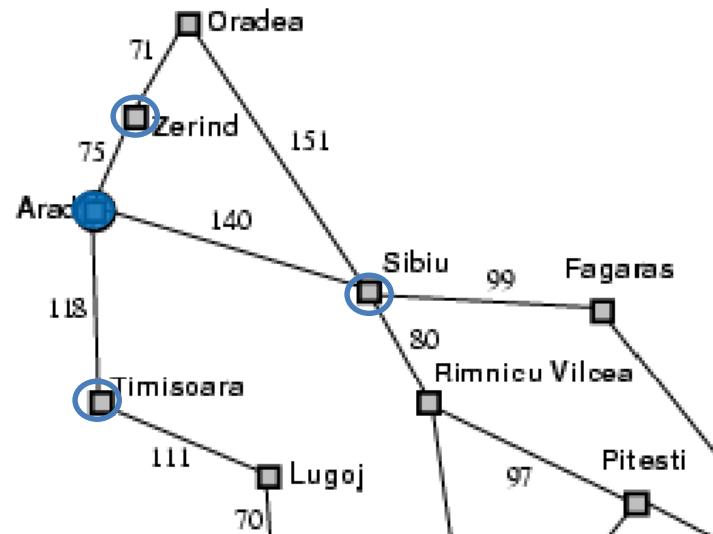
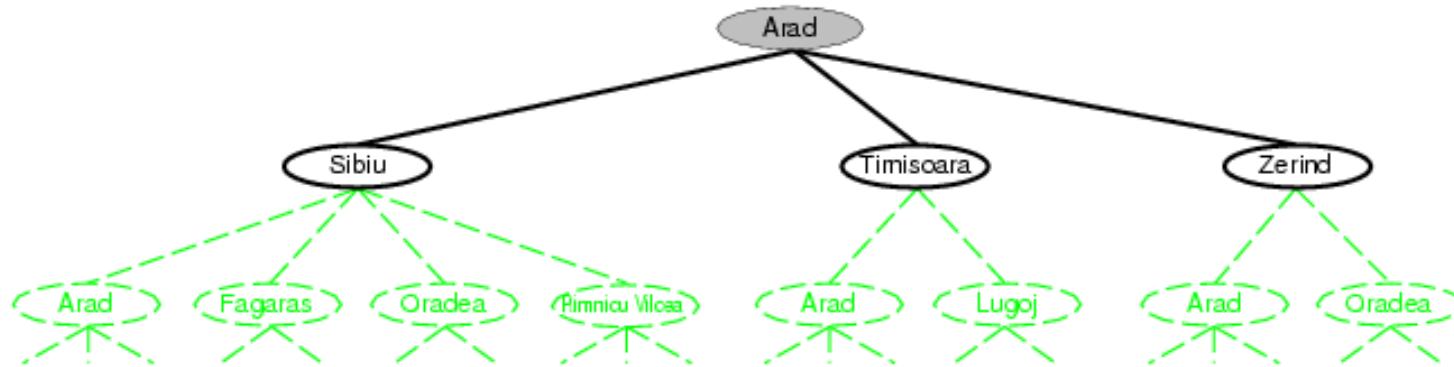
if the node contains a goal state **then**

return the corresponding solution

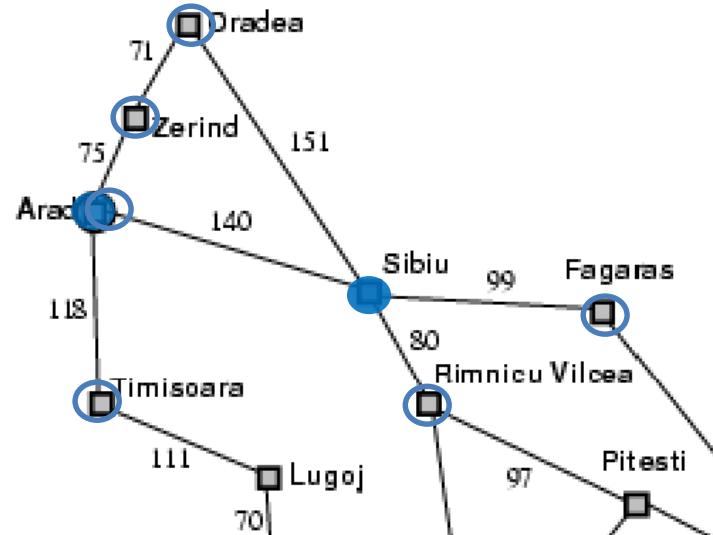
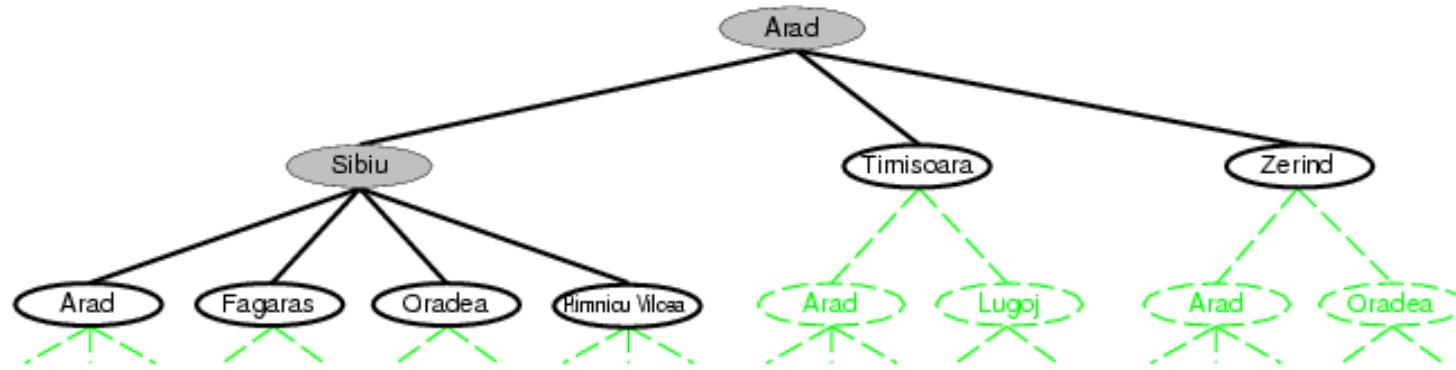
 expand the chosen node, adding the resulting nodes to the frontier



Tree Search Ex.: Routing

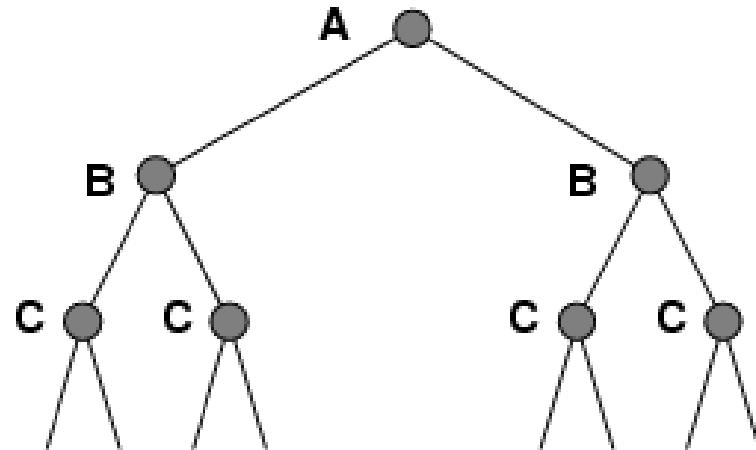
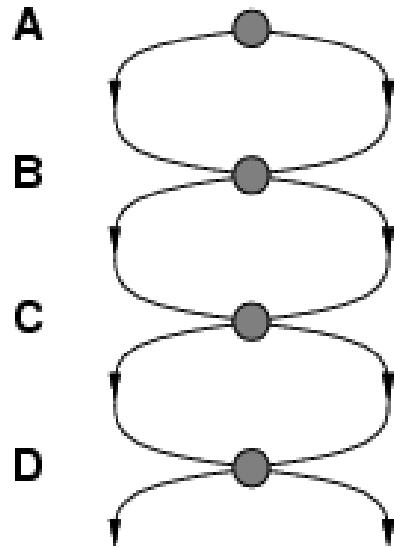


Tree Search Ex.: Routing



Repeated States

- Failure to detect repeated states can turn a linear problem into an exponential one!



- Graph search:** only keep **one path** to a state

Graph Search



Implementation: General Graph Search

Function GRAPH-SEARCH(*problem*) **returns** a solution, or failure

initialize the frontier using the initial state of *problem*

initialize the explored set to be empty

loop do

if the frontier is empty **then return** failure

 choose a leaf node and remove it from the frontier

if the node contains a goal state **then**

return the corresponding solution

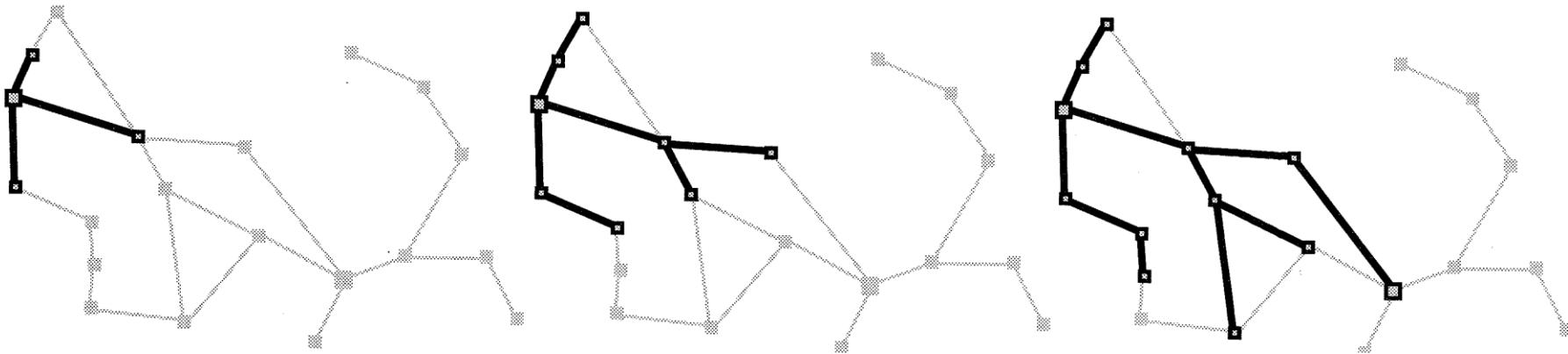
add the node state to the explored set

 expand the chosen node, adding the resulting nodes to the frontier

only if the state of the node is not in the frontier or explored set

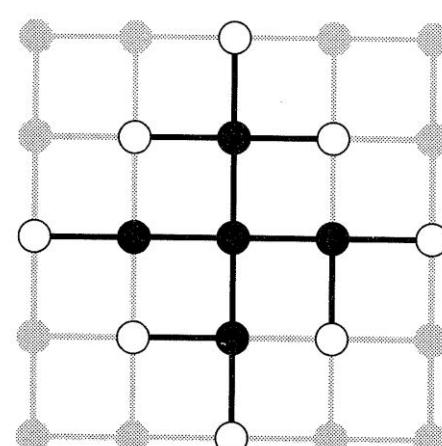
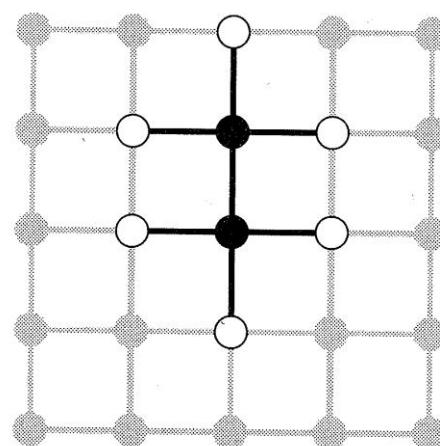
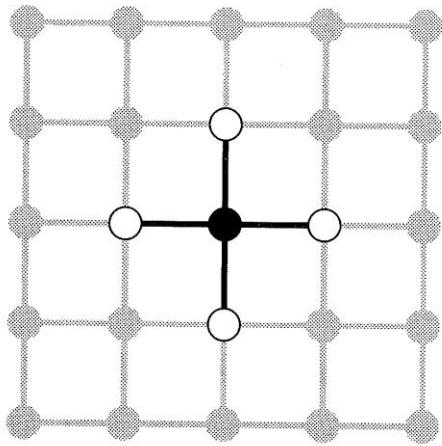
Properties of Graph Search

- Grows tree over state-space graph



Properties of Graph Search

- Satisfies the separation property



Performance of Search Algorithms



Performance characteristic

- **time complexity**: number of nodes generated
- **space complexity**: maximum number of nodes in memory
- **(soundness**: is the produced solution correct)
- **completeness**: does it always find a solution if one exists
- **optimality**: does it always find a least-cost solution?

Time and space complexity

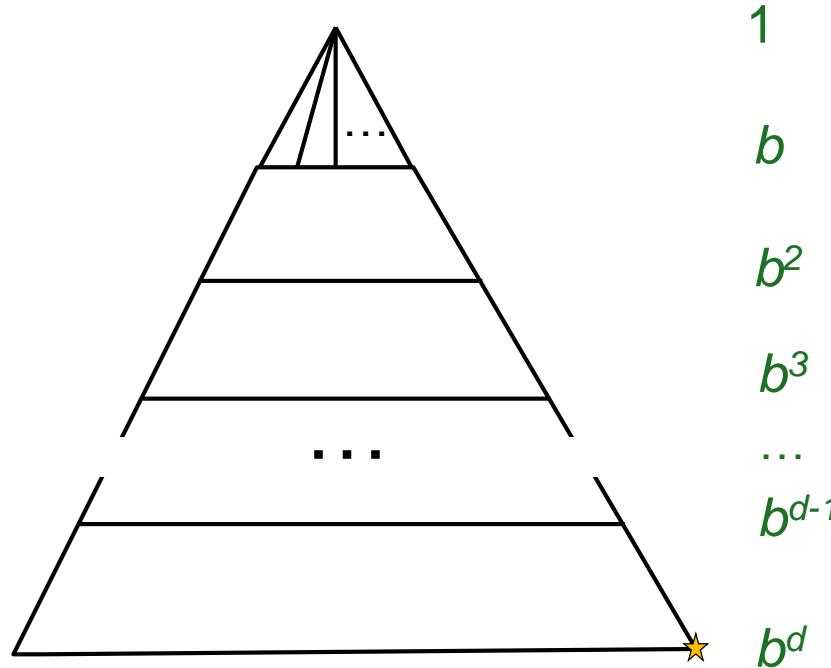
Due to the implicit problem representation the number of bits in the input is not a good measure of problem size

Input size is measured in terms of

- b : maximum **branching factor** of the search tree
- d : depth of the shallowest goal nodesolution
- m : maximum depth of the state space
(may be infinite)



Example: Breath-First Tree Search



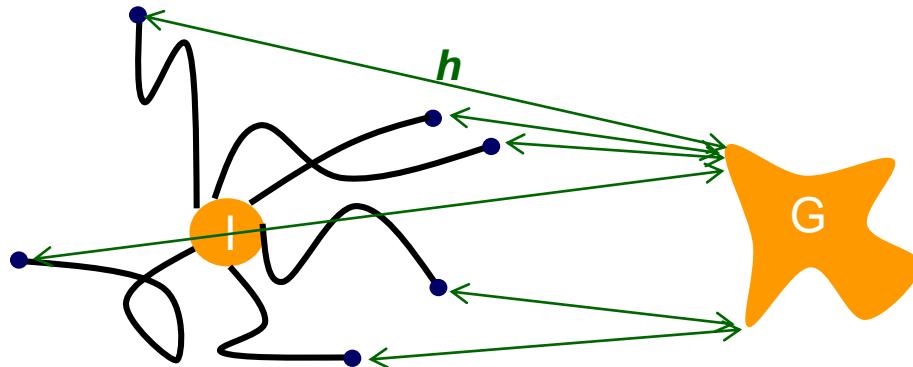
$$O\left(\sum_{i=0}^d b^i\right) = O(b^d)$$

Informed Search Algorithms



Informed Search

- Idea: use problem specific knowledge to pick which node to expand
- Typically involves a **heuristic function** $h(n)$ estimating the cheapest path from $n.\text{STATE}$ to a goal state



Requirements

$$h(s) \geq 0$$

$$h(\text{goal}) = 0$$

Best-First Search

Classical Tree Search or Graph Search with:

1. Expansion of fringe node with lowest cost according to an **evaluation function $f(n)$**
2. CHILD-NODE() extended to update $f(n)$.
PATH-COST(n) now called $g(n)$



Best-First Graph Search

Function BEST-FIRST-GRAPH-SEARCH(*problem*) **returns** a solution or failure

node \leftarrow a node with STATE = *problem*.INITIAL-STATE

frontier \leftarrow a queue ordered in ascending *f*-value, containing *node*

explored \leftarrow an empty set

loop do

if EMPTY?(*frontier*) **then return** failure

node \leftarrow POP(*frontier*);

if *problem*.GOAL-TEST(*node*.STATE) **then return** SOLUTION(*node*)

add *node*.STATE to *explored*

for each *action* in *problem*.ACTIONS(*node*.STATE) **do**

child \leftarrow CHILD-NODE(*problem*,*node*,*action*)

if *child*.STATE is not in *explored* or *frontier* **then**

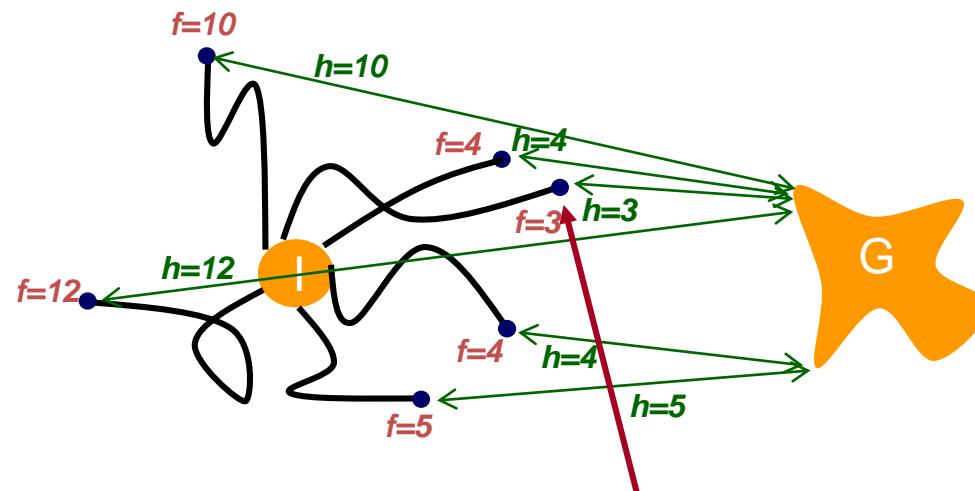
frontier \leftarrow INSERT(*child*,*frontier*)

else if *child*.STATE is in *frontier* with higher PATH-COST **then**

replace that *frontier* node with *child*

Greedy Best-First Search

- $f(n) = h(n)$: Expand a node that appears to be closest to the goal



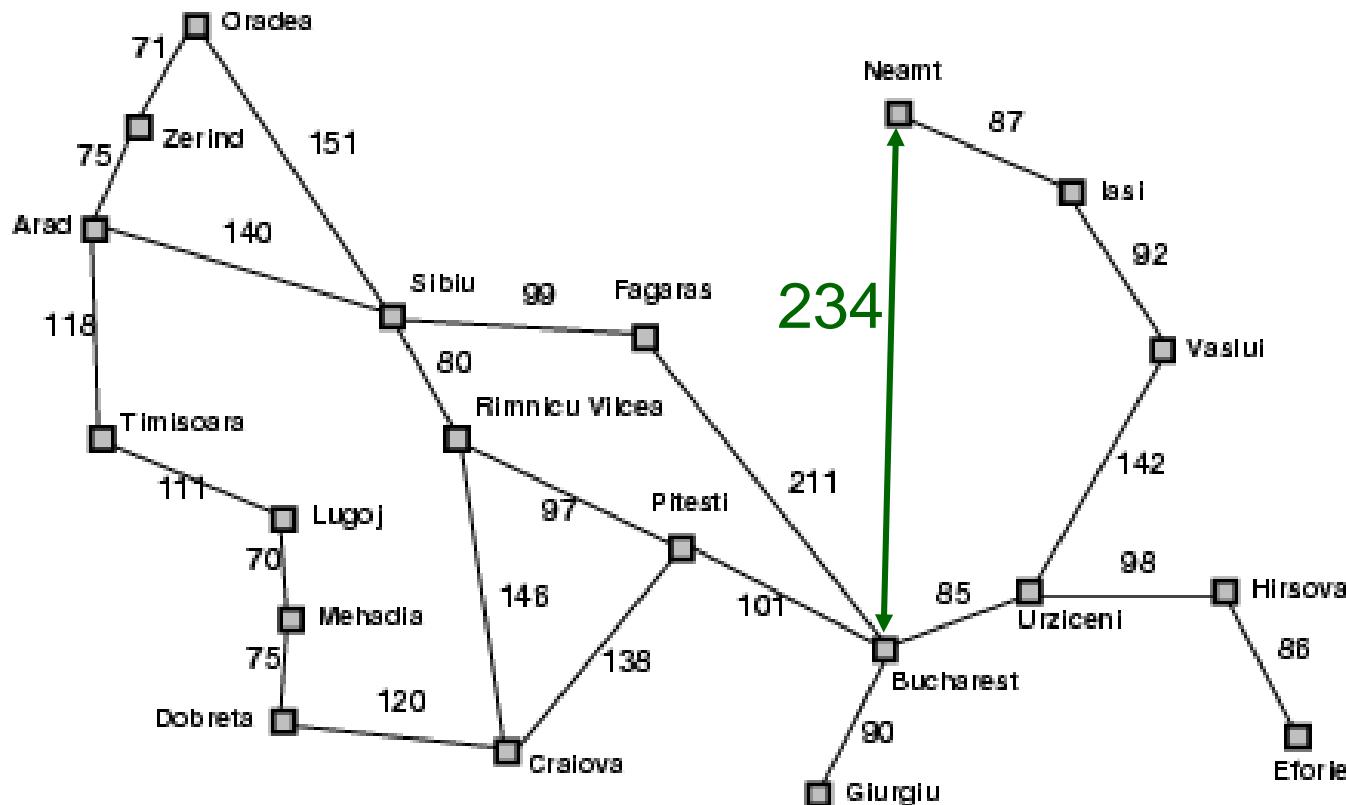
This node would be expanded next

Greedy Best-First Tree Search Example

- Go from Arad to Bucharest
- $f(n) = h_{SLD}(n) =$
straight-line distance from $n.\text{STATE}$ to Bucharest



Romania with Step Costs in km

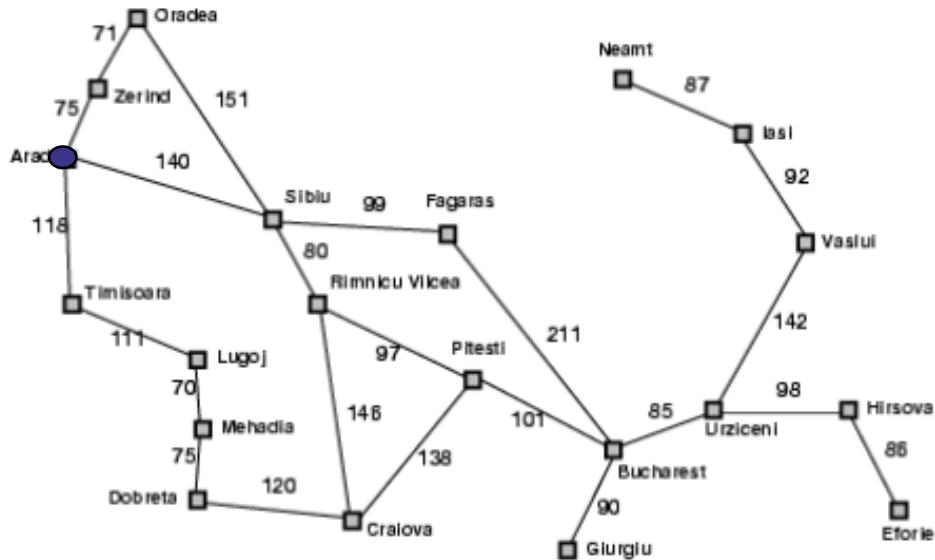


$h(n)$

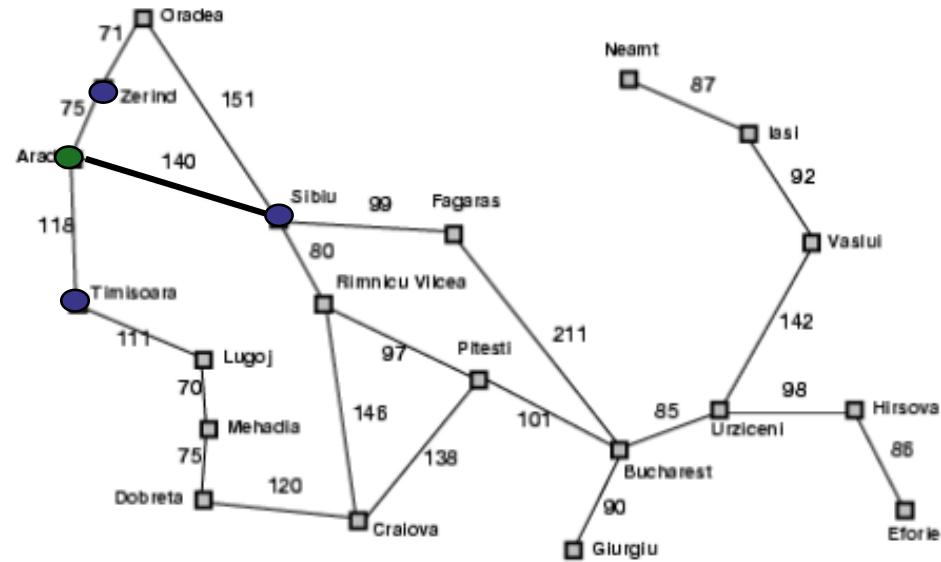
Straight-line distance to Bucharest	
Arad	366
Bucharest	0
Craiova	160
Dobreta	242
Eforie	161
Fagaras	176
Giurgiu	77
Hirsova	151
Iasi	226
Lugoj	244
Mehadia	241
Neamt	234
Oradea	380
Pitesti	100
Rimnicu Vilcea	193
Sibiu	253
Timisoara	329
Urziceni	80
Vaslui	199
Zerind	374

Greedy Best-First Tree Search Example

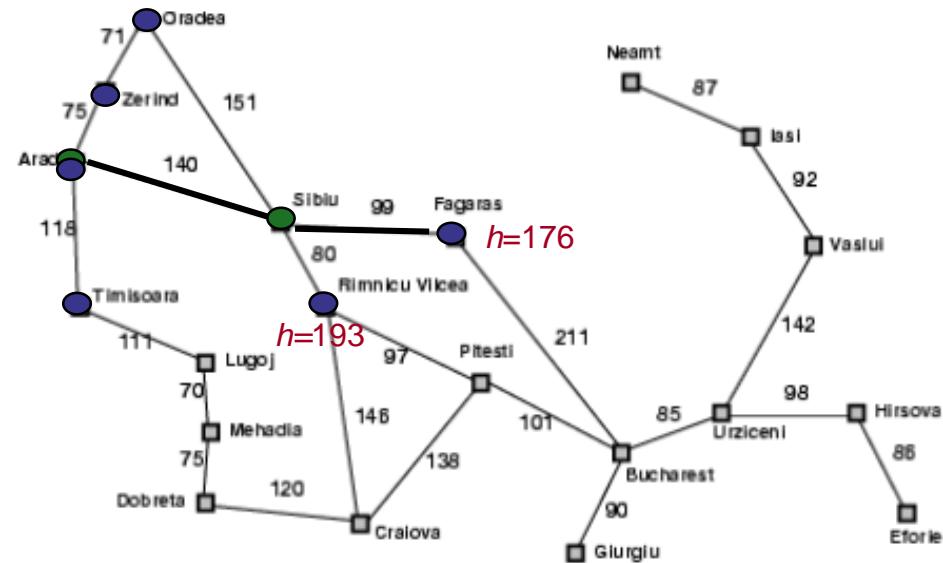
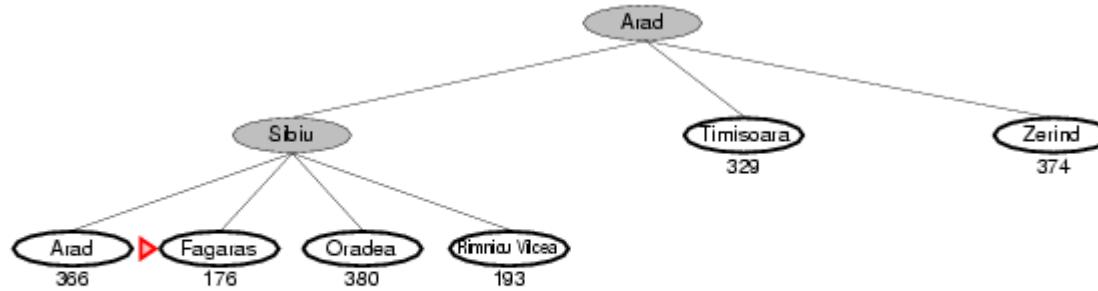
► Arad
366



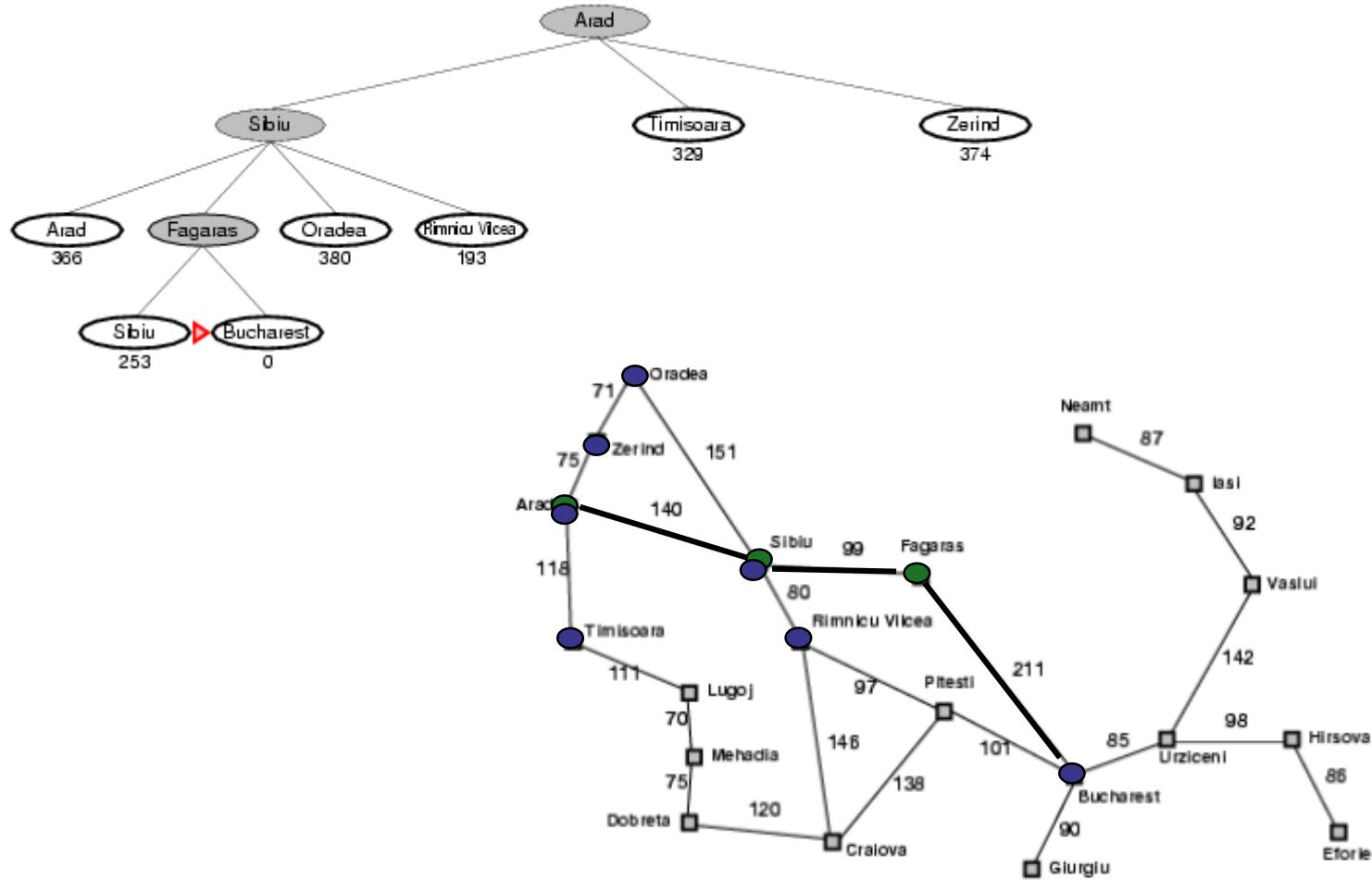
Greedy Best-First Tree Search Example



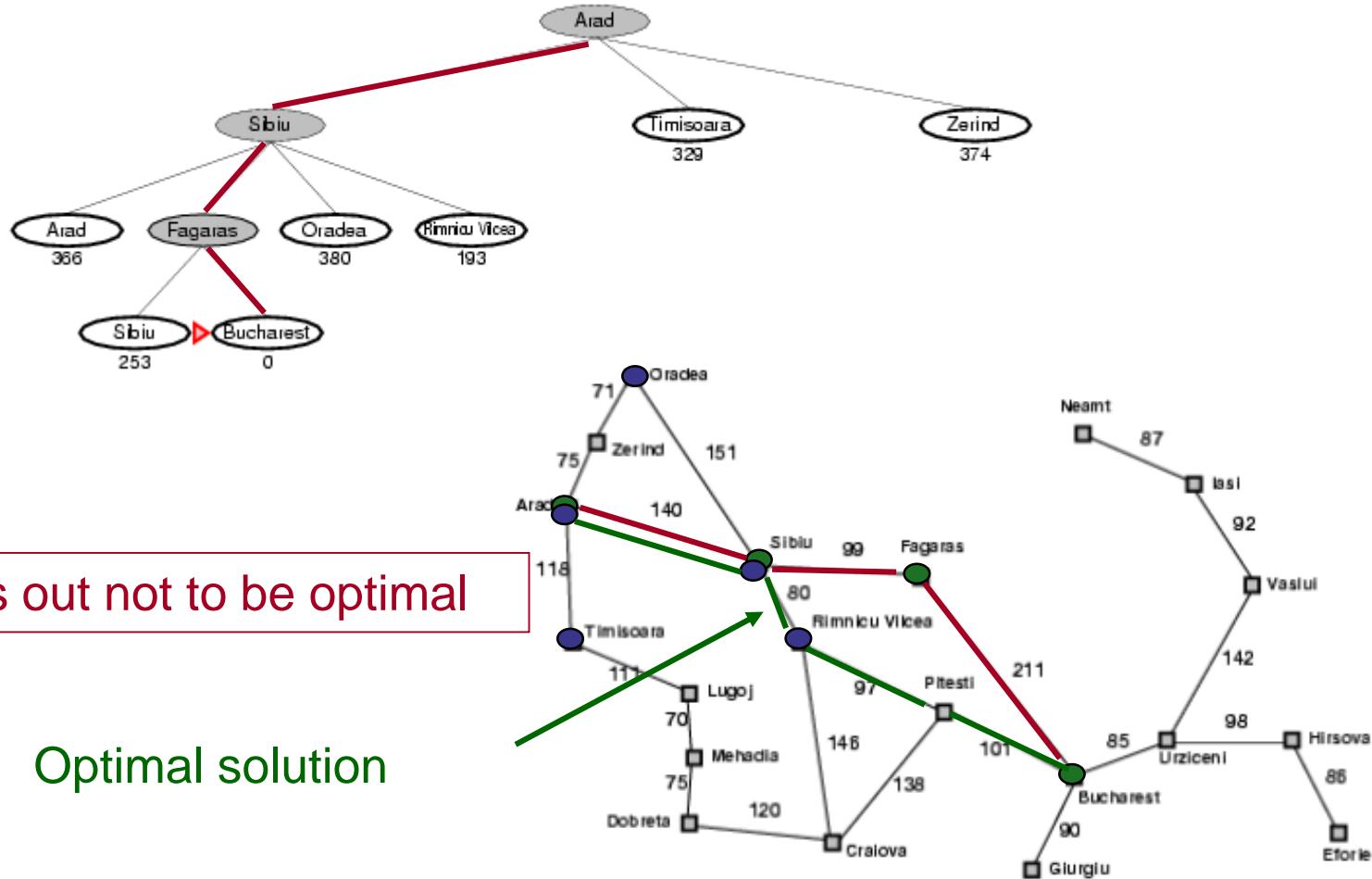
Greedy Best-First Tree Search Example



Greedy Best-First Tree Search Example

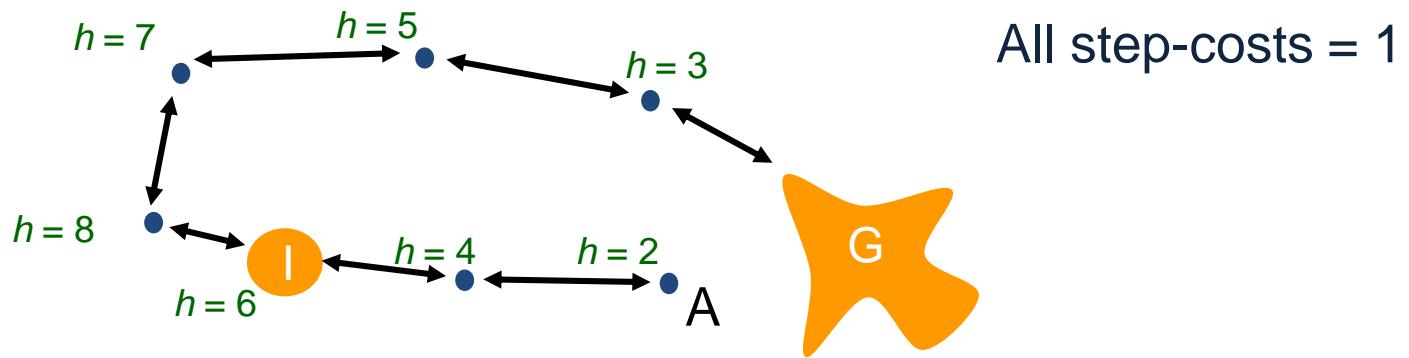


Greedy Best-First Tree Search Example



Completeness

- How does **greedy best-first tree search** behave on problems like the one below?



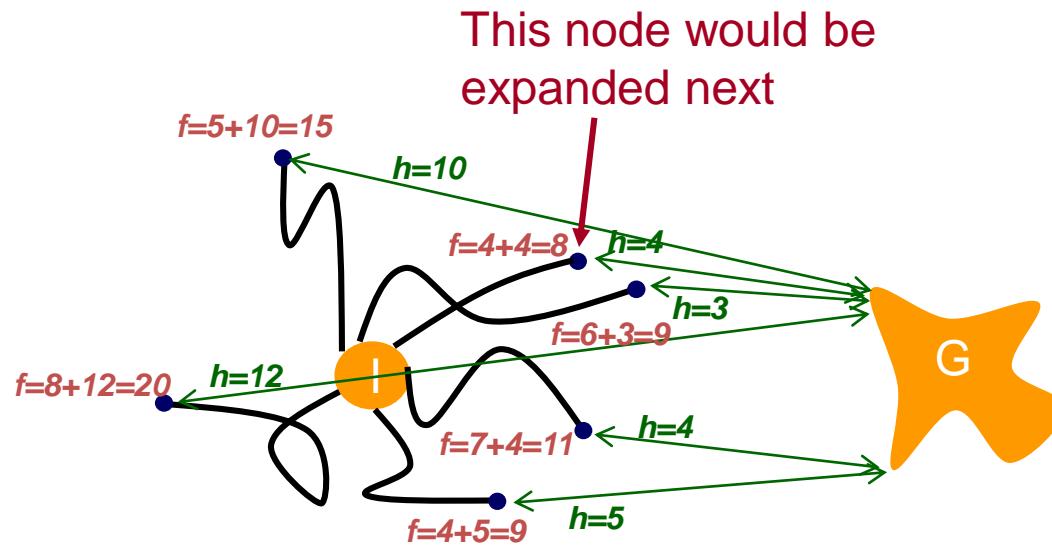
- What about **greedy best-first graph search**?

A* Search

- Idea: include cost of reaching node
- Evaluation function $f(n) = g(n) + h(n)$
- $g(n)$ = cost of reaching n
- $h(n)$ = estimated cost of reaching goal from state of n
- $f(n)$ = estimated cost of the cheapest path to a goal state that goes through path of n

A* Search

- $f(n) = g(n) + h(n)$: Expand node that appears to be on cheapest paths to the goal



Admissible Heuristics

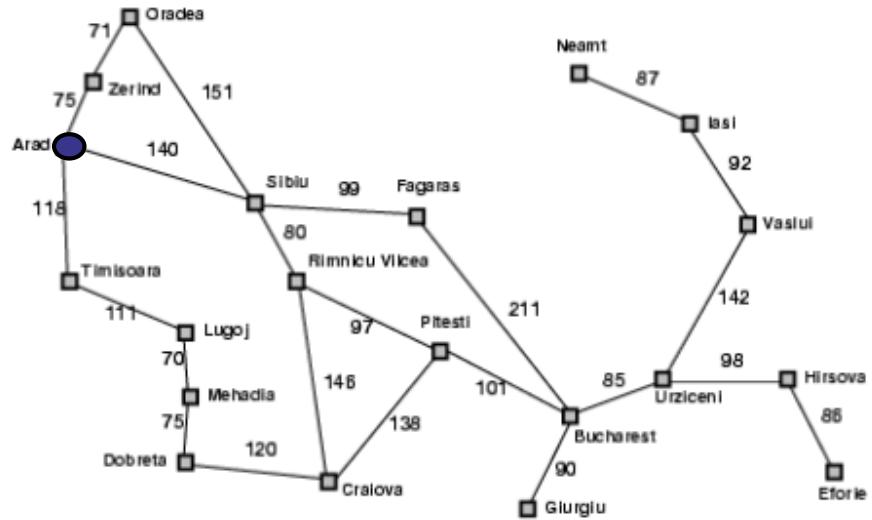
- A heuristic $h(n)$ is **admissible** if for every node n ,
 $h(n) \leq h^*(n)$, where $h^*(n)$ is the **minimum** cost to reach the goal state from n
- An admissible heuristic **never overestimates** the cost to reach the goal, i.e., it is **optimistic**
- Example: $h_{SLD}(n)$ (never overestimates the actual road distance)
- Can you think of a heuristic function that is trivially admissible?

A* Tree Search Example

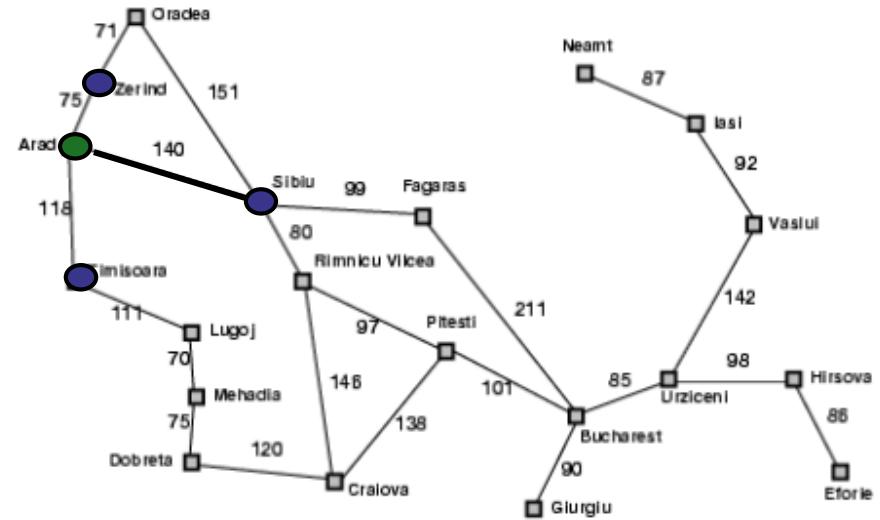
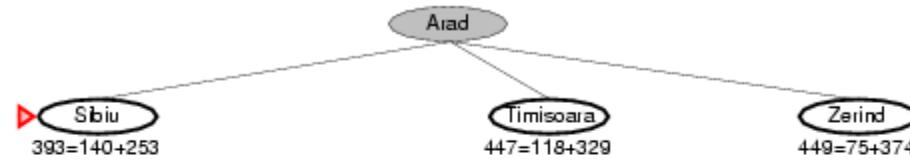
- Go from Arad to Bucharest
- $f(n) = g(n) + h_{SLD}(n)$

A* Tree Search Example

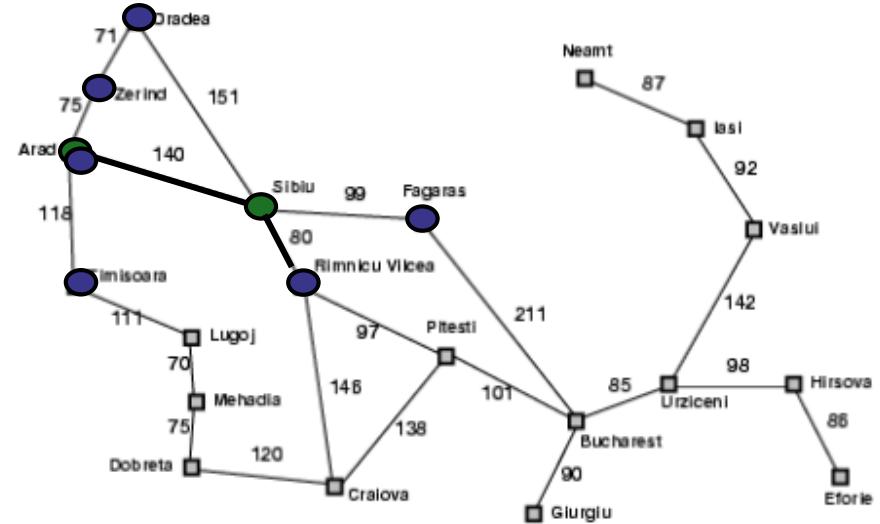
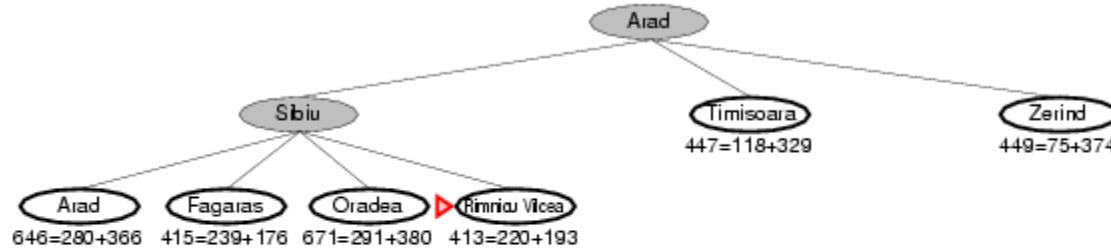
► Arad
366=0+366



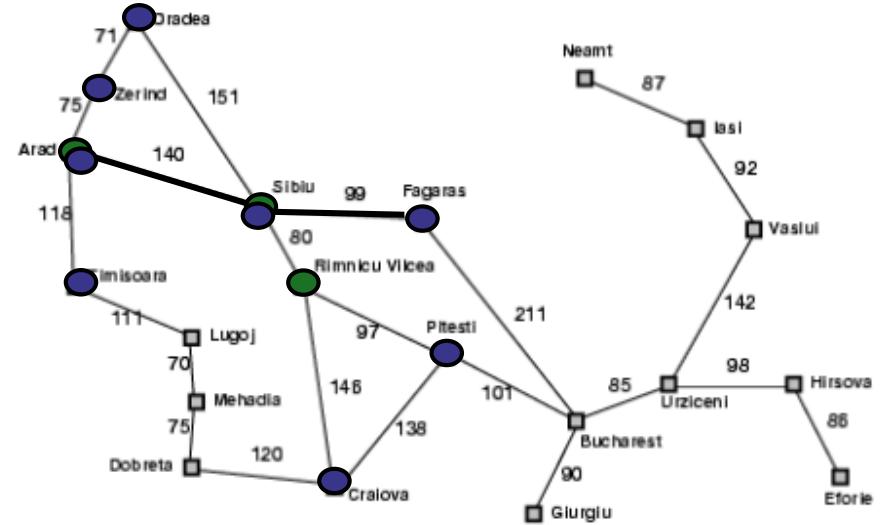
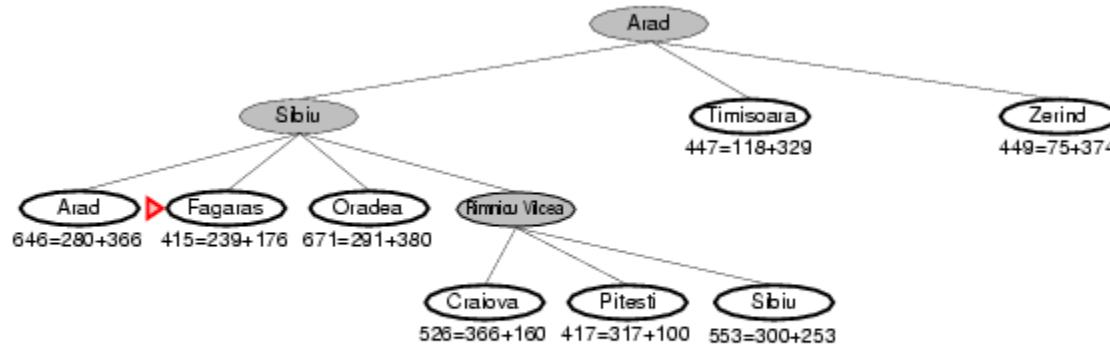
A* Tree Search Example



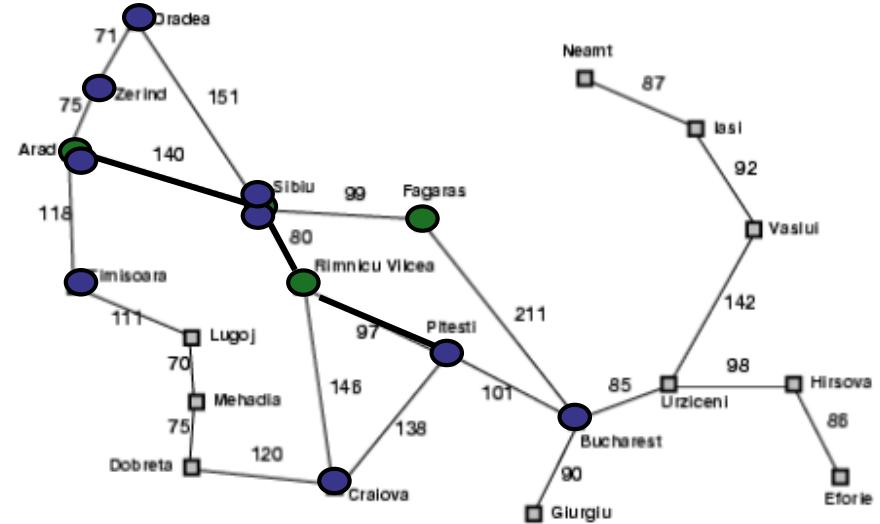
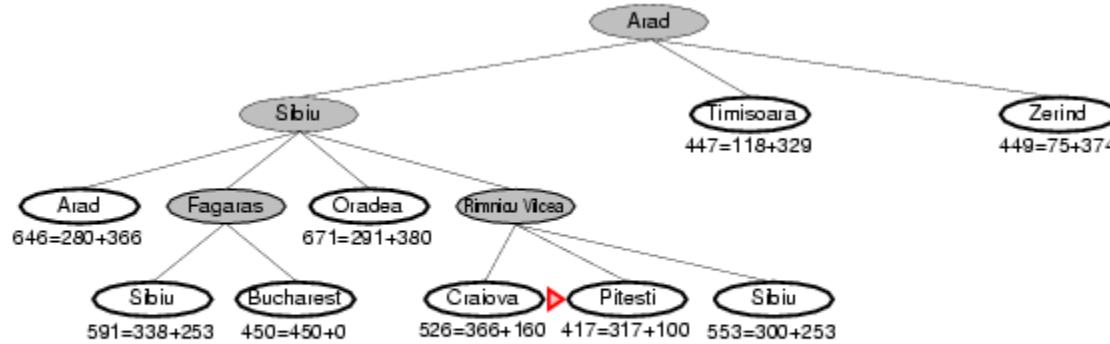
A* Tree Search Example



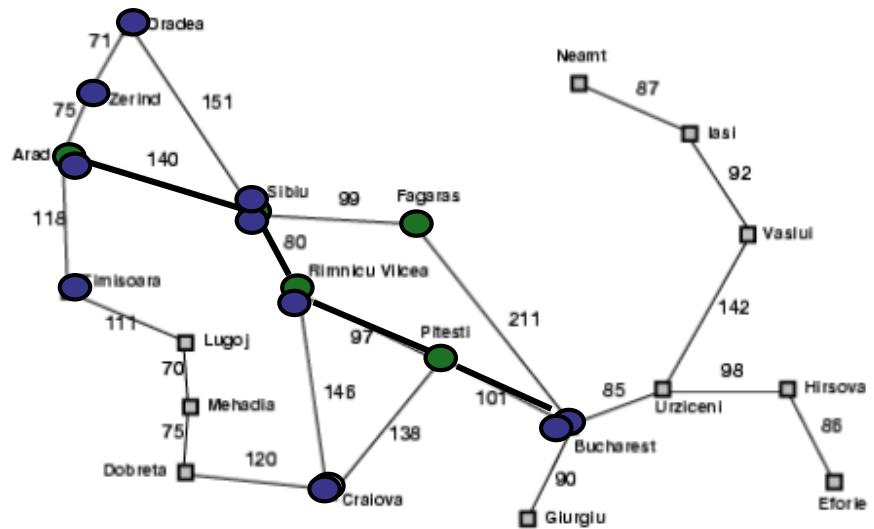
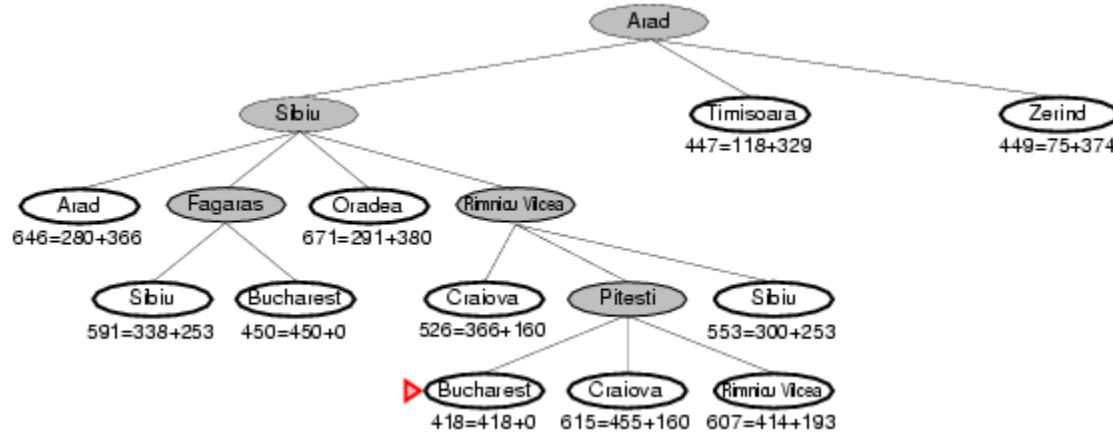
A* Tree Search Example



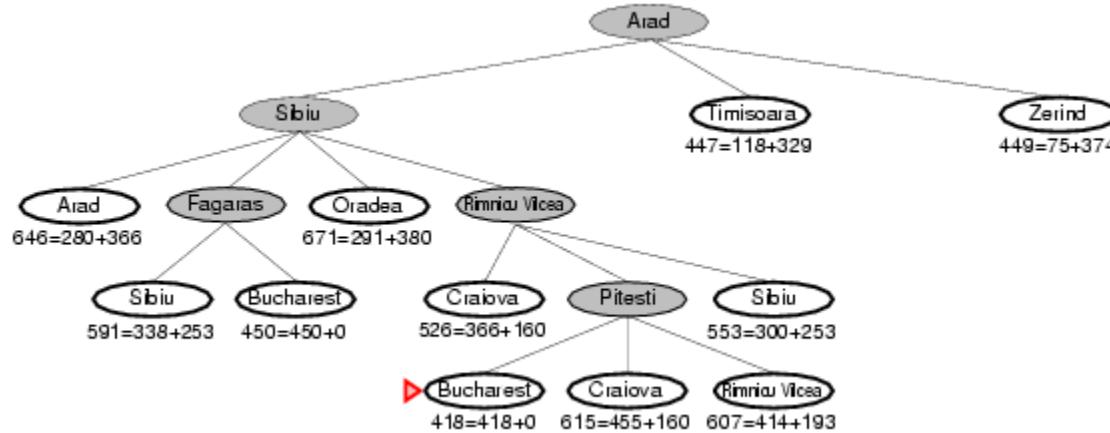
A* Tree Search Example



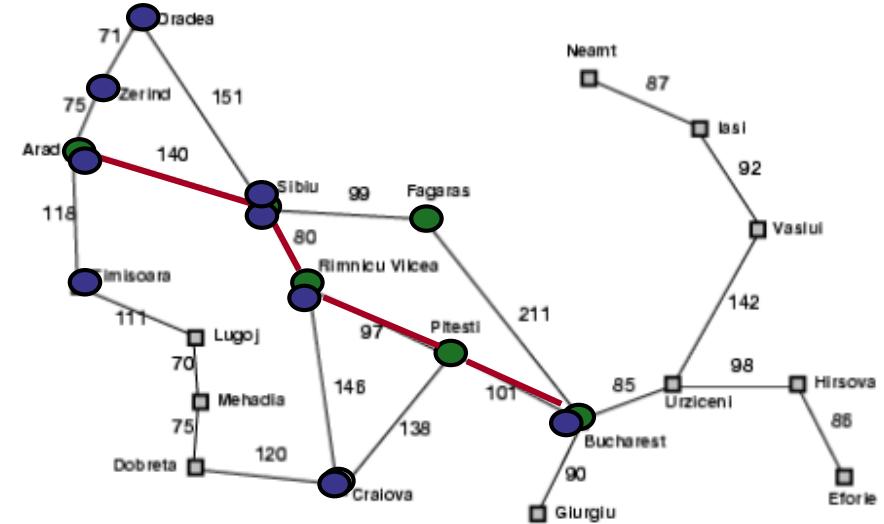
A* Tree Search Example



A* Tree Search Example

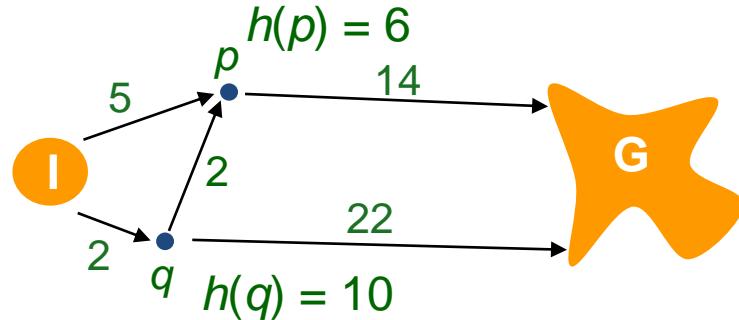


When $h(n)$ underestimates the cost of reaching a goal (h is admissible), A* (tree search) is optimal



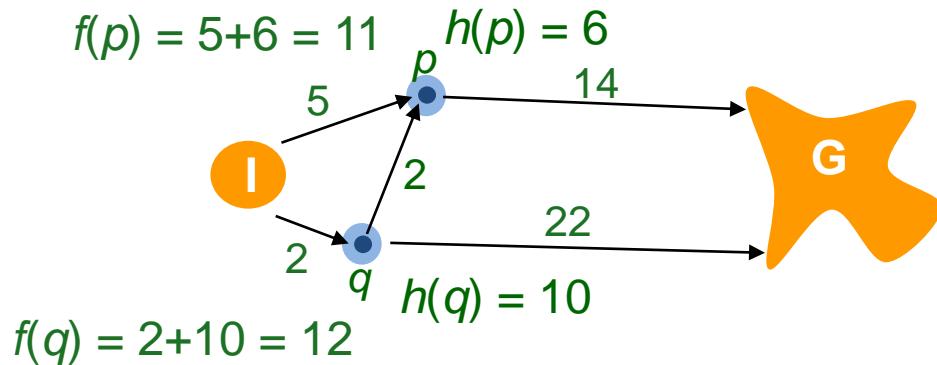
Duplicate Elimination

- A* graph search with admissible heuristic is not guaranteed to be optimal
- Example:



Duplicate Elimination

- A* graph search with admissible heuristic is not guaranteed to be optimal
- Example:

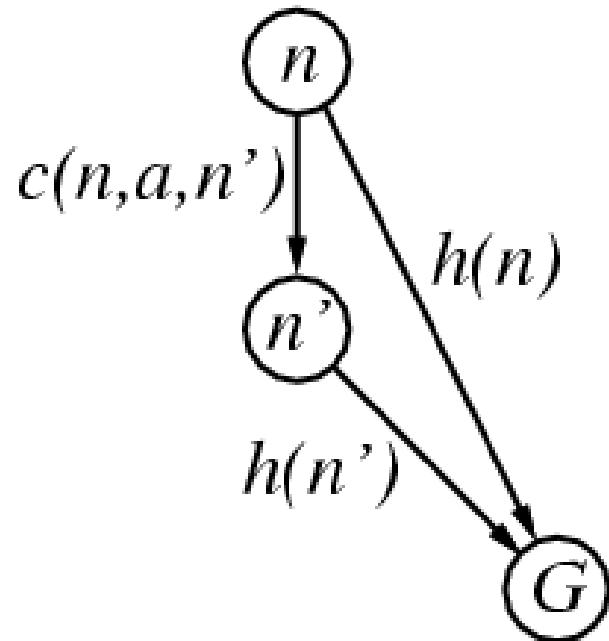


p is expanded before q and added to *explored*, but an optimal path with $g=4$ has not been found to p yet. Thus, A* overlooks the optimal path to G

Consistent Heuristics

- A heuristic is **consistent** if for every node n , every successor n' of n generated by any action a :

$$\begin{aligned} c(n, a, n') + h(n') &\geq h(n) \\ \Leftrightarrow c(n, a, n') &\geq h(n) - h(n') \end{aligned}$$



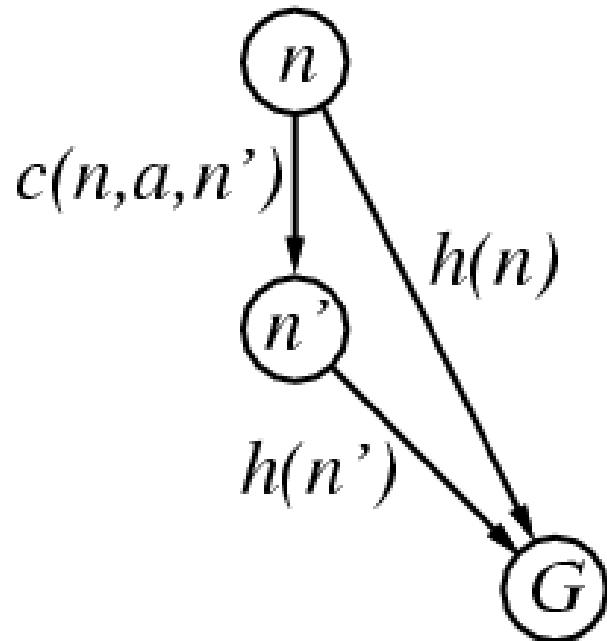
Consistent Heuristics

- A heuristic is **consistent** if for every node n , every successor n' of n generated by any action a :

$$c(n,a,n') + h(n') \geq h(n)$$

- If h is consistent, we have

$$\begin{aligned}f(n') &= g(n') + h(n') \\&= g(n) + c(n,a,n') + h(n') \\&\geq g(n) + h(n) = f(n)\end{aligned}$$



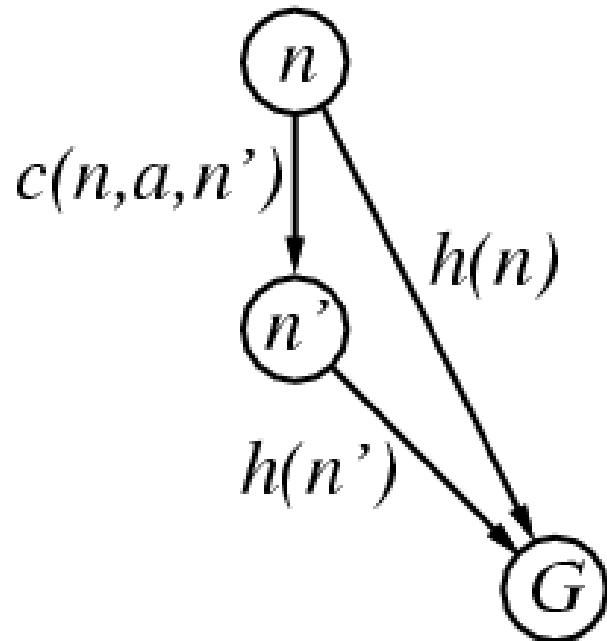
Consistent Heuristics

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$$c(n,a,n') + h(n') \geq h(n)$$

- If h is consistent, we have

$$\begin{aligned}f(n') &= g(n') + h(n') \\&= g(n) + c(n,a,n') + h(n') \\&\geq g(n) + h(n) = f(n)\end{aligned}$$



- Thus, $f(n)$ is non-decreasing along any search path
- A consistent heuristic is also admissible (exercise)

If h is consistent, A* graph search is optimal

Claim: When a node n is expanded, an optimal path to its state is found

Proof:

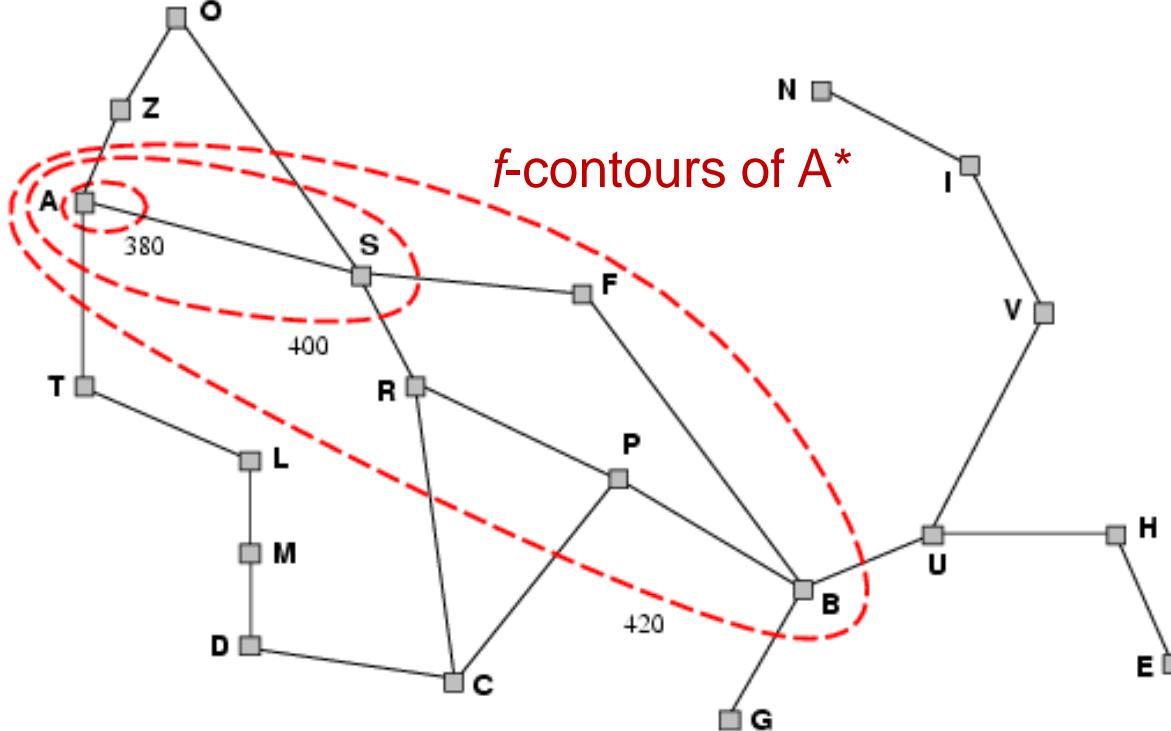
Assume by contradiction the claim to be false:
a node n is expanded with a sub-optimal path

then:

1. due to the separation property, a node n' on an optimal path to the state of n is on the frontier
2. Because f is non-decreasing $f(n') < f(n)$ and would have been expanded first

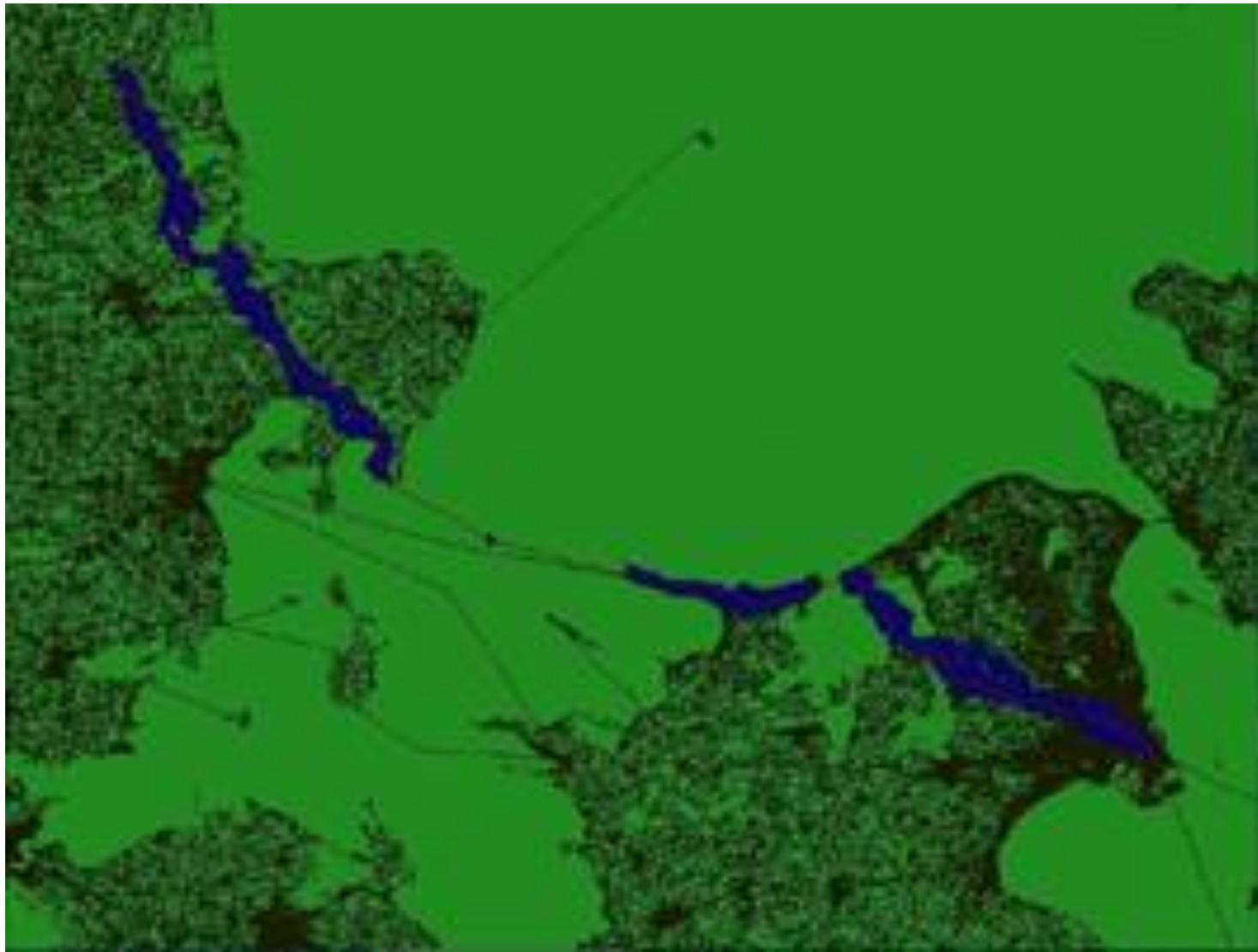


A* Graph Search with Consistent h



- A* graph search expands nodes of optimal paths in order of increasing f -value
- it expands all nodes with $f(n) < C^*$

Way Point Heuristics for Map Routing



Properties of A*

Consistent heuristic, graph-search version

- Complete? Yes, unless there are infinitely many nodes with $f(n) \leq C^*$
- Time? Exponential in solution length, unless h is very accurate $|h(n) - h^*(n)| \leq O(\log h^*(n))$
- Space? Keeps all nodes in memory
- Optimal? Yes

Heuristics



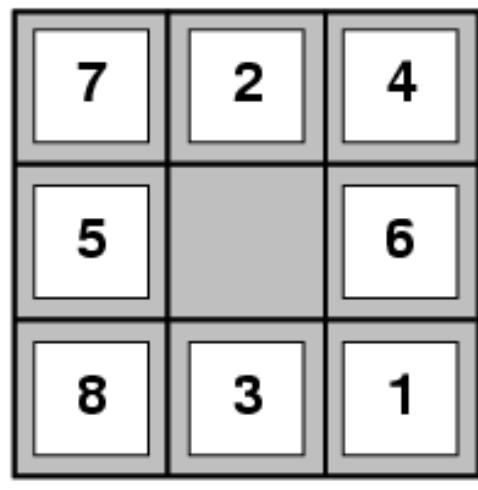
Admissible Heuristics

E.g., for the 8-puzzle:

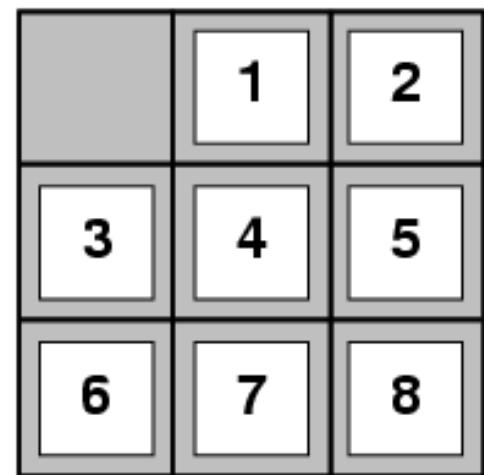
- $h_1(n)$ = number of misplaced tiles
- $h_2(n)$ = sum of Manhattan distances

$$h_1(\text{Start}) = ?$$

$$h_2(\text{Start}) = ?$$



Start State



Goal State

26 steps

Measuring Efficiency of Heuristics

- Efficiency measure: **effective branching factor**

$$N + 1 = 1 + b^* + (b^*)^2 + \dots + (b^*)^d$$

d	Search Cost			Effective Branching Factor		
	IDS	$A^*(h_1)$	$A^*(h_2)$	IDS	$A^*(h_1)$	$A^*(h_2)$
2	10	6	6	2.45	1.79	1.79
4	112	13	12	2.87	1.48	1.45
6	680	20	18	2.73	1.34	1.30
8	6384	39	25	2.80	1.33	1.24
10	47127	93	39	2.79	1.38	1.22
12	3644035	227	73	2.78	1.42	1.24
14	—	539	113	—	1.44	1.23
16	—	1301	211	—	1.45	1.25
18	—	3056	363	—	1.46	1.26
20	—	7276	676	—	1.47	1.27
22	—	18094	1219	—	1.48	1.28
24	—	39135	1641	—	1.48	1.26



Dominance

- If $h_2(n) \geq h_1(n)$ for all n then h_2 **dominates** h_1
- For A* graph search with a consistent heuristic, a reachable state s will be expanded if:

$$\begin{aligned} f(s) &< C^* \\ \Leftrightarrow g^*(s) + h(s) &< C^* \\ \Leftrightarrow h(s) &< C^* - g^*(s) \end{aligned}$$

- Thus, If h_2 dominates h_1 then $A^*(h_1)$ expands at least as many reachable states as $A^*(h_2)$

Combining Heuristics

- Given k admissible heuristics $h_1(n), \dots, h_k(n)$
- An admissible and dominating heuristic is

$$h_{max}(n) = \max[h_1(n), \dots, h_k(n)]$$

Relaxed Problems

Examples

- If the rules of the 8-puzzle are relaxed so that a tile can move **anywhere**, then $h_1(n)$ gives an optimal solution
- If the rules are relaxed so that a tile can move to **any adjacent square**, then $h_2(n)$ gives an optimal solution

Relaxed Problems

- A problem with fewer restrictions on the actions is called a **relaxed problem** (it adds edges to the state space)
- The cost of an optimal solution to a relaxed problem is:
 - an **admissible heuristic** of the original problem (more paths in state space \Rightarrow optimal paths not longer)
 - a **consistent heuristic** of the original problem (triangle inequality holds in graphs)

