

SEARCHTREES Terminology: Node: parent, child, root, leaf Depth Branching factor Node expansion Node generation Fringe

UNINFORMED SEARCH

Generic uninformed search pseudo-code:

- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

5

UNINFORMED SEARCH





(1) Start with a tree that contains only the start state

- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

UNINFORMED SEARCH

6





(1) Start with a tree that contains only the start state

- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

7

UNINFORMED SEARCH



- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

UNINFORMED SEARCH



- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

9

UNINFORMED SEARCH

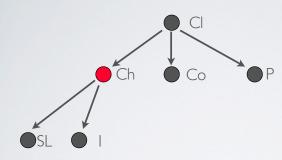


- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

UNINFORMED SEARCH

10

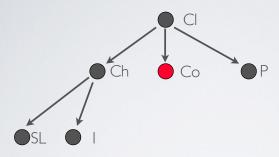


- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

*generate neighboring nodes that aren't ancestors

11

UNINFORMED SEARCH



- (1) Start with a tree that contains only the start state
- (2) Pick an unexpanded fringe node n
- (3) If fringe node n represents a goal state, then stop
- (4) Expand fringe node n*
- (5) Go to (2)

^{*}generate neighboring nodes that aren't ancestors