

5 common misconceptions concerning heuristic search

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misconception #1

**better heuristics result in
fewer node expansions by
 A^* and IDA^***



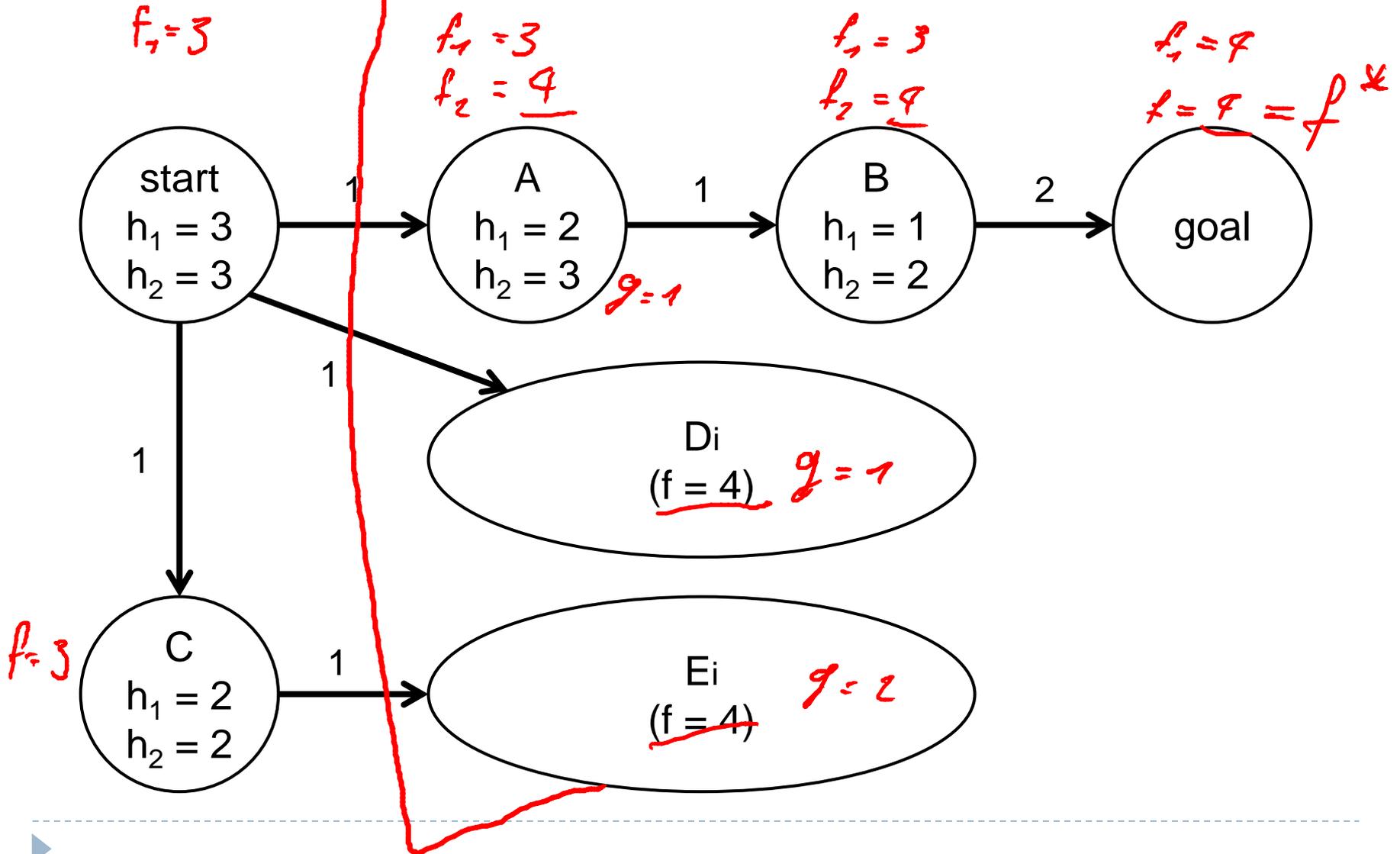
a better heuristic

a heuristic h_2 is better than h_1 when...

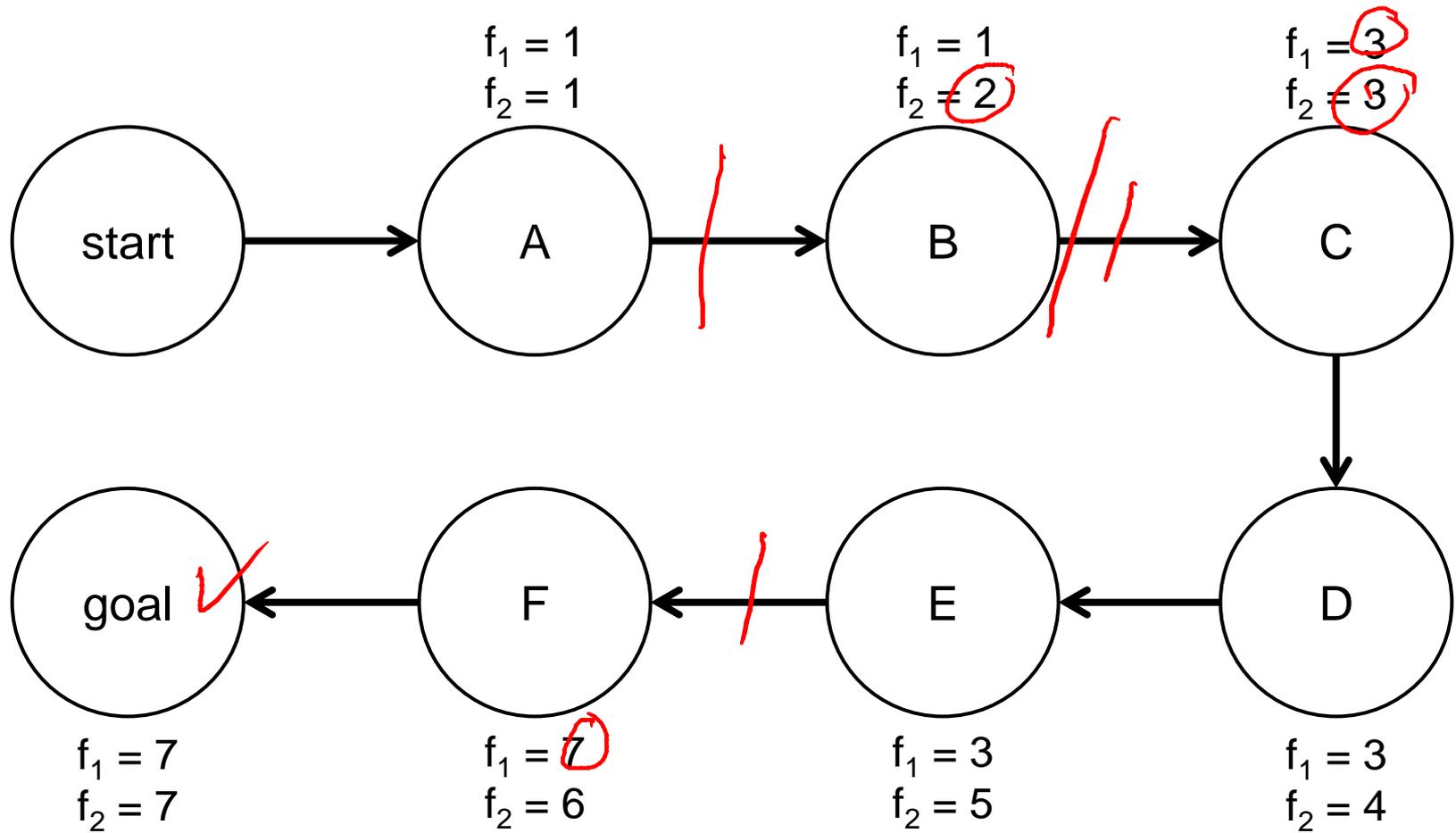
- ▶ ... h_2 is admissible
- ▶ ...for all states s , $h_2(s) \geq h_1(s)$
- ▶ ...for at least one state s , $h_2(s) > h_1(s)$



an example



an example



misconception #2

A* does fewer node expansions than any other equally informed algorithm that finds optimal solutions

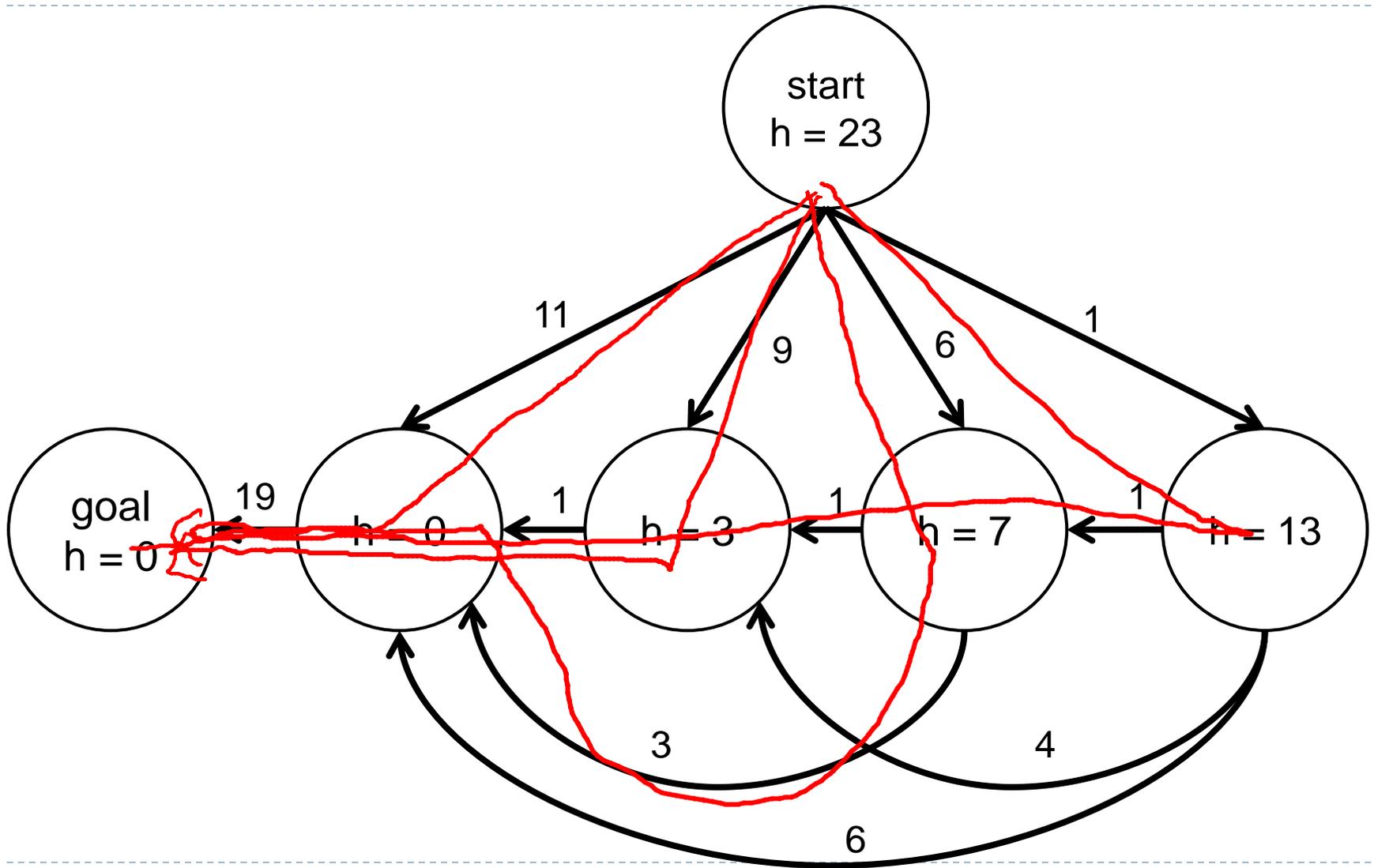


discussion

- ▶ obviously false for inconsistent heuristics
 - ▶ $O(2^N)$ worst-case for A^* , other algorithms with $O(N^2)$ worst-case
 - ▶ improved algorithm for that case called B
 - ▶ keeps track of maximum f value F
 - ▶ if next $f < F$, state with minimum g value is used
- ▶ correct for consistent heuristics
 - ▶ A^* does not expand more nodes than rivals
 - ▶ other algorithms can be faster even with more node expansions



an example

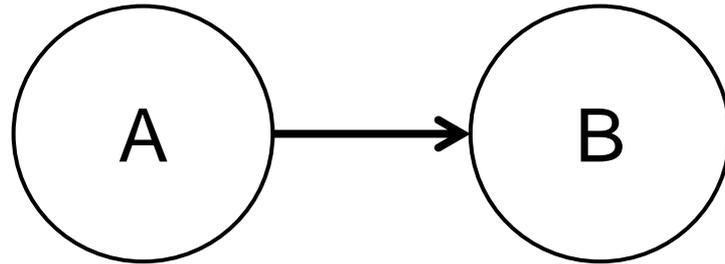


misconception #3

any admissible heuristic
can be turned into a
consistent one by a
simple technique called
pathmax



pathmax

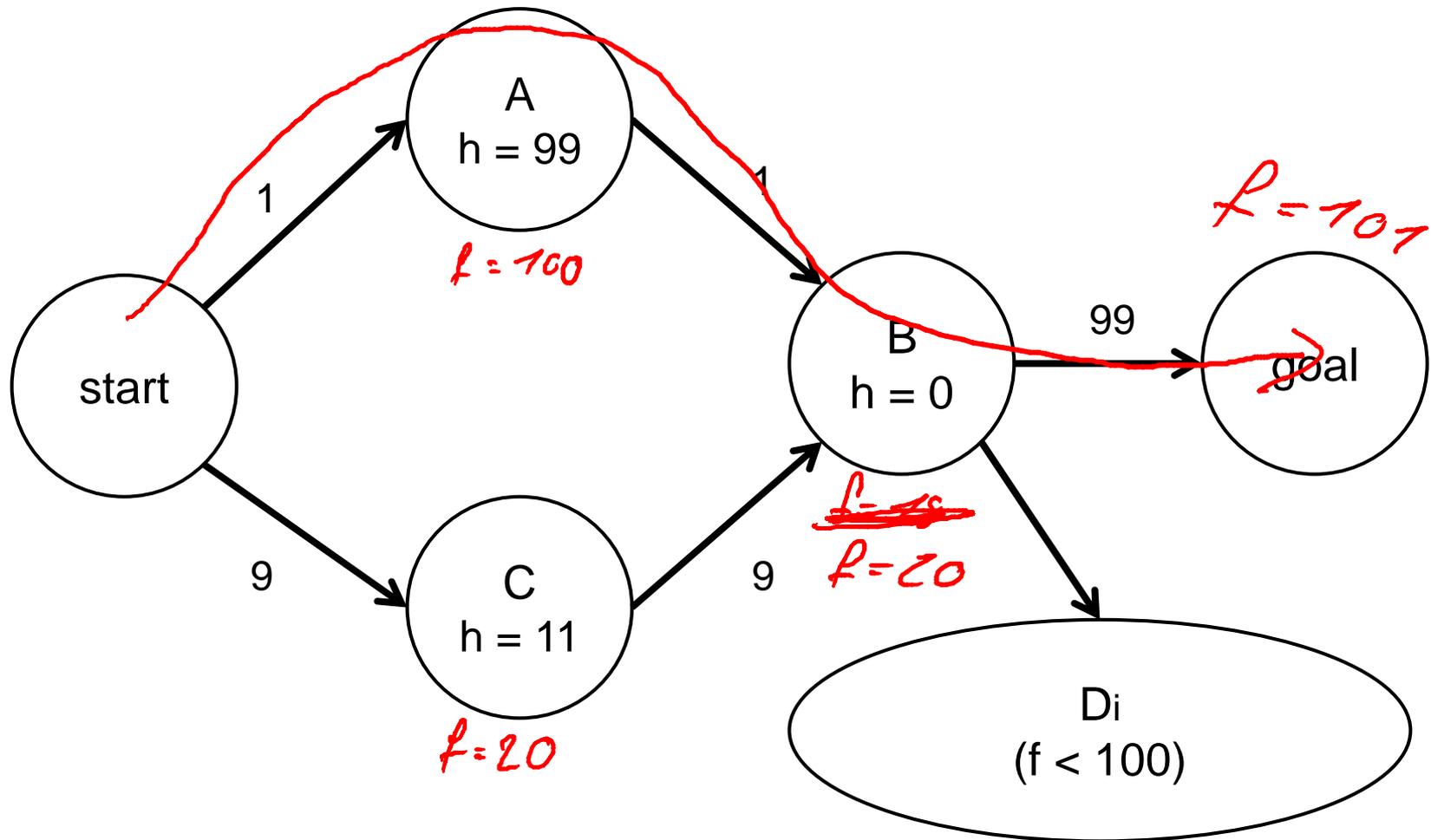


$$f'(B) = \max(f(B), f(A))$$

along path



an example

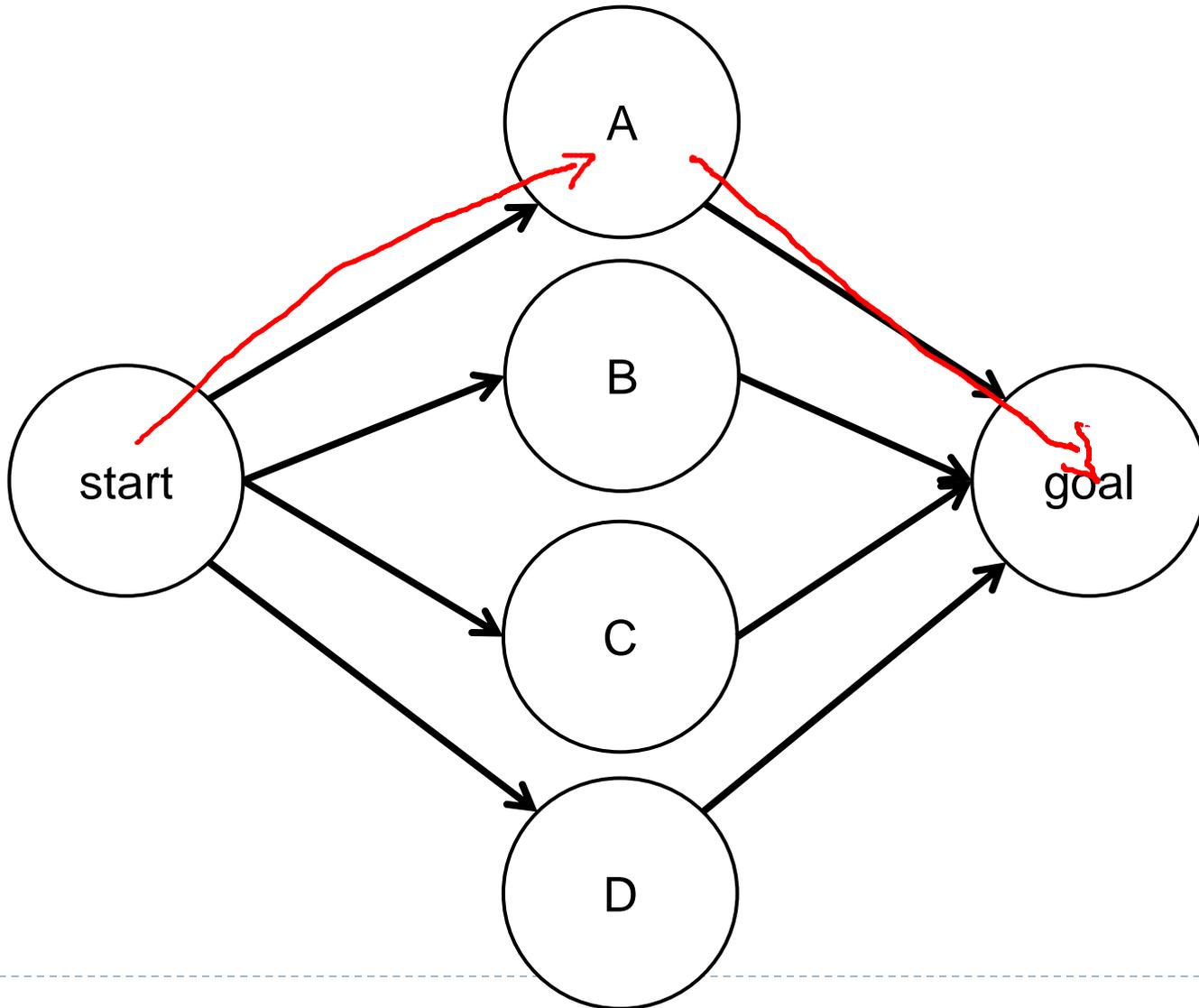


misconception #4

in search spaces with
uniform cost and $h(s) = 0$,
 A^* is the same as
breadth-first search



an example

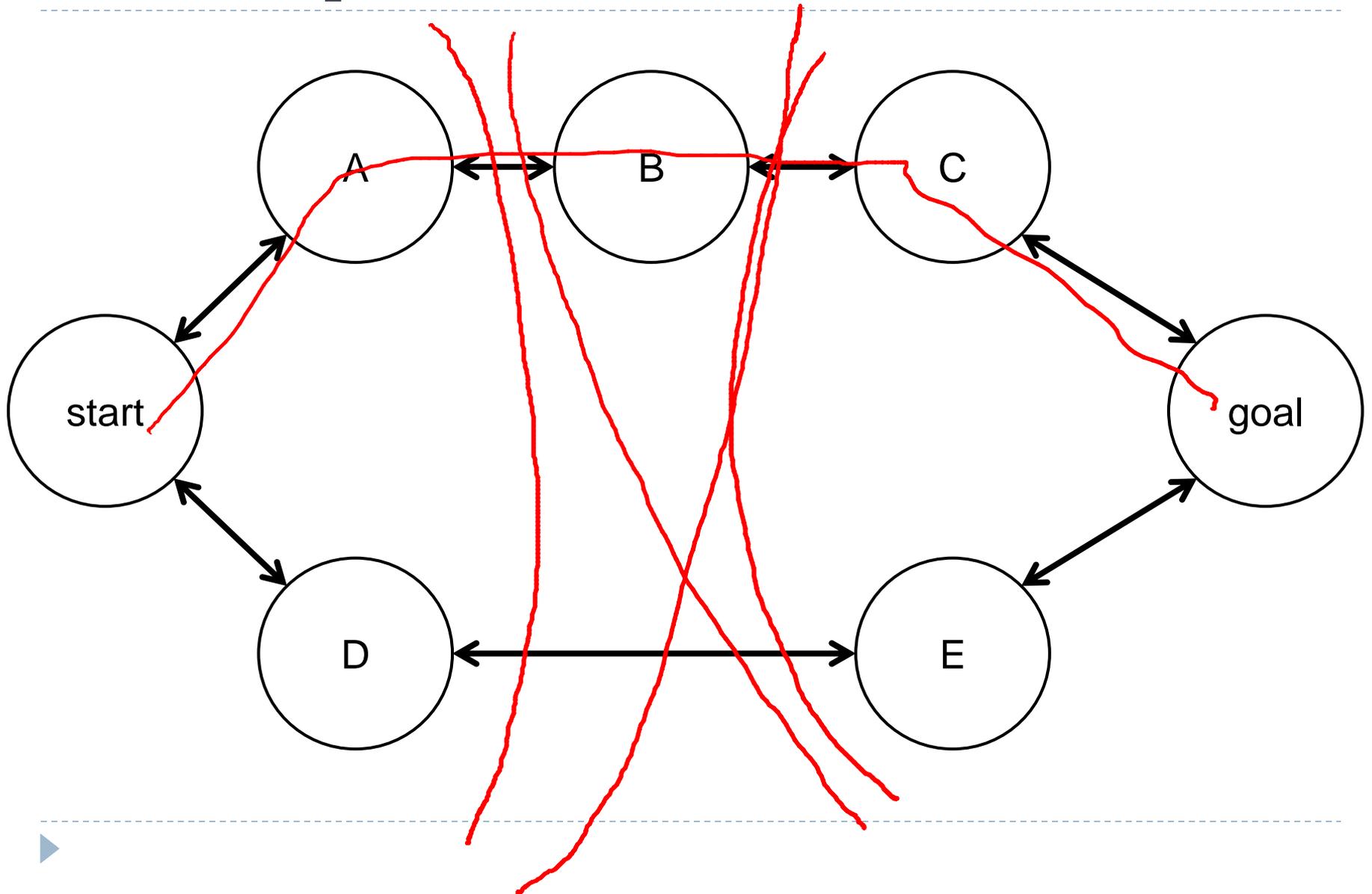


misconception #5

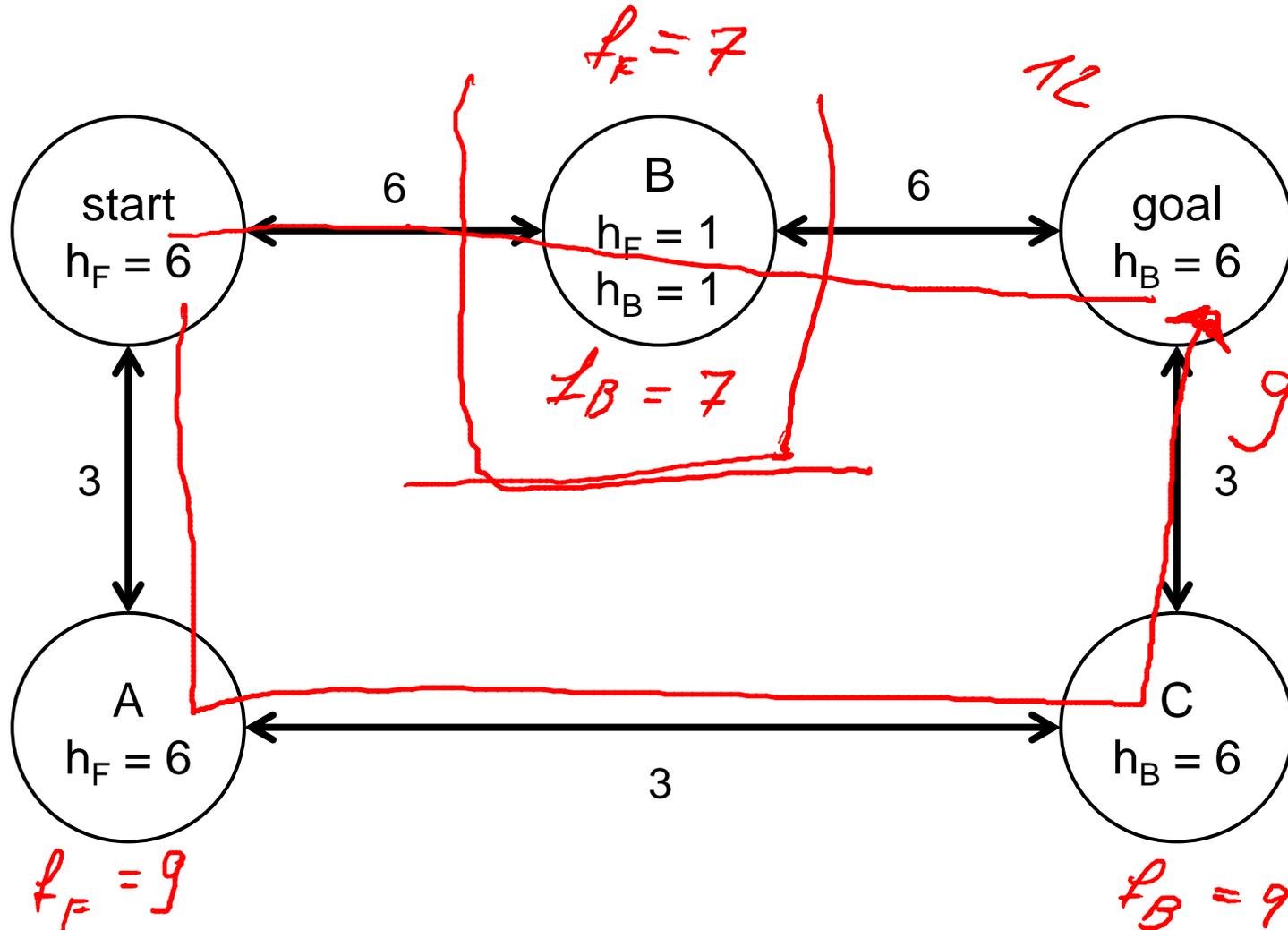
**bidirectional search stops
when the forward and
backward search frontiers
meet**



an example



an example



conclusions

- ▶ with admissible consistent heuristics, A^* is hard to beat
- ▶ A^* is not a silver bullet
- ▶ don't trust hearsay
- ▶ pay attention to details

