## **Search Algorithms**

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## **Contents**

- I. Introduction
- II. Basic Search Algorithms
- III. Informed Search
- IV. Search Space Representation
- V. Search Theory
- VI. Relaxed Models
- VII. Game Playing
- VIII. Search Applications

## **Objectives**

- Understand the meachanics of graph search.
- Implement best-first graph search efficiently.
- Model problems as search problems.
- Understand heuristics as a means to control search.
- Sensibly vary between optimality and relaxation.
- Construct domain-specific search algorithms.

## Literature

- Edmund K. Burke, Graham Kendall.
   Search Methodologies
   2nd edition, Springer, 2014.
- □ Nils J. Nilsson.

  Artificial Intelligence: A New Synthesis

  Morgan Kaufmann, 1998.
- Judea Pearl.
   Heuristics
   Addison-Wesley, 1984.
- Stuart Russel, Peter Norvig.
   Artificial Intelligence: A Modern Approach
   3rd edition, Prentice Hall, 2010.
- □ Stefan Edelkamp, Stefan Schrödl.

  Heuristic Search: Theory and Applications
  Elsevier, 2012.

The slides of this course closely follow the book *Heuristics* of Judea Pearl.