

Uniform Cost Search

Dijkstra's Algorithm

What's common, what's different?

Uniform Cost Search and Dijkstra's Algorithm

- Dijkstra's algorithm can be regarded as a variant of uniform-cost search.
- In Dijkstra's algorithm, there is no **goal state** and processing continues until all nodes have been removed from the priority queue.
- Dijkstra's algorithm stops when the shortest paths to all nodes – not just the goal state – have been determined.

https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm

Search for uniform cost search on the above wiki page.