Midterm Review
Everything about the search!

- Uninformed search (knows nothing)

  - BFS, DFS, IDFS …

- Informed search (knows where's the goal)

  - Greedy, A*, local search algorithms

- CSP (special structured, don't care path)

  - Preprocessing (AC3), Backtracking…

- Games (two (or more) players)

  - $\alpha - \beta$ pruning

All search algorithm
Key concept

- FRINGE (stack, queue, …)

- When to report goal

- How to deal with duplicated states (Tree search, Graph search)

- Order of expanded, order of generated

- Time complexity and space complexity