Artificial Intelligence: State Space Search Informed Search Greedy Best First Search and Algorithms A and A*

part 3

video #5

- Russell & Norvig – Sections 3.5.1, 3.5.2, 4.1.1

Today

1. State Space Representation
2. State Space Search
   a) Overview
   b) Uninformed search
      1. Breadth-first Search and Depth-first Search
      2. Depth-limited Search
      3. Iterative Deepening
      4. Uniform Cost
   c) Informed search
      1. Intro to Heuristics
      2. Hill climbing
      3. Greedy Best-First Search
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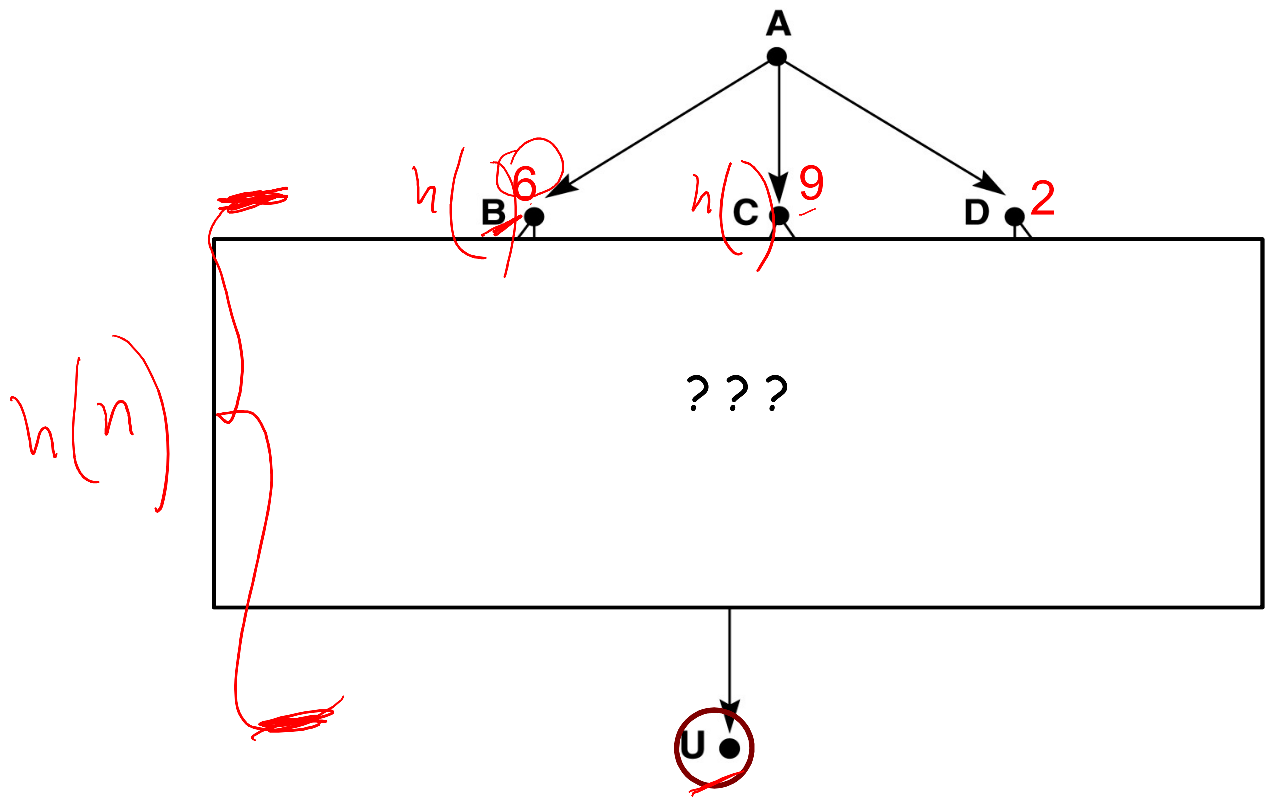
h(n)



- **h(n)** = estimate of the lowest cost from *n* to *goal*

Greedy Best-First Search

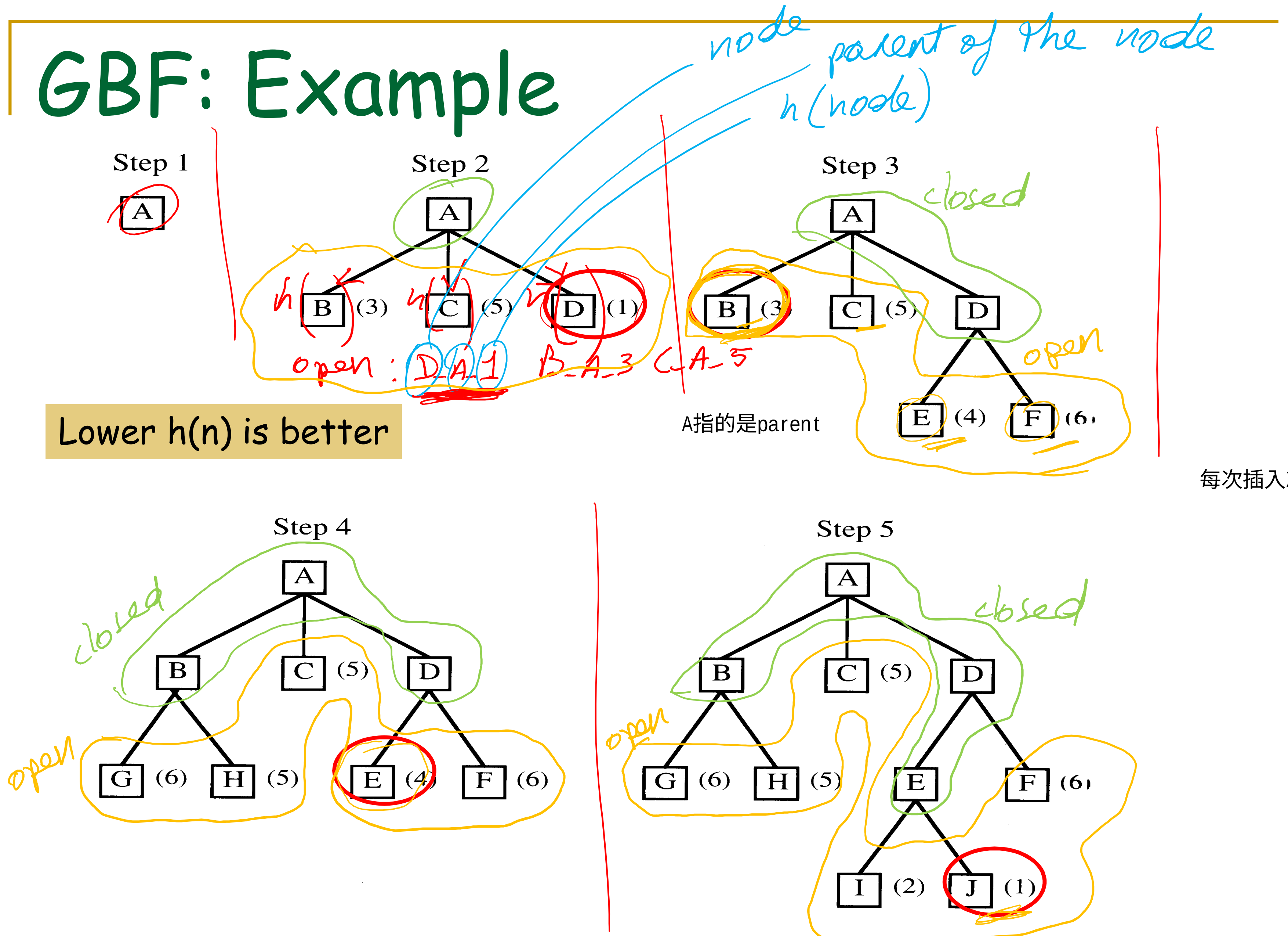
- problem with hill-climbing:
  - no open list
  - --> can't backtrack
  - one move is selected and all others are forgotten
- solution to hill-climbing:
  - use "open" as a priority queue h(n)
  - this is called best-first search

- Best-first search:
  - Insert nodes in *open* list so that the nodes are sorted in ascending **h(n)** 常规BFS是一层随机push进queue里，这里的BEST-FIRST SEARCH h(n)低的先插入
  - Always choose the next node to visit to be the one with the best h(n) -- regardless of where it is in the search space

lowest

不管当前我们在那

GBF: Example



Lower h(n) is better

每次插入就会sorted

source: Rich & Knight, Artificial Intelligence, McGraw-Hill College 1991.

Notes on GBF

- If you have a good $h(n)$, best-first can find a solution very quickly

- The solution may not be the optimal one (lowest cost) but there is a good chance of finding it quickly

只要你有一个好的h(n)，这个算法是很快的，但是不能保证你找到最优解

GBF Search: Example

node parent h(node)

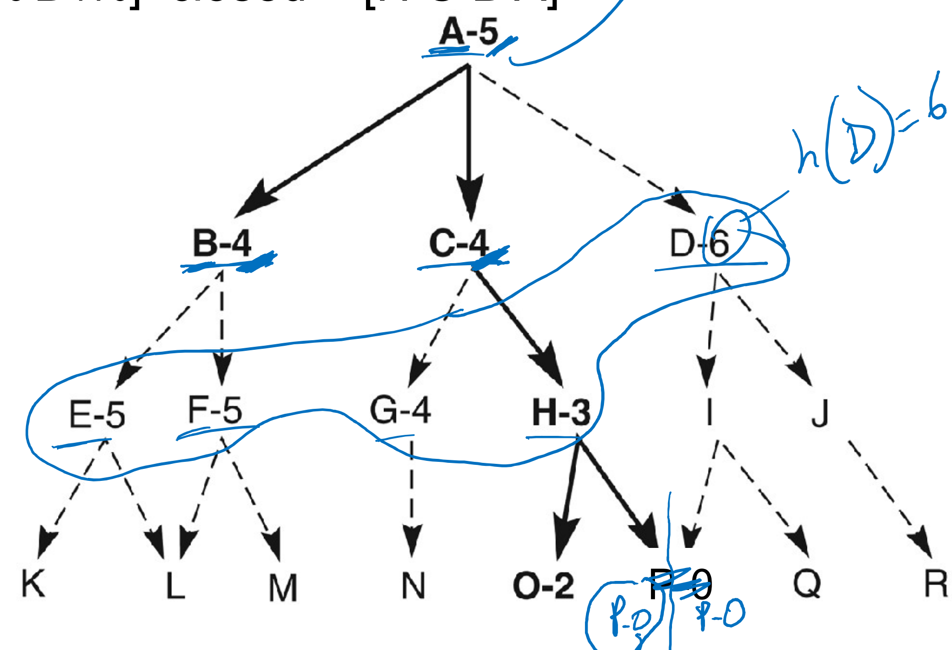
1. open = [A-null-5] closed = []
2. open = [B-A-4 C-A-4 D-A-6] 随机的 *(arbitrary choice)* closed [A]
3. open = [C-A-4 E-B-5 F-B-5 D-A-6] closed = [B A] 用完以后就closed
4. open = [H-C-3 G-C-4 E-B-5 F-B-5 D-A-6] closed = [C B A]
5. open = [P-H-0 0-H-2 G-C-4 E-B-5 F-B-5 D-A-6] closed = [H C B A]
6. goal P found

h(A)=5

solution path: A C H P

h(D)=6

priority queue
sorted by h(n)



Lower h(n) is better

h(P)=0 // goal state

source: adapted from G. Luger (2005)

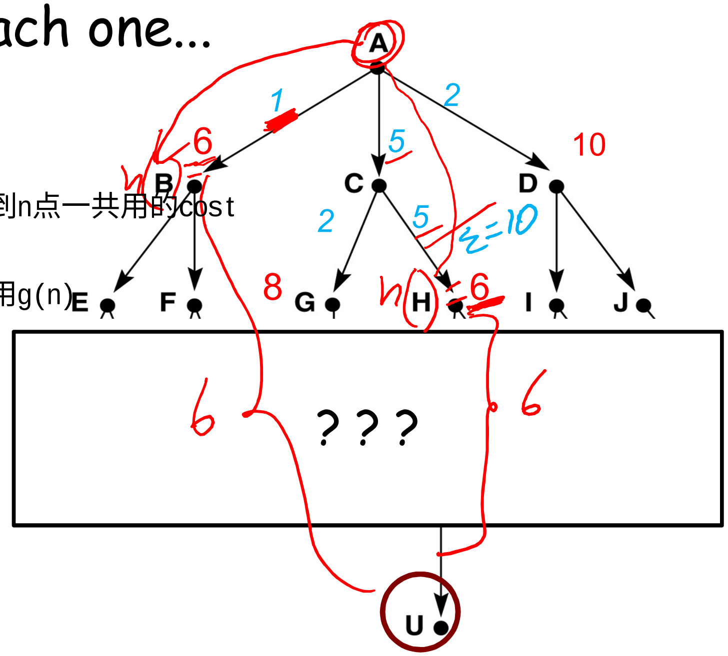
Problem with GBF search

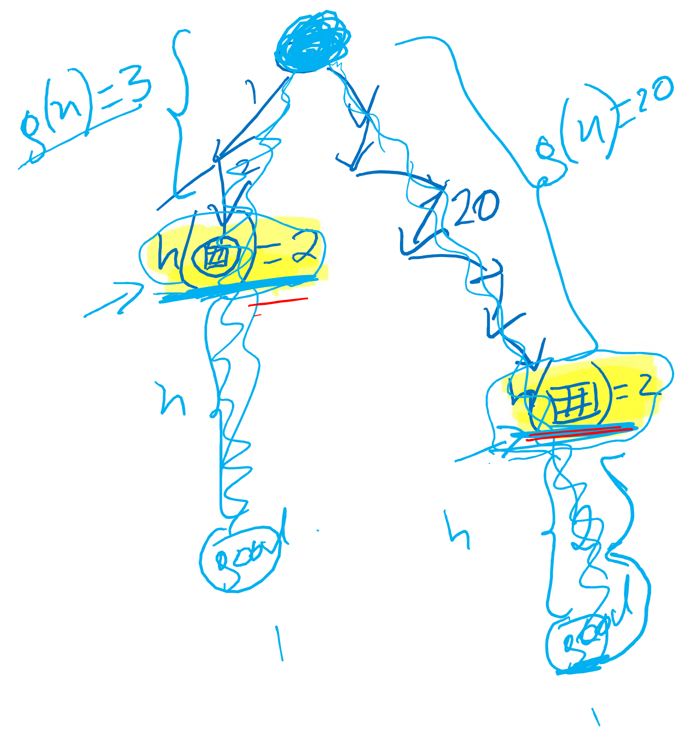
- if 2 nodes have the same *h(n)*, no preference to the closest/least costly to reach one…

GBF遇到两个相同的
h(n)的时候不知道选哪个

解决方案，记录g(n)，是从root到n点一共用的cost
越小越好

不是先排h(n)，要选择的时候再用g(n)
而是单纯的加起来





- Solution:
  - Maintain a cost count – *g(n)*
  - i.e. give preference to nodes with least expensive paths from root to n
  - i.e. combine *h(n)* and *g(n)*

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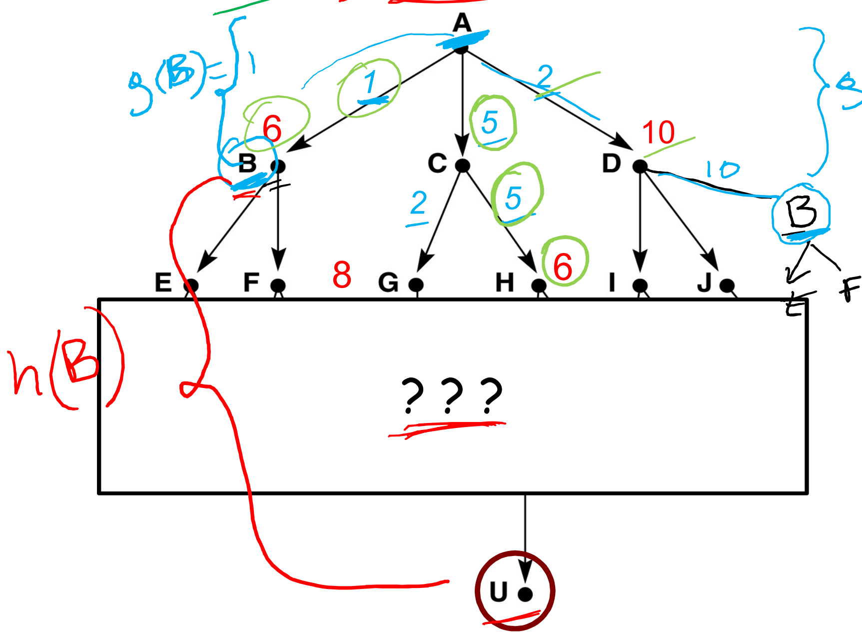
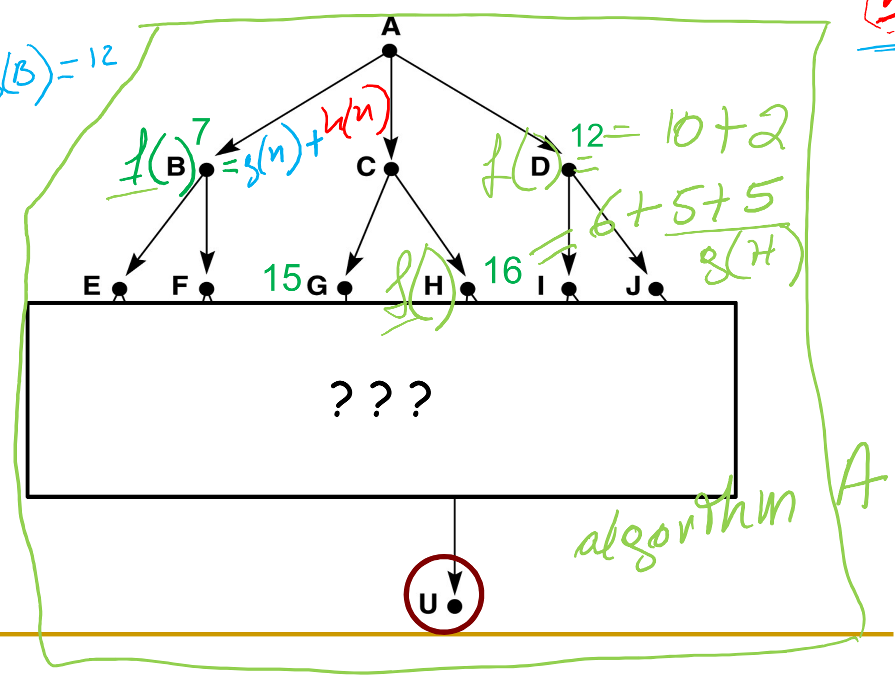
和BFS区别在于一个priority queue使用hn排序，一个使用fn排序

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

- Modified evaluation function **f**:
  - $f(n) = g(n) + h(n)$
    - f(n) estimate of total cost along path through n
    - g(n) actual cost of path from start to node n
    - h(n) estimate of cost to reach goal from node n

from the start to the goal





Algorithms A and A*

≠? (see next slides)

- similarly to Greedy Best first search:
  - keep an OPEN list as a priority queue
- But
  - OPEN is sorted by lowest f(n) = h(n) + g(n)

从算法上来说，两兄弟是一种算法，都是用Openlist做PQ，用fn来sort

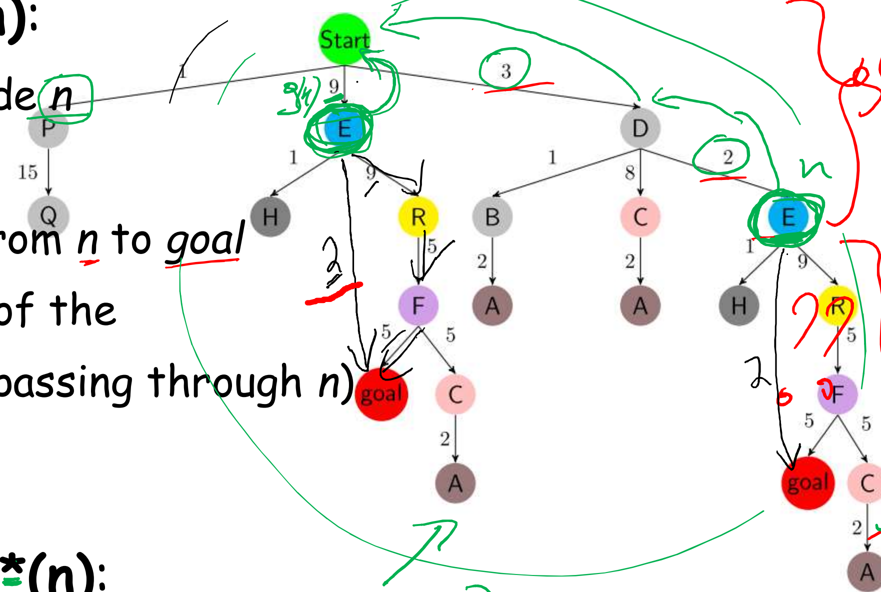
区别在于，当遇到一种特殊h(n)时，A*能确保最优解

g(n)*, h(n)* and f*(n)

- We know that **f(n) = g(n) + h(n)**:
  - **g(n)** ~~current~~ actual cost from *start* to node *n*

    (maybe not be the lowest cost)
  - **h(n)** estimate of the lowest cost from *n* to *goal*

  --> **f(n)** estimate of the lowest cost of the solution path (from *start* to *goal* passing through *n*)



- Let us define **f*(n) = g*(n) + h*(n)**:
  - **g*(n)** cost of lowest cost path from *start* to node *n*

    针对同一state，例如都是到E，中间的是9，右边的是5，右边
  - **h*(n)** actual lowest cost from *n* to *goal*

  --> **f*(n)** actual cost of lowest cost of the solution path (from *start* to *goal* passing through *n*)

g*(n) = 3+2 = 5

// unknown... what h(n) is trying to estimate

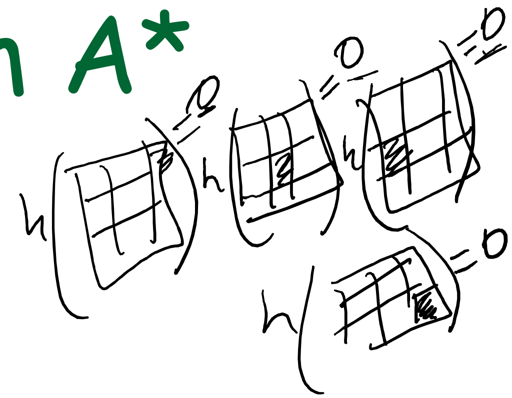
Unknown,是我们尝试estimate的值

for ex in the graph above h*(E) = 2

h*(n)，假设给了我们一个actual graph，比如左边的E，我们知道有一条edge=2直通goal 有一条path=19间接通过向goal，H*(n)指edge=2 //现实中因为数据量大，我们很难知道h*n

f*(n)追求的就是一个实际的值

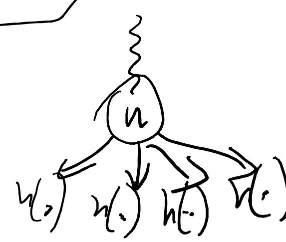
Algorithm A vs Algorithm A*



- IF
  - 5 2
  - $g(n) \geq g^*(n)$ $\forall n$ 到root的距离大于等于最短距离
  - // ie. if the cost from the root to n is considered
- AND our estimate actual cost
  - $h(n) \leq h^*(n)$ for all n $\forall n$ 永不过分估计到goal的距离 $h^*(n)$
  - // ie. $h(n)$ never overestimates the true lowest cost from n to the goal
- THEN
  - algorithm A is called algorithm A*

uniform cost
- uses $g(n)$
- uses $h(n)$ where $\boxed{h(n)=0}$ $\forall n$

what's the big deal?



可容许的，可采纳的

--> algorithm A* is admissible

uniform cost就是Uninformed哪个，可以看做h(n)都是0，因此必然用不过分估计，可以勉强看成A*

--> i.e. it guarantees to find the lowest cost solution path from the initial state to the goal

Algorithm A* vs GBF search

- given the same h(n):
  - *A* guarantees to find the lowest cost solution path*
  - *GBF does not*
- so is A* always "better" in real life?
  - not necessarily
  - computing ~~g(n)~~ can take time to compute
  - if client is not looking for the optimal (lowest cost) solution
  - a good-enough solution faster (i.e. GBF search) might be preferable

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