

OUTLINE Class #23

Reading Assignment: Read Chapters 9 & 10 in Nilsson

Heuristic Search (Chapter 9)

- A* Properties
- A* Example

PROCEDURE GRAPH-SEARCH

1. Create a *search graph*, G , consisting solely of the start node, s . Put s on a list called *OPEN*.
2. Create a list called *CLOSED* that is initially empty.
3. LOOP: if *OPEN* is empty, exit with failure.
4. Select the first node on *OPEN*, remove it from *OPEN*, and put it on *CLOSED*. Call this node n .
5. If n is a goal node, exit successfully with the solution obtained by tracing a path along the pointers from n to s in G . (see step 7.)
6. Expand node n , generating the set, M , of its successors and install them as successors of n in G .
7. Establish a pointer to n from those members of M that were not already in G (i.e., not already on either *OPEN* or *CLOSED*). Add these members of M to *OPEN*. For each member of M that was already on *OPEN* or *CLOSED*, decide whether or not to redirect its pointer to n . For each member of M already on *CLOSED*, decide for each of its descendants in G whether or not to redirect its pointer.
8. Reorder the list *OPEN*, either according to some arbitrary scheme or according to heuristic merit.
9. GOLOOP