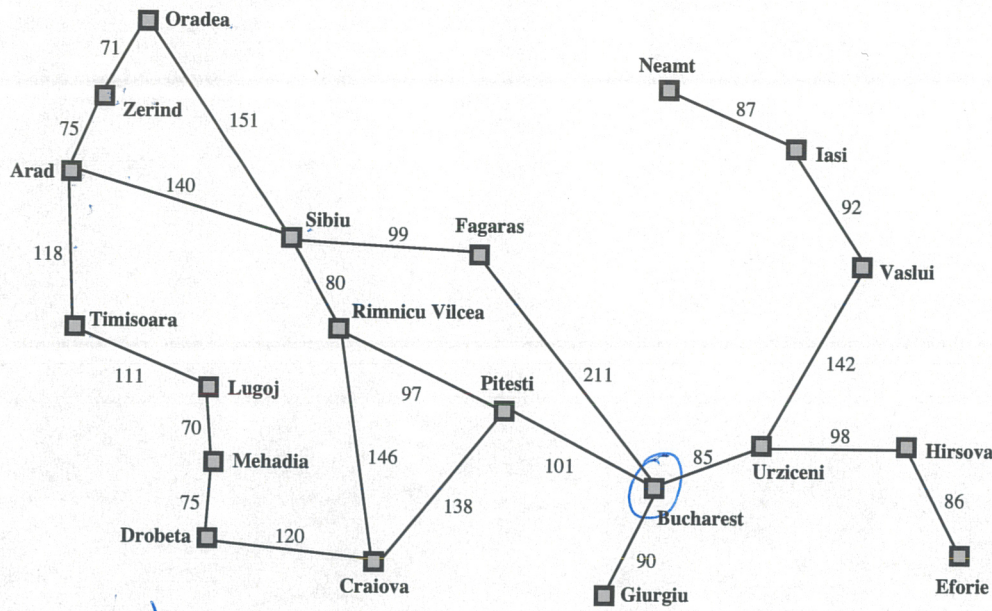


state: ①

the status of the world as far as the agent wants to represent it

a function that represents this map is needed.
ACTIONS(s) gives the actions available in state s.



initial state in (Arad)

goal state in (Bucharest)

ACTIONS (in (ARAD))

go(Zerind), go(Sibiu), go(T)

RESULT (s, a) the resulting state when you take action a in state (s).

RESULT (in (Fagaras), go (Bucharest)) = go in (Bucharest)

data structures.

frontier list: - OPEN list

contains NODES that will be explored

(2)

explored list: CLOSED list

contains NODES that have been explored

↓
links to parent, link to children
state, depth, path cost

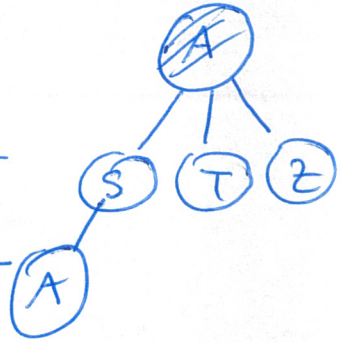
frontier

Arad	
no parents	
depth=0	
path cost=0	

front

Sibiu	Timisoara	Zerind
Arad	Arad	Arad
path cost		
95 140	118	75

3



Timi	Zerind
Arad	Arad
118	75

breadth first search

depth first search

