

Uninformed / blind Search Algorithms:

- Can generate only successors.
- Can differentiate between goal state & non goal state.

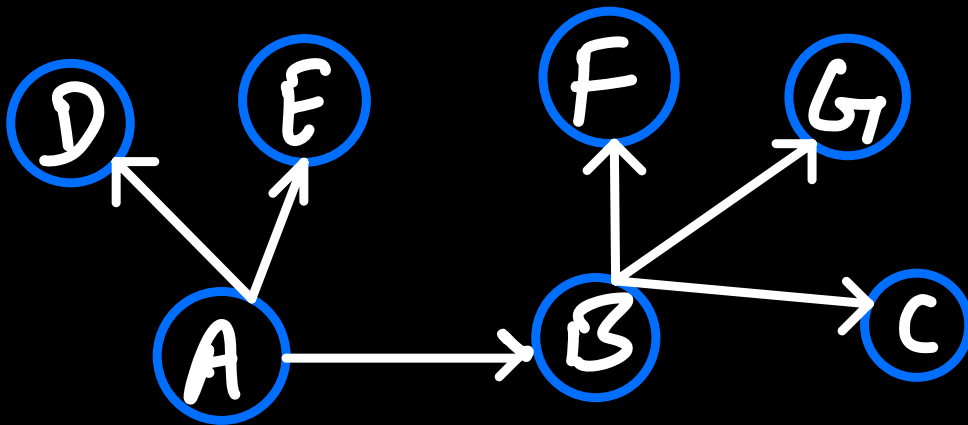
Problems of such algorithms:

- A graph (start node, goal node)
- A strategy
- A fringe : data structure
- A tree : Result while reaching goal node.
- A solution: Node sequence

from Start to Goal.

Example:

- perform BFS:



Assume:

start node : A

Goal node : G