

- Breadth-first search is a special case of uniform-cost search: When all step costs are equal, $g(n)$ is just a multiple of depth n . Thus, breadth-first search and uniform-cost search would behave the same in this case.

- Breadth-first search, depth-first search, and uniform-cost search are special cases of Greedy Best-First Search:

$$BFS: f(n) = depth(n)$$

$$DFS: f(n) = -depth(n)$$

$$UCS: f(n) = g(n)$$

- Uniform-cost search is a special case of A* search:

$$A^* \text{ search}: f(n) = g(n) + h(n)$$

$$Uniform-costsearch: f(n) = g(n)$$

Thus, for $h(n) = 0$, uniformcostsearch will producethesameresultas A^ search.*

- When is A* complete?
A* is complete if it retrns a solution in cases where a solution exists and doesn't return a solution when none exist. Also it must work on all possible inputs.
- When does A* end the search process?
It ends the search process when it finds a goal with the least cost.
- **The heuristic manhattan distance is consistent.**
- **The heuristic misplaced tiles is admissible but not consistent.**