1. Formulating search problems
   1. A state space
      1. Pancake stack
   2. An action space
      1. Flip pancake and above
   3. A transition model
      1. Pancake stack -> Flip(Above layer) = Pancake stack, pancakes above layer reversed
   4. Goal test
      1. Starting from bottom, each pancake increments in size as it goes up in layer
   5. Path cost
      1. Number of flips
2. Uniformed search
   1. BFS
      1. ABCDEG
   2. DFS
      1. ABDEG
   3. UCS
      1. ACDEG