

CS 2710 Foundations of AI
Lecture 5

Informed (heuristic) search (cont).

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Administration

- **PS-1 due today**
 - Report before the class begins
 - Programs through ftp
- **PS-2 is out**
 - due next week on Wednesday, September 21, 2005
 - Report
 - Programs

Evaluation-function driven search

- A search strategy can be defined in terms of **a node evaluation function**
- **Evaluation function**
 - Denoted $f(n)$
 - Defines the desirability of a node to be expanded next
- **Evaluation-function driven search: expand the node (state) with the best evaluation-function value**
- **Implementation: priority queue** with nodes in the decreasing order of their evaluation function value

Uniform cost search

- **Uniform cost search (Dijkstra's shortest path):**
 - A special case of the evaluation-function driven search
- $$f(n) = g(n)$$
- **Path cost function $g(n)$;**
 - path cost from the initial state to n
- **Uniform-cost search:**
 - Can handle general minimum cost path-search problem:
 - **weights or costs** associated with operators (links).
- **Note:** Uniform cost search relies on the problem definition only
 - It is an uninformed search method

Best-first search

Best-first search

- incorporates a **heuristic function**, $h(n)$, into the evaluation function $f(n)$ to guide the search.

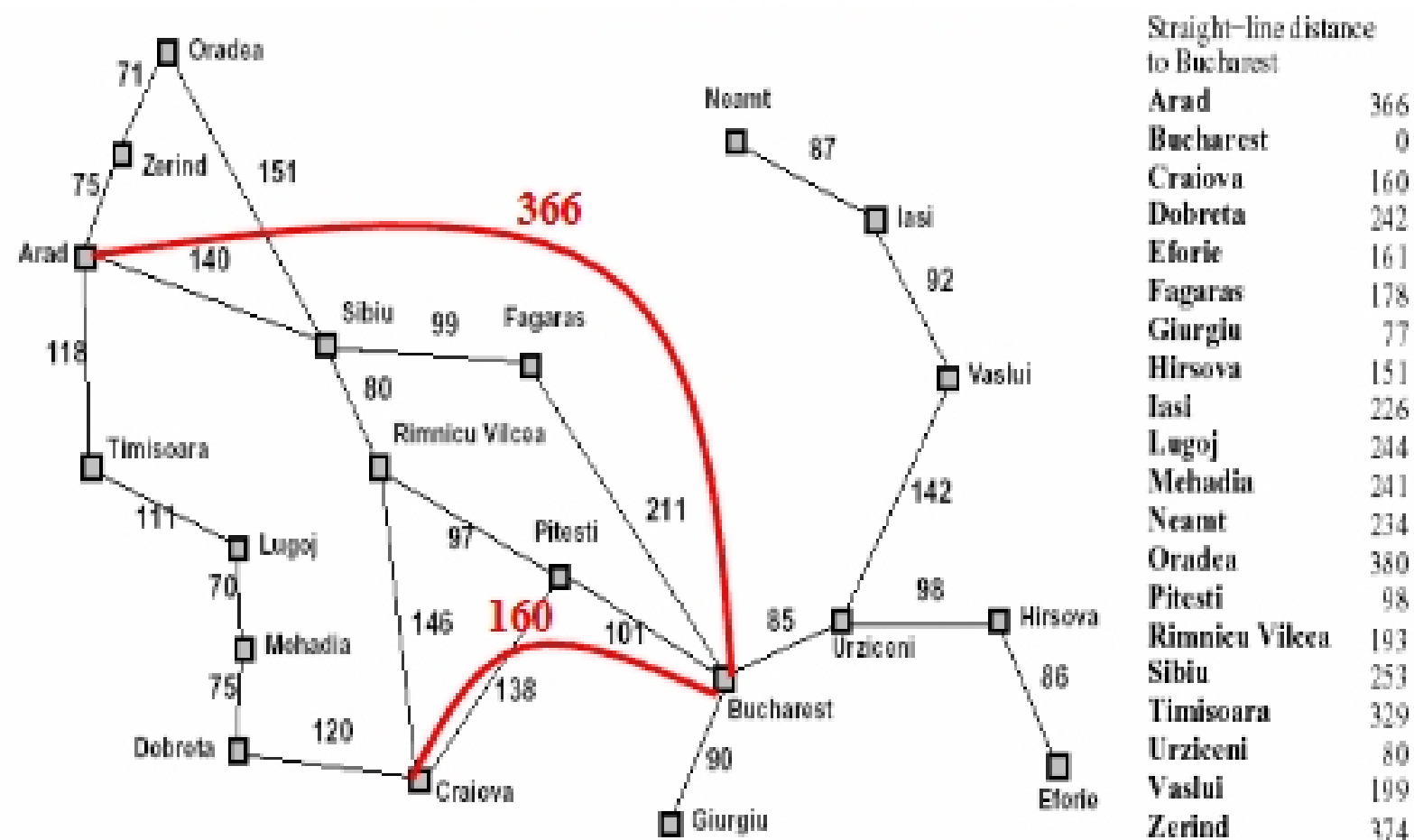
Heuristic function:

- Measures a potential of a state (node) to reach a goal
- Typically in terms of some distance to a goal estimate

Example of a heuristic function:

- Assume a shortest path problem with city distances on connections
- Straight-line distances between cities give additional information we can use to guide the search

Example: traveler problem with straight-line distance information



- Straight-line distances** give an estimate of the cost of the path between the two cities