

# Algorithm A

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/home/mats/AIMN1/08/sok

If we use Best First search with  $f(n) = g(n) + h(n)$ ,  
where

$g(n)$  is the cost from the start to  $n$ , and

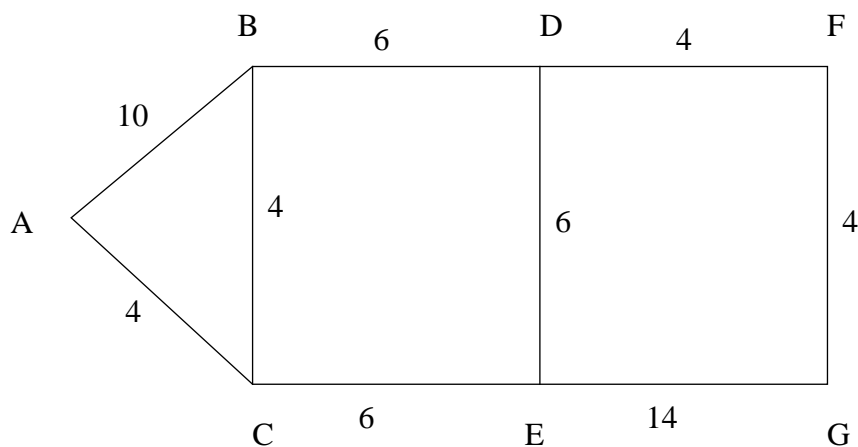
$h(n)$  is an estimated cost to get from  $n$  to goal

we call it "Algorithm A".

We will look at four different sets as an estimation of  $h(n)$ .

- a) Optimistic, but not monotone
- b) Not optimistic (and therefore not monotone)
- c) All estimates equal to zero (monotone, and therefore optimistic)
- d) All estimates are perfect (monotone, and therefore optimistic)

We will use the following problem graph

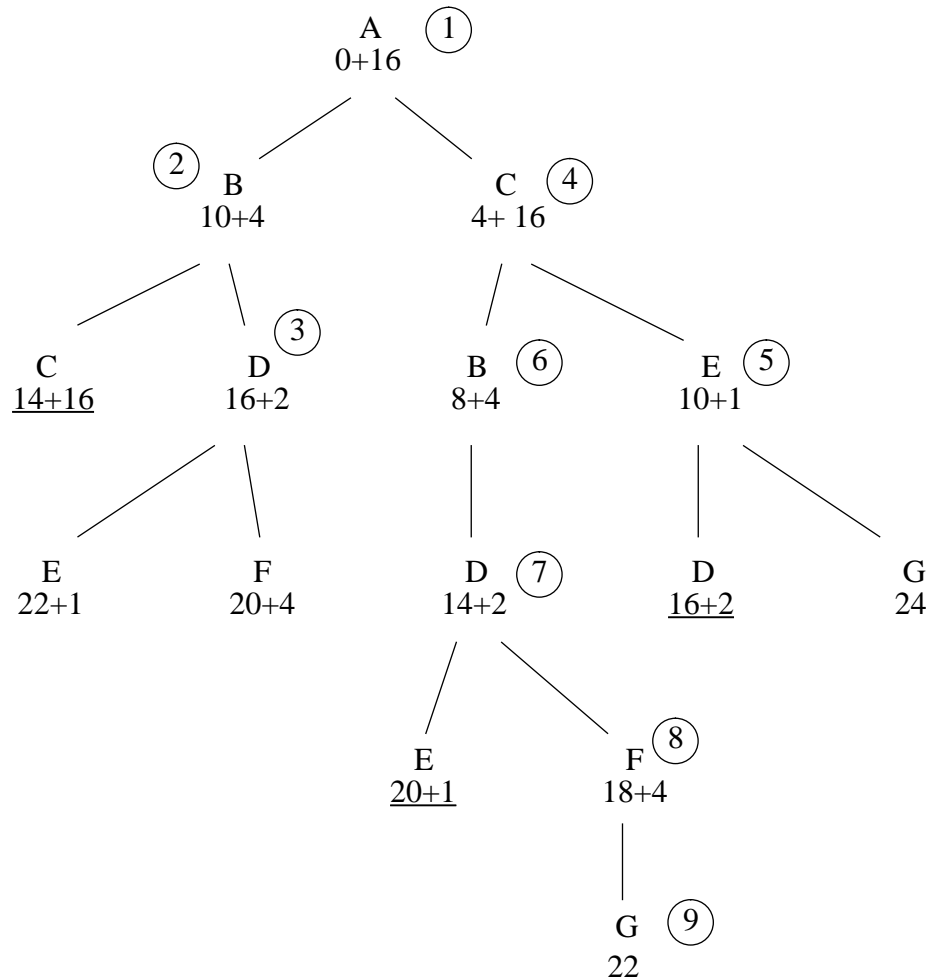


The distances in the picture are the real distances between the nodes.

### a) Optimistic, but not monotone

The estimated remaining distances to the goal, G are:

From A	16 (Irrelevant)	From D	2
From B	4	From E	1
From C	16	From F	4



Open

- A16
- B14 C20
- D18 C20
- C20 E23 F24
- E11 B12 F24
- B12 F24 G24
- D16 F24 G24
- F22 G24
- G22

Closed

- A16
- A16 B14
- A16 B14 D18
- A16 C20 D18
- A16 C20 E11
- A16 B12 C20 E11
- A16 B12 C20 D16 E11
- A16 B12 C20 D16 E11F2

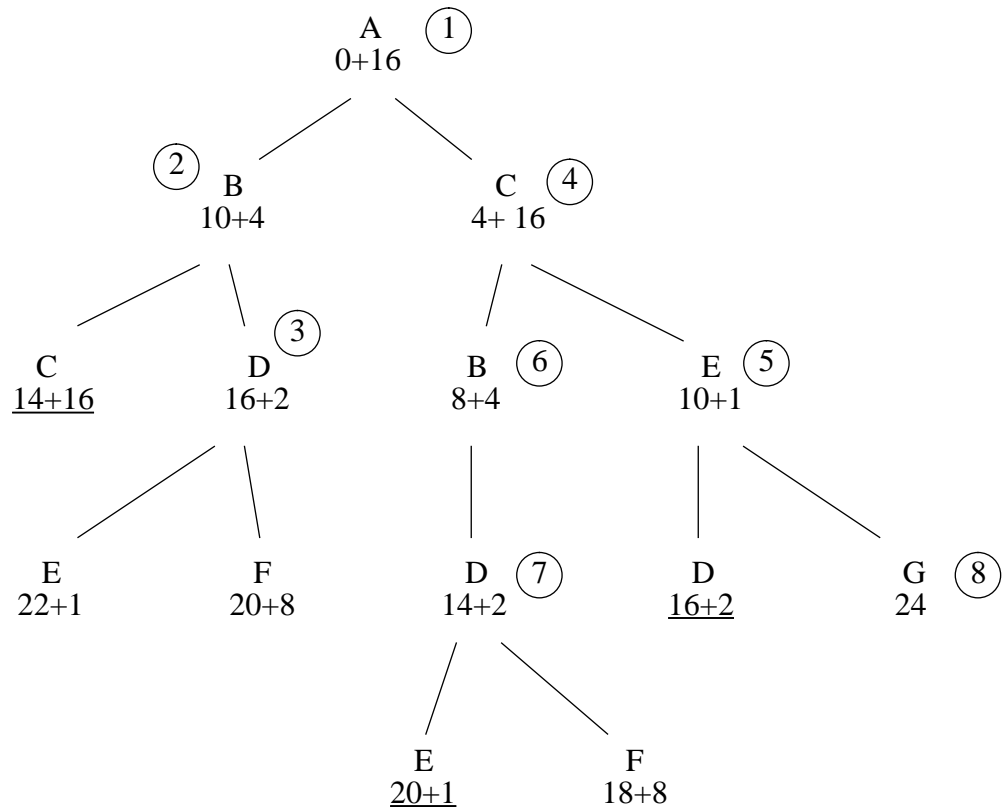
The estimations are optimistic, so we know that the found path is the best.

The heuristic function,  $h$ , is not monotone, however.  $h(C) = 16$ ,  $h(B) = 4$ , and  $\text{cost}(C,B) = 4$ , so  $|h(C) - h(B)| > \text{cost}(C,B)$ . Therefore we had the first occurrence of node B, which was later replaced by a better B.

**b) Not optimistic (and therefore not monotone)**

If we replace the estimated distance from F to G with 8 we get:

From A	16 (Irrelevant)	From D	2
From B	4	From E	1
From C	16	From F	8



Open

Closed

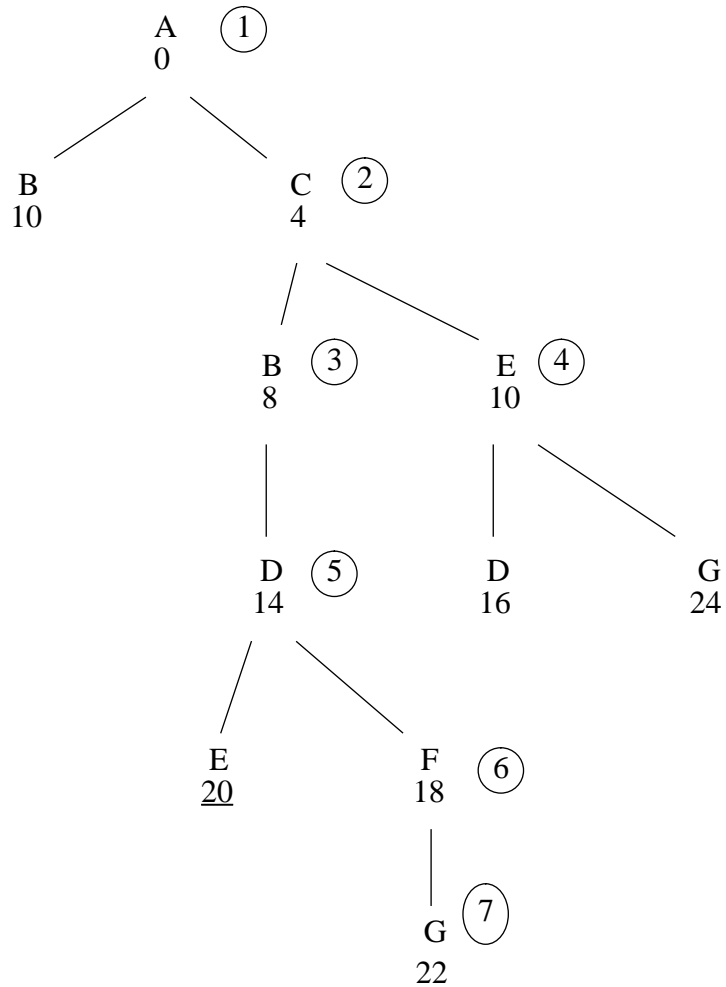
- A16
- B14 C20
- D18 C20
- C20 E23 F28
- E11 B12 F28
- B12 G24 F28
- D16 G24 F28
- G24 F26

- A16
- A16 B14
- A16 B14 D18
- A16 C20 D18
- A16 C20 E11
- A16 B12 C20 E11
- A16 B12 C20 D16 E11

Now we have G24 as the current state, so we stop the search. We have found a solution according to method A, but this is not the best one. The big estimate of F hid the best solution.

**c) All estimates equal to zero (monotone, and therefore optimistic)**

From A	0	From D	0
From B	0	From E	0
From C	0	From F	0



Open

A0  
C4 B10  
B8 E1  
E10 D14  
D14 G24  
F18 G24  
G22

Closed

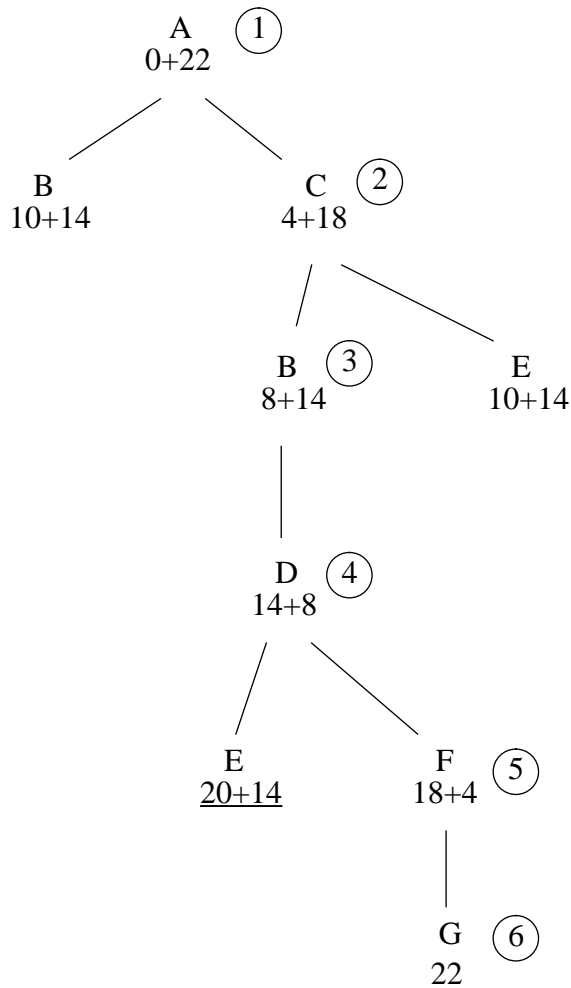
A0  
A0 C4  
A0 C4  
A0 C4 B8  
A0 C4 B8 D14  
A0 C4 B8 D14 F18

This is a kind of breadth first search. We will find the best path, but it might take time. When we find a node, it is via the best path.

**d) All estimates are perfect (monotone, and therefore optimistic)**

The real distances are

From A	22 (Irrelevant)	From D	8
From B	14	From E	14
From C	18	From F	4



Open

A22  
 C22 B24  
 B22 E24  
 D22 E24  
 F22 E24  
 G22 E24

Closed

A22  
 A22 C24  
 A22 C24 B22  
 A22 C24 B22 D22  
 A22 C24 B22 D22 F22

Now we have G22 as the current state, so we stop the search. We have found the best path in shortest possible time. All nodes we visit have the same f-value.

All h-values are greater than the corresponding h-value in c) (which are all zero), so d) is more informed than c).