**Uninformed and Informed Search**

**Artificial Intelligence(CS5100) - HW2**

Nephi Calvin Bandela

1. Search Techniques Implemented:
2. Uninformed Search:
3. Depth First Search:
   1. Algorithm:

*1. Initialize Stack*

*2. Push Start Node into Stack*

*3. Mark Start Node as Visited*

*loop*

*4. Get Top*

*5. Get Children of Top*

*6. If Child Node Unvisited*

*7. Mark Unvisited child as visited*

*8. Push Unvisited child onto Stack*

*9. If no child nodes - Retract Move*

*end loop*

* 1. Complexity: |V| - Vertex Count, |E| -Edge Count
     1. Time: O(|V|+|E|)
     2. Space: O(V+E)
  2. Environment

1. Informed Search:
2. Greedy Best First Search
   1. Algorithm:

*1. Retrieve all Node Indices of Targets*

*2. Initialize Visited, HashMap to store heuristics and their corresponding Node Indices*

*3. The heuristics- Manhattan Distance are sorted in ascending order.*

*4. The HashMap consists of successors of current Node arranged in increasing orders*

*5. Return the Node with the best heuristic as the target node*

* 1. Complexity:
  2. Environment:

1. References: