Previous class
- Best-first search
  . Greedy search \( f(n) = h(n) \)
  . A* search \( f(n) = g(n) + h(n) \)
    admissible

Today
- Designing heuristics
- Dominant heuristic
- Consistency of admissible heuristics
- IDA* search

![Diagram]

- A scenario for picking up the suboptimal goal when the heuristic is not admissible.
- A tree structure with nodes A, B, C, D, and E. Nodes B and C are marked as optimal goals, while E is a suboptimal goal.
- An estimate above the actual cost is not allowed due to admissibility.
- The dominant heuristic concept is illustrated with an arrow pointing to the node.