	BFS	DFS	UCS	A*	IDS	Hill Climbing
Time Complexity	O(b^d)	O(b^d)	O(b^(C*/ε))	O(b^(C*/ε))	O(b^d)	O(bm)
Space Complexity	O(b^d)	O(b*d)	O(b^(C*/ε))	O(b^(C*/ε))	O(bd)	O(bd)
Cross pass	level by level “Wide expansion”	Branch by branch “Long single branch”	Level by level but Lowest path cost first	Lowest f(n) first The f(n) is total (cost +heuristic)	Level by level, but depth-limited	Lowest heuristic function first
Expected speed	slow	fast if solution is deep	The Slowest	Very fast ,Fast than BFS and DFS	Balance combines DFS speed with BFS complet_eness	The fastest
Complete	Complete	Not complete	Complete	complete	Complet_e	Not Complete
optimal	Optimal if cost the same	Not optimal	optimal	optimal	optimal	Not optimal