AI algorithms: Heuristic Search

hill climbing 1
hill climbing 2
greedy search

Input:
A graph of nodes, a start node S and a goal node G
A queue Q of possible paths
A heuristic function H of the distance to G
Output:
A path from S to G
Algorithm:
$Q \leftarrow S$
while Q not empty AND G not reached **do**
$p \leftarrow$ get (and remove) first path from Q
$P \leftarrow$ all paths to children of p
Remove all paths from P containing loops
Sort P according to H
Add best of all paths of P to front of Q
Sort Q according to H
end while
if G reached **then**
Succes
else
Failure
end if