**INFORMED SEARCH**

Best first search: (use an evaluation function f(n)) expand node with lowest evaluation/ cost first.

Greedy best first search: f(n): estimateed cost of cheapest path from n to goal

A\*: both

In **Graph Search**you hold a list of explored nodes, while in **Tree Search**you don't!

**Admissible Heuristic function:** Cannot overestimate the distance to goal( e.g use straight line to estimate road length). If h(n) is admissible => A\* using TREE-SEARCH is optimal.

**Consistent Heuristic:** h(n) <= c(n, a, n’) + h(n’)

With every successor n’ of n generated by any action a.

* f(n’) >= f(n) => f(n) is non-decreasing along any path.