Informed Search (Ch. 3.5-3.6)

Shopping Teams

**Bad:**
Two non-nerds

Let's get that one.

Okay.

**Good:**
Non-nerd + Nerd

Let's get that one.

Wait, I think the other one might be a better deal.

Okay, that one.

**Very Bad:**
Two nerds

How about that one?

I think the other one might be a better deal...

Hmm, I'm not sure...

Two hours later

I think our main problem is our unclear definition of value.

That is not your main problem!
Heuristics

However, for A* to be optimal the heuristic $h(\text{node})$ needs to be...

For trees: **admissible** which means:

\[ h(\text{node}) \leq \text{optimal path from } h \text{ to goal} \]

(i.e. $h(\text{node})$ is an underestimate of cost)

For graphs: **consistent** which means:

\[ h(\text{node}) \leq \text{cost(\text{node to child}) + } h(\text{child}) \]

(i.e. triangle inequality holds true)

(i.e. along any path, f-cost increases)
Heuristics

Consistent heuristics are always admissible
- Requirement: $h(\text{goal}) = 0$

Admissible heuristics might not be consistent

A* is guaranteed to find optimal solution if the heuristic is admissible for trees (consistent for graphs)
Heuristics

In our example, the $h(\text{node})$ was the straight line distance from node to goal.

This is an underestimate as physical roads cannot be shorter than this (it also satisfies the triangle inequality).

Thus this heuristic is admissible (and consistent).
Relaxation

The straight line cost works for distances in the physical world, do any others exist?

One way to make heuristics is to relax the problem (i.e. simplify in a useful way)

The optimal path cost in the relaxed problem can be a heuristic for the original problem (i.e. if we were not constrained to driving on roads, we could take the straight line path)
Relaxation

Let us look at 8-puzzle heuristics:

The rules of the game are:
- You can swap any square with the blank

Relaxed rules:
1. Teleport any square to any destination
2. Move any square 1 space (overlapping ok)
Relaxation

1. Teleport any square to any destination. Optimal path cost is the number of mismatched squares (blank included).

2. Move any square 1 space (overlapping ok). Optimal path cost is Manhattan distance for each square to goal summed up.

Which one is better? (Note: these optimal solutions in relaxed need to be computed fast.)
**Heuristics & Branching Factor**

\[ h_1 = \text{mismatch count} \]
\[ h_2 = \text{number to goal difference sum} \]

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The real branching factor in the 8-puzzle:

2 if in a corner
3 if on a side
4 if in the center

(Thus larger “8-puzzles” tend to 4)

An effective branching factor finds the “average” branching factor of a tree
(smaller branching = less searching)
Heuristics & Branching Factor

The **effective branching factor** is defined as:

\[ N = b^* + (b^*)^2 + (b^*)^3 + \ldots + (b^*)^d \]

... where:

- **N** = the number of nodes (i.e. size of fringe + size of explored)
- **b^*** = effective branching factor (to find)
- **d** = depth of solution

No easy formula, but can approximate:

\[ N^{1/(d+1)} \leq b^* \leq N^{1/d} \]
Heuristics & Branching Factor

A* search then has the following properties:

If $b^*$ is the effective branching factor:

1. Completeness: Complete
2. Optimality: Optimal (if tree & admissible or graph & consistent)
3. Time complexity: $(b^*)^d$ (Note: $b^* < b$)
4. Space complexity: $(b^*)^d$
Combining Heuristics

h2 has a better branching factor than h1, and this is not a coincidence...

$h_2(\text{node}) \geq h_1(\text{node})$ for all nodes, thus we say $h_2$ dominates $h_1$ (and will thus perform better)

If there are multiple non-dominating heuristics: $h_1, h_2...$ Then $h^* = \max(h_1, h_2, ...) \text{ will dominate } h_1, h_2, ...$ and will also be admissible /consistent if $h_1, h_2 ...$ are as well
Combining Heuristics

If larger is better, why do we not just set $h(\text{node}) = 9001$?
Combining Heuristics

If larger is better, why do we not just set $h(\text{node}) = 9001$?

This would (probably) not be admissible...

If $h(\text{node}) = 0$, then you are doing the uninformed uniform cost search

If $h(\text{node}) = \text{optimal_cost(node to goal)}$ then will ONLY explore nodes on an optimal path
Combining Heuristics

You cannot add two heuristics \( h^* = h_1 + h_2 \), unless there is no overlap (i.e. \( h_1 \) cost is independent of \( h_2 \) cost).

For example, in the 8-puzzles:

- \( h_3 \): number of 1, 2, 3, 4 that are misplaced
- \( h_4 \): number of 5, 6, 7, 8 that are misplaced

There is no overlap, and in fact:

\[ h_3 + h_4 = h_1 \] (as defined earlier)
Heuristics Exercise

Cannibals & missionaries problem:

Rules:
1. Either bank: \( m \geq c \), if \( c > 0 \)
2. 2 ppl in boat
3. Start: 3m & 3c
4. Need 1 in boat to move

Goal: fewest steps to swap banks
Heuristics Exercise

What relaxation did you use? (sample)

Make a heuristic for this problem

Is the heuristic admissible/consistent?
Heuristics Exercise

What relaxation did you use? (sample)
Remove needing person in boat to move

Make a heuristic for this problem
\[ h_1 = \text{[num people wrong bank]} \]
as you can move 2 people across in 2 steps

Is the heuristic admissible/consistent?
YES! The point of relaxing guarantees admissibility!
Heuristics Exercise 2

UPS needs to send packages from a depot to houses using a fixed number of trucks.

The trucks need to choose which houses and in which order they are going to visit. After delivering to all the houses, the trucks must return to the depot.

The goal is to minimize the distance traveled by all the trucks.
Heuristics Exercise 2

This is a sample answer

The problem is not the turning directions but rather the job distribution
Heuristics Exercise 2

Relax two rules:

1. Trucks don't need to go back to depot at end
2. Trucks can teleport to any place they have already been

This lets you build a minimum spanning tree from your current graph and let this be the total estimated cost (after removing return edge).