

- do loop:
- 1) Are you in closed
 - 2) are you goal?
 - 3) Add to closed
 - 4) Enque neighbors
- expansion

path stores on fringe

Fringe = Stack: LIFO

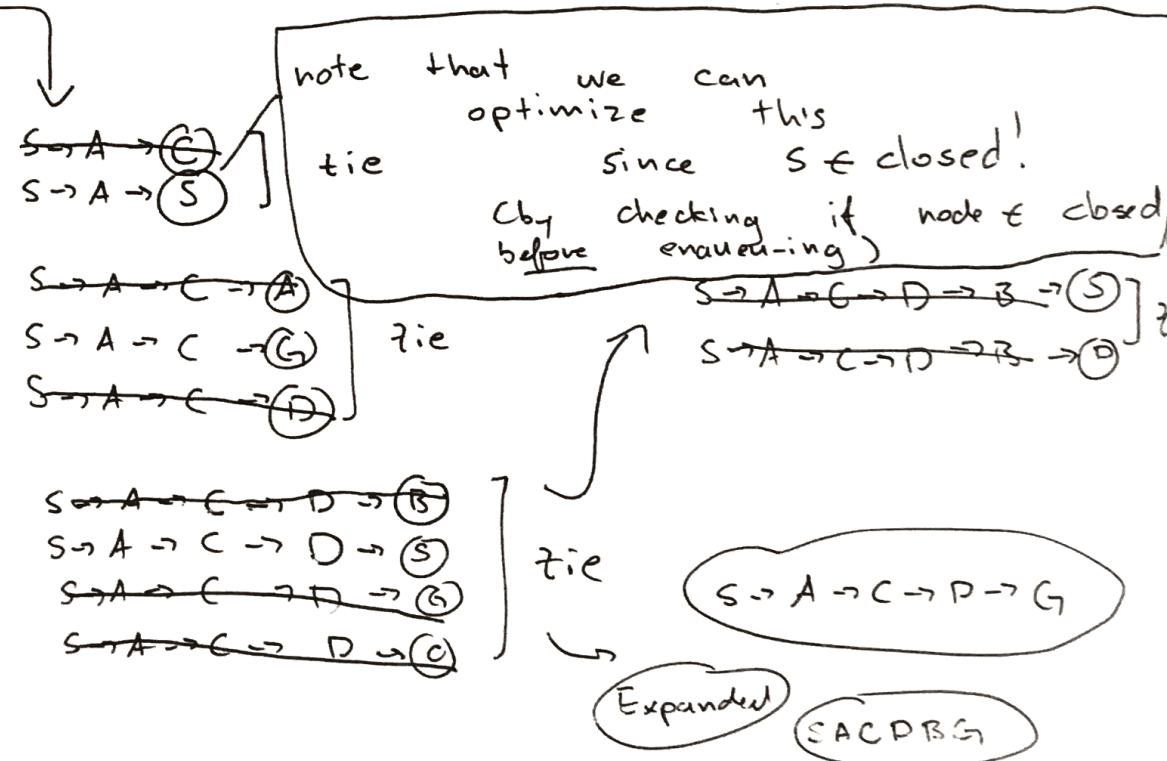
closed

SACDB

} same as order!!!

- S
 - S → A
 - S → B
 - S → D
- tie

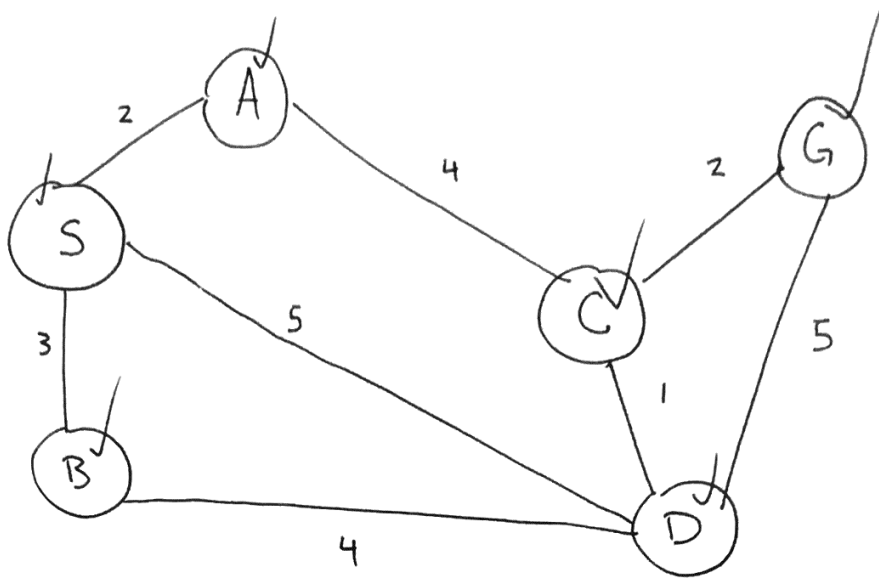
instead of backpointers



"When you get good... you can skip steps..." - Guy Fieri

UCS

(aka Dijkstra from 61B/170)



Fringe = Priority Queue, where...
 Priority = Cost of Path (lowest first!)

Closed = S A B D C

The goal shit!

Fringe:
~~S (0)~~
~~S → A (2)~~
~~S → B (3)~~
~~S → D (5)~~
 S → A → C (6)
~~S → A → B → S~~
 S → B → S (ignore. LOL)
 S → B → D (7)
 S → D → C (6)
 S → D → G (10)

Fucked Up...
 = _ =
 T _ T

Fringe:
~~S (0)~~
~~S → A (2)~~
~~S → B (3)~~
~~S → D (5)~~
~~S → A → C (6)~~
~~S → B → D (7)~~
~~S → D → C (6)~~
~~S → D → G (10)~~
~~S → A → C~~
 S → A → C → G (8)

Ex:
 S A B D C G