

Uniform cost search vs. A^* graph search

- ▶ Essentially, we have replaced the path function $g(n)$ in Uniform cost search with the evaluation function $f(n)$.

Uniform cost search vs. A^* graph search

- ▶ Essentially, we have replaced the path function $g(n)$ in Uniform cost search with the evaluation function $f(n)$.
- ▶ Can we be sure that when the goal state is popped out of the priority queue in A^* graph search the function $f(n)$ will be minimized?

Conditions for non-decreasing $f(n)$ in A^* search

1. Consistent heuristic:

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

Conditions for non-decreasing $f(n)$ in A^* search

1. Consistent heuristic:

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

2. Consistent heuristic \Rightarrow non-decreasing $f(n)$:

Let n' be a successor state of node n along a path being explored.

$$f(n') = g(n') + h(n')$$

Conditions for non-decreasing $f(n)$ in A^* search

1. Consistent heuristic:

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

2. Consistent heuristic \Rightarrow non-decreasing $f(n)$:

Let n' be a successor state of node n along a path being explored.

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

Conditions for non-decreasing $f(n)$ in A^* search

1. Consistent heuristic:

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

2. Consistent heuristic \Rightarrow non-decreasing $f(n)$:

Let n' be a successor state of node n along a path being explored.

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

Conditions for non-decreasing $f(n)$ in A^* search

1. Consistent heuristic:

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

2. Consistent heuristic \Rightarrow non-decreasing $f(n)$:

Let n' be a successor state of node n along a path being explored.

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

A* graph search optimality

- ▶ *For any node n , when n is popped out of the priority queue, we have found minimum value for $f(n)$.*

Is the above sentence correct?

A* graph search optimality

- ▶ *For any node n , when n is popped out of the priority queue, we have found minimum value for $f(n)$.*

Is the above sentence correct?

- ▶ *For any node n , when n is popped out of the priority queue, we have found minimum value for $g(n)$.*

Is the above sentence correct?

A* graph search optimality

- ▶ *For any node n , when n is popped out of the priority queue, we have found minimum value for $f(n)$.*
Is the above sentence correct?
- ▶ *For any node n , when n is popped out of the priority queue, we have found minimum value for $g(n)$.*
Is the above sentence correct?
- ▶ Will A* graph search give minimum path length to goal state?

Properties of heuristic function

1. Consistent heuristic:

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

Properties of heuristic function

1. Consistent heuristic:

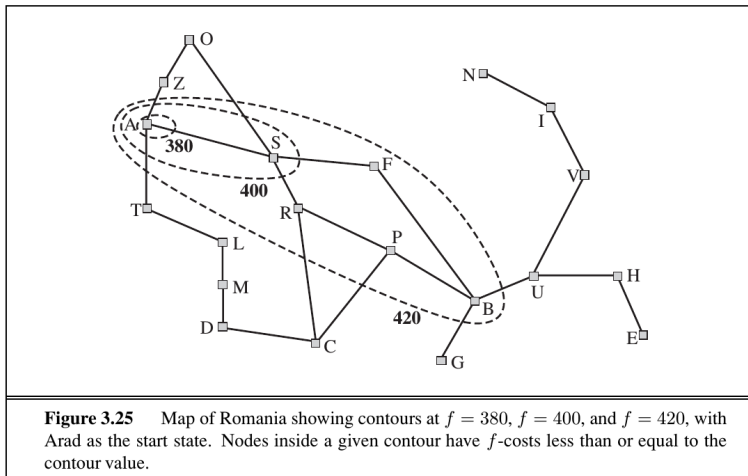
$$h(n) \leq c(n, a, n') + h(n')$$

2. Admissibility

- ▶ Consistency \Rightarrow Admissibility

Is A^* search better than Uniform cost search?

Is A^* search better than Uniform cost search?



A* graph search

- ▶ A* search is complete.

A* graph search

- ▶ A* search is complete.
- ▶ A* search is optimally efficient.

A* graph search

- ▶ A* search is complete.
- ▶ A* search is optimally efficient.
- ▶ In the worst case, A* search will expand all nodes with $f(n) \leq C^*$.
(Time complexity analysis is difficult.)

A* graph search

- ▶ A* search is complete.
- ▶ A* search is optimally efficient.
- ▶ In the worst case, A* search will expand all nodes with $f(n) \leq C^*$.
(Time complexity analysis is difficult.)
- ▶ Number of nodes generated is still exponential in d .

Further Improvements

- ▶ Iterative deepening A^* (IDA *)

Further Improvements

- ▶ Iterative deepening A^* (IDA*)
- ▶ Recursive best-first search (RBFS)
- ▶ Memory-bounded A^* (MA*)

Heuristic Functions for 8-puzzle problem

7	2	4
5		6
8	3	1

Start State

	1	2
3	4	5
6	7	8

Goal State

Heuristic Functions for 8-puzzle problem

7	2	4
5		6
8	3	1

Start State

	1	2
3	4	5
6	7	8

Goal State

1. Number of misplaced tiles (h_1)

Heuristic Functions for 8-puzzle problem

7	2	4
5		6
8	3	1

Start State

	1	2
3	4	5
6	7	8

Goal State

1. Number of misplaced tiles (h_1)
2. Manhattan distance (h_2)