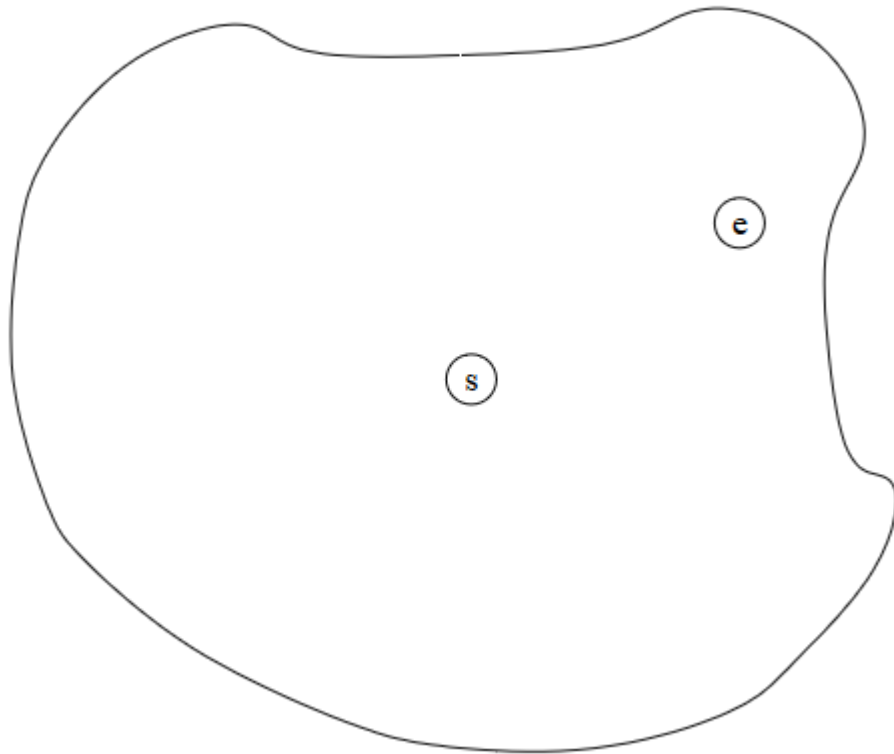


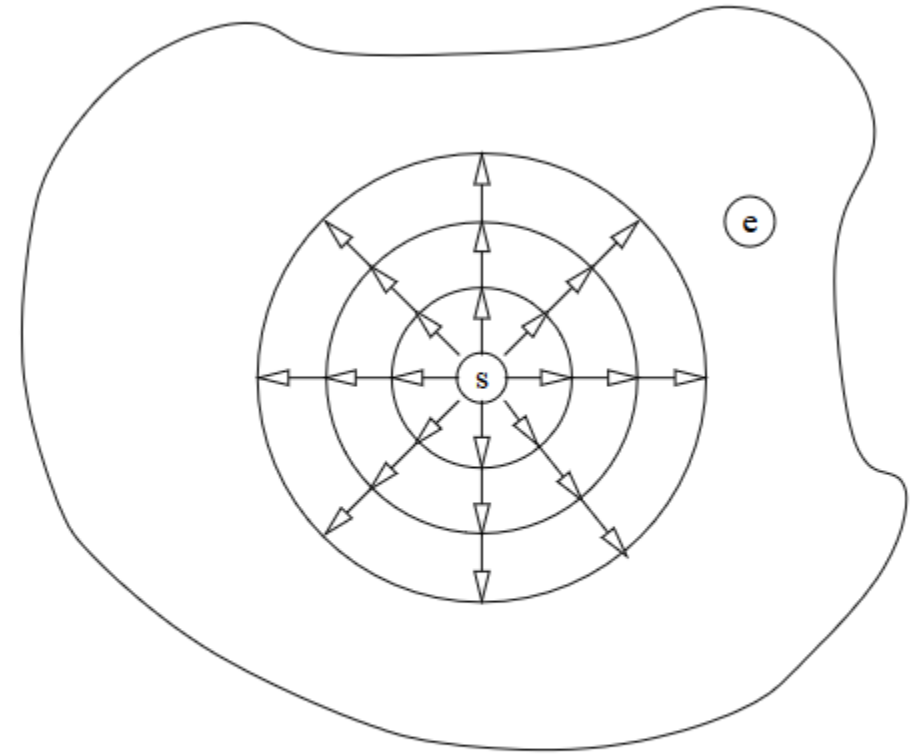
families of search algorithms

- breadth-first
- depth-first
- best-first

problem: go from s to e



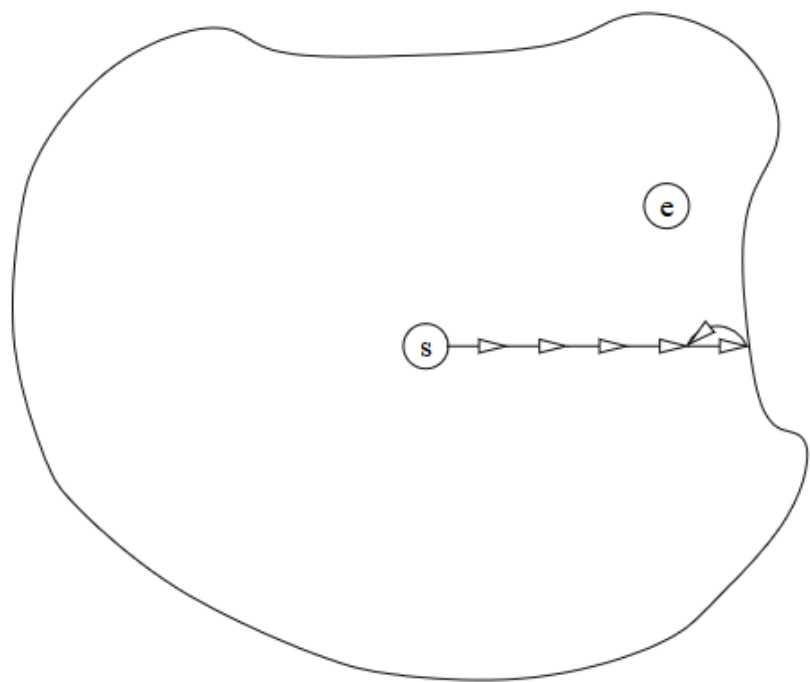
breadth-first



expand in all directions until finding the goal

when e is reached, the path is optimal
lot of nodes explored

depth-first



go in one direction as much as possible
when impossible, go back and take other paths

first path to e may not be optimal



others

best-first: expand first the node with a minimal measure
search backwards from the goal