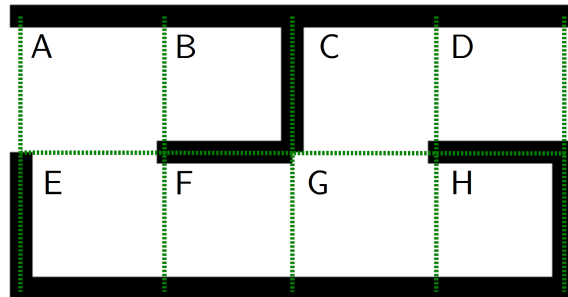


Heuristic Functions + Best First Search

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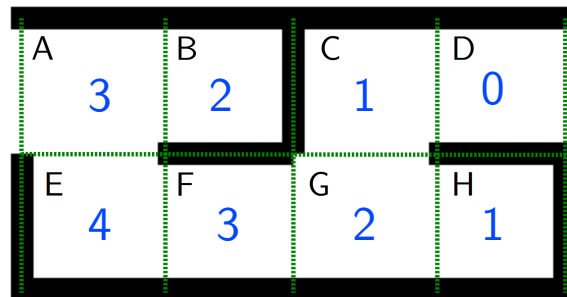
Search Heuristics

- Heuristic function:
 - An easily calculated estimate of how far a state is from the goal
 - For our maze we could use the # of steps disregarding walls:



Search Heuristics

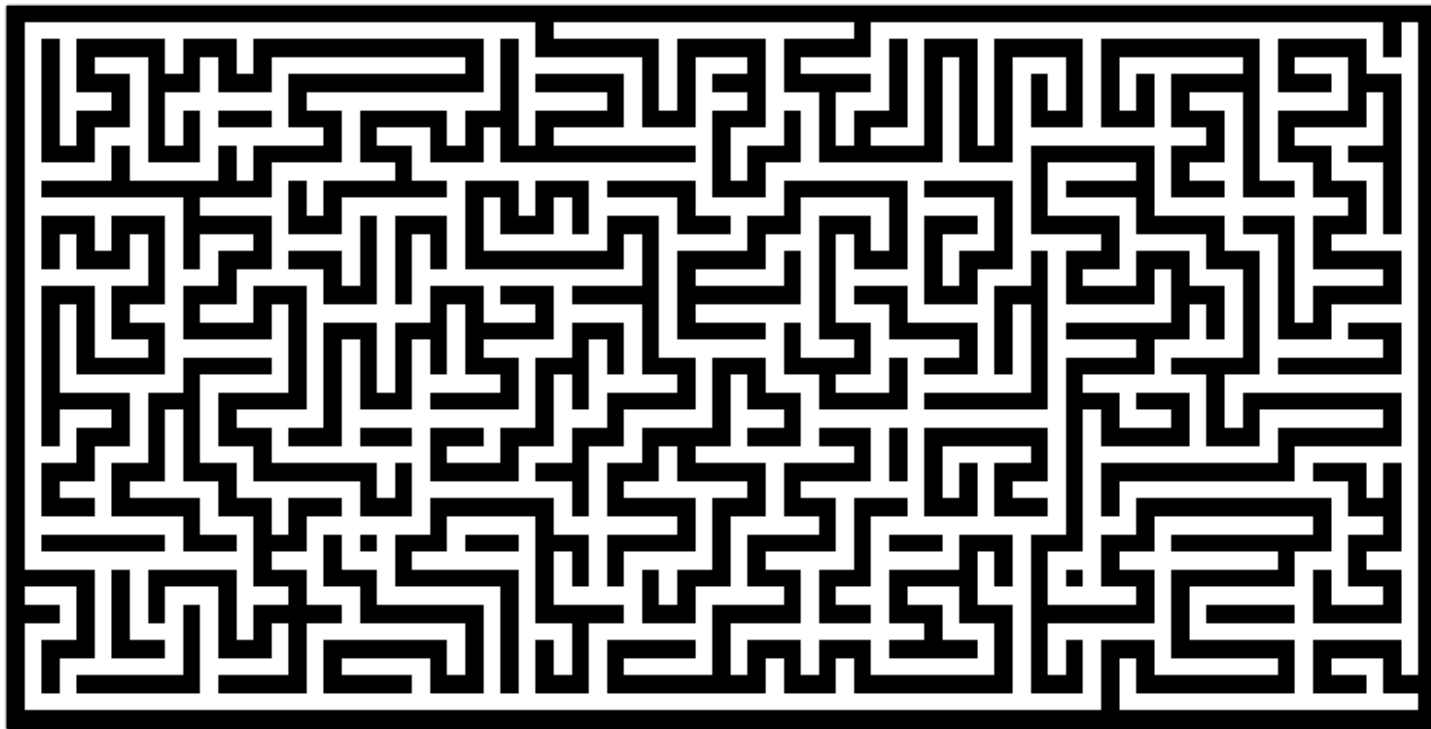
- Heuristic function:
 - An easily calculated estimate of how far a state is from the goal
 - For our maze we could use the # of steps disregarding walls:



- **Best-First Search**: Always choose the frontier node with the smallest heuristic value
- (Not very helpful for this maze)

Heuristics

- It would probably help for this one:



The Problem with Best-First Search

