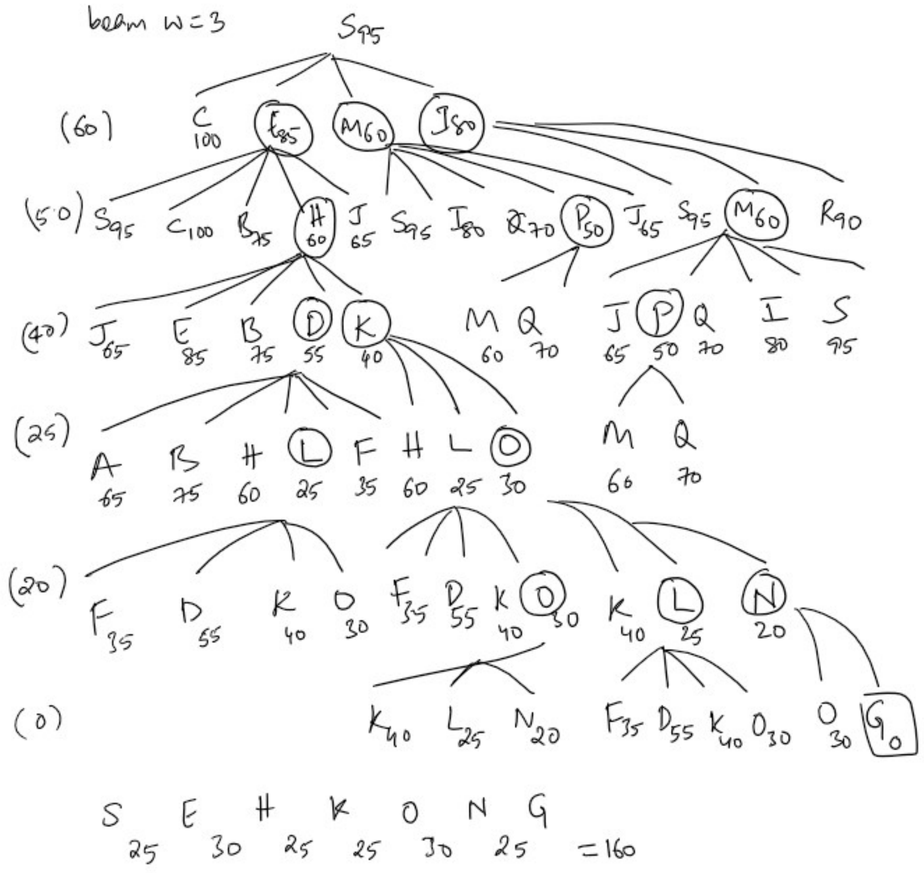

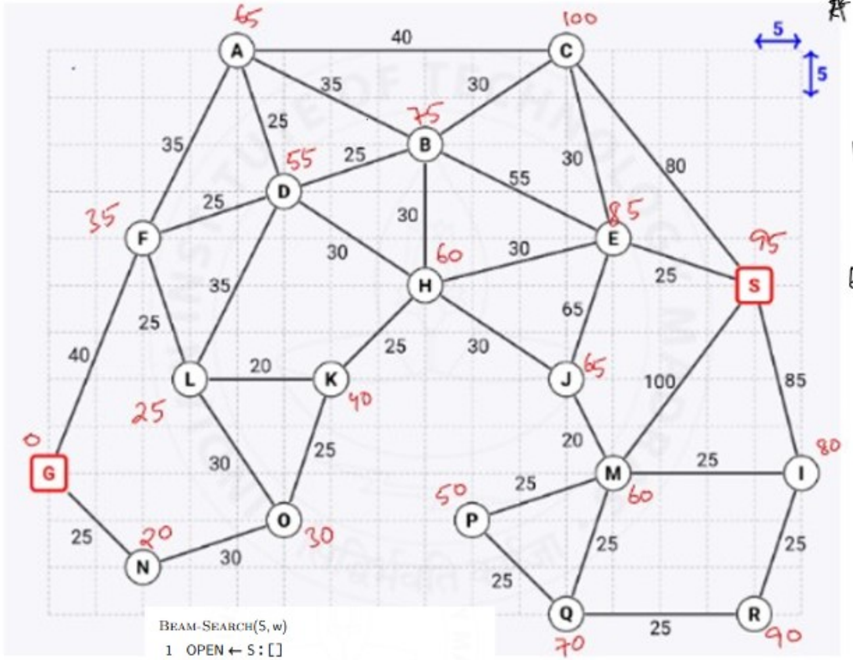

BEAM-SEARCH(S, w)

```
1  OPEN ← S : []
2  N ← S
3  do  bestEver ← N
4      if OPEN contains goal node
5          return that goal node
6      else neighbours ← MOVE-GEN(OPEN)
7          OPEN ← take w (sort_h neighbours)
8          N ← head OPEN      ▷ best in new layer
9  while h(N) is better than h(bestEver)
10 return bestEver
```