Foundations of Artificial Intelligence

B15. State-Space Search: Properties of A*, Part II

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State-Space Search: Overview

Chapter overview: state-space search

- B1–B3. Foundations
- B4–B8. Basic Algorithms
- B9–B15. Heuristic Algorithms
  - B9. Heuristics
  - B10. Analysis of Heuristics
  - B11. Best-first Graph Search
  - B12. Greedy Best-first Search, A*, Weighted A*
  - B13. IDA*
  - B14. Properties of A*, Part I
  - B15. Properties of A*, Part II

B15.1 Introduction

Optimality of A* without Reopening

We now study A* without reopening.

- For A* without reopening, admissibility and consistency together guarantee optimality.
- We prove this on the following slides, again beginning with a basic lemma.
- Either of the two properties on its own would not be sufficient for optimality. (How would one prove this?)

Reminder: A* without Reopening

reminder from Chapter B11/B12: A* without reopening

A* without Reopening

```
open := new MinHeap ordered by ⟨f, h⟩
if h(init()) < ∞:
    open.insert(make_root_node())
closed := new HashSet
while not open.is_empty():
    n := open.pop_min()
    if n.state ∉ closed:
        closed.insert(n)
        if is_goal(n.state):
            return extract_path(n)
        for each ⟨a, s'⟩ ∈ succ(n.state):
            if h(s') < ∞:
                n' := make_node(n, a, s')
                open.insert(n')
return unsolvable
```


B15.2 Monotonicity Lemma

A*: Monotonicity Lemma (1)

Lemma (monotonicity of A* with consistent heuristics)

Consider A with a consistent heuristic.*

Then:

1. *If n' is a child node of n, then $f(n') \geq f(n)$.*
2. *On all paths generated by A*, f values are non-decreasing.*
3. *The sequence of f values of the nodes expanded by A* is non-decreasing.*

German: Monotonielemma

A*: Monotonicity Lemma (2)

Proof.
on 1.:
Let n' be a child node of n via action a.
Let $s = n$.state, $s' = n'$.state.

- by definition of f: $f(n) = g(n) + h(s)$, $f(n') = g(n') + h(s')$
- by definition of g: $g(n') = g(n) + cost(a)$
- by consistency of h: $h(s) \leq cost(a) + h(s')$

⇝ $f(n) = g(n) + h(s) \leq g(n) + cost(a) + h(s')$
$= g(n') + h(s') = f(n')$

on 2.: follows directly from 1. ...

A*: Monotonicity Lemma (3)

Proof (continued).
on 3:

- Let f_b be the minimal f value in *open* at the beginning of a **while** loop iteration in A*. Let n be the removed node with $f(n) = f_b$.
- to show: at the end of the iteration the minimal f value in *open* is at least f_b.
- We must consider the operations modifying *open*: *open*.pop_min and *open*.insert.
- *open*.pop_min can never decrease the minimal f value in *open* (only potentially increase it).
- The nodes n' added with *open*.insert are children of n and hence satisfy $f(n') \geq f(n) = f_b$ according to part 1.

□

B15.3 Optimality of A* without Reopening

Optimality of A* without Reopening

Theorem (optimality of A* without reopening)
A without reopening is optimal when using an admissible and consistent heuristic.*

Proof.
From the monotonicity lemma, the sequence of f values of nodes removed from the open list is non-decreasing.

⇝ If multiple nodes with the same state s are removed from the open list, then their g values are non-decreasing.

⇝ If we allowed reopening, it would never happen.

⇝ With consistent heuristics, A* without reopening behaves the same way as A* with reopening.

The result follows because A* with reopening and admissible heuristics is optimal. □

B15.4 Time Complexity of A*

Time Complexity of A* (1)

What is the time complexity of A*?

- depends strongly on the quality of the heuristic
- an extreme case: $h = 0$ for all states
  - ⇝ A* identical to uniform cost search
- another extreme case: $h = h^*$ and $cost(a) > 0$ for all actions a
  - ⇝ A* only expands nodes along an optimal solution
  - ⇝ $O(\ell^*)$ expanded nodes, $O(\ell^* b)$ generated nodes, where
    - ℓ^*: length of the found optimal solution
    - b: branching factor

Time Complexity of A* (2)

more precise analysis:

- dependency of the runtime of A* on heuristic error

example:

- unit cost problems with
- constant branching factor and
- constant absolute error: $|h^*(s) - h(s)| \leq c$ for all $s \in S$

time complexity:

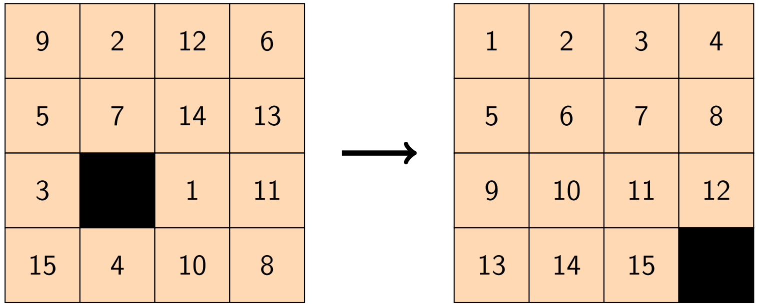
- if state space is a tree: time complexity of A* grows linearly in solution length (Pohl 1969; Gaschnig 1977)
- general search spaces: runtime of A* grows exponentially in solution length (Helmert & Röger 2008)

Overhead of Reopening

How does reopening affect runtime?

- For most practical state spaces and inconsistent admissible heuristics, the number of reopened nodes is negligible.
- exceptions exist:
  Martelli (1977) constructed state spaces with n states where exponentially many (in n) node reopenings occur in A*.
  (⇝ exponentially worse than uniform cost search)

Practical Evaluation of A* (1)



h_1: number of tiles in wrong cell (misplaced tiles)
h_2: sum of distances of tiles to their goal cell (Manhattan distance)

Practical Evaluation of A* (2)

- experiments with random initial states, generated by random walk from goal state
- entries show median of number of generated nodes for 101 random walks of the same length N

	generated nodes		
N	BFS-Graph	A* with h_1	A* with h_2
10	63	15	15
20	1,052	28	27
30	7,546	77	42
40	72,768	227	64
50	359,298	422	83
60	> 1,000,000	7,100	307
70	> 1,000,000	12,769	377
80	> 1,000,000	62,583	849
90	> 1,000,000	162,035	1,522
100	> 1,000,000	690,497	4,964

B15.5 Summary

Summary

- A* without reopening using an admissible and consistent heuristic is optimal
- key property monotonicity lemma (with consistent heuristics):
  - f values never decrease along paths considered by A*
  - sequence of f values of expanded nodes is non-decreasing
- time complexity depends on heuristic and shape of state space
  - precise details complex and depend on many aspects
  - reopening increases runtime exponentially in degenerate cases, but usually negligible overhead
  - small improvements in heuristic values often lead to exponential improvements in runtime