Why greedy search fails?
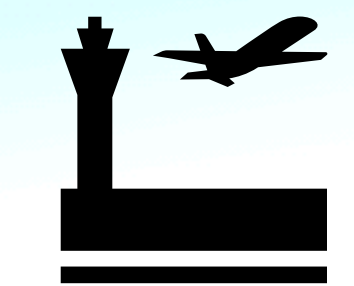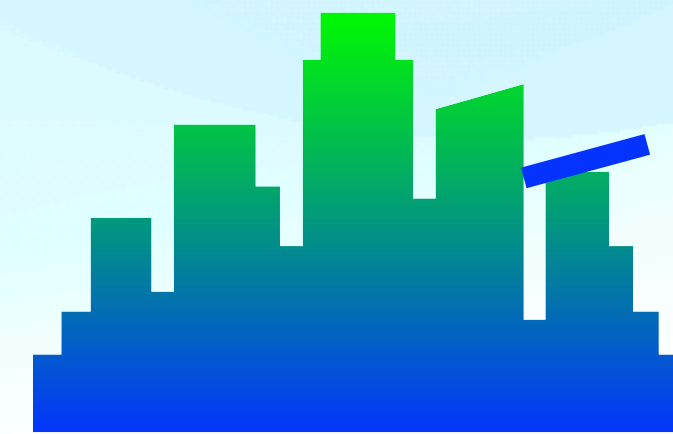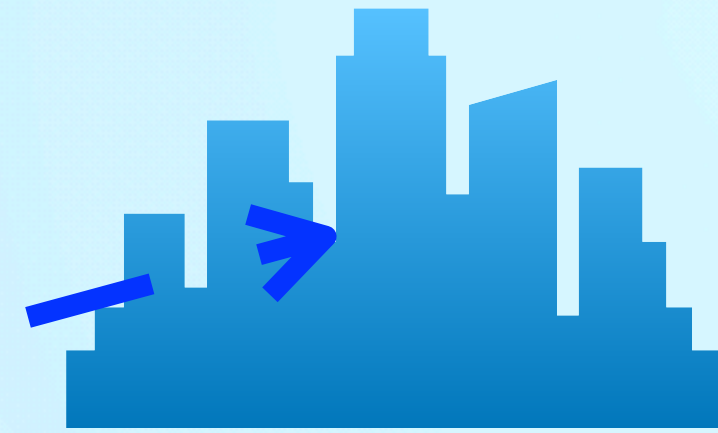
- E.g. LA -> NY with shortest time

- Spending too much time in the errors!

- How to:

  - Considering the padded path

  - This path is good, but I've paid too much, we need to try new one

New York

Los Angeles

LAX Airport

$A*$ search algorithm (using $g + h$)
Important aspect

- The order of the nodes in fringe **Smallest** $g(x) + h(x)$

- Should the same state be generated?

  - Same as the EXPANDED states **NO (reached)**

  - Same as the states IN fringe **Replace if lower** $g(x)$ **why?**

- When to report the goal?

  - When generated? **No (why)**

  - When expanded? **Yes**