

Introduction - Quiz

PAH (Planning and Games)

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What algorithms for uninformed state space search do you know?

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- Dijkstra
- BFS
- DFS
- Iterative Deepening DFS
- ...

What algorithms for local state space search do you know?

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- Hill Climbing (HC)
- Enforced Hill Climbing (EHC)
- Simulated Annealing
- Genetic Algorithms
- Tabu/Beam/... Search
- ...

What algorithms for informed state space search do you know?

- A*
- Weighted, ID, ... A*
- Greedy Best First Search (GBFS)
- ...

What is an optimal/perfect heuristic h^* ?

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- Maps each state to the length of a shortest path to any goal state.

What is an *admissible* heuristic *h* ?

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- For each state s : $h(s) \leq h^*(s)$
- *What is it important for?*

What is a *safe* heuristic *h* ?

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- If for a state s $h(s) = \infty$ then also $h^*(s) = \infty$
- *What does it mean?*

What is a *goal-aware* heuristic h ?

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- If for a state s $h^*(s) = 0$ then also $h(s) = 0$
- *What does it mean?*

And a *consistent (monotonic)* heuristic h ?

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- If $h(s) \leq h(s') + c$, where s' is a successor of s via an operator of cost c .
- *What does it mean?*
- *What is it good for?*

Which of the following statements hold ?

- *goal-aware & safe \rightarrow admissible*
- *goal-aware & consistent \rightarrow admissible*
- *safe & consistent \rightarrow admissible*

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- *goal-aware & safe → admissible*
- ***goal-aware & consistent → admissible***
- *safe & consistent → admissible*