

Search process:

Initial queue of partial paths: (S)

Continue until the first path on the queue ends at the goal:

**(1) Remove first path
from front of queue**

**(2) Extend path to
neighbors (no loops)**

(3) Return new paths to queue
depth-first: add new paths to front of queue

Initial queue of partial paths: ((S))

Continue until the first path on the queue ends at the goal:

**(1) Remove first path
from front of queue**

**(2) Extend path to
neighbors (no loops)**

(3) Return new paths to queue
breadth-first: add new paths to back of queue

Initial queue of partial paths: ((S))

Continue until the first path on the queue ends at the goal:

**(1) Remove first path
from front of queue**

**(2) Extend path to
neighbors (no loops)**

(3) Return new paths to queue
*best-first: add new paths to queue, then sort entire
queue by distance to goal*

Initial queue of partial paths: ((S))

Continue until the first path on the queue ends at the goal:

**(1) Remove first path
from front of queue**

**(2) Extend path to
neighbors (no loops)**

(3) Return new paths to queue

*branch&bound: add new paths to queue, then sort
entire queue by path length so far*
