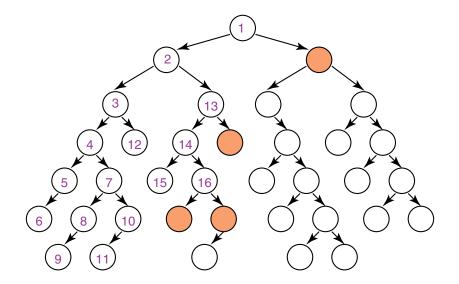
- Depth-first search treats the frontier as a stack
- It always selects one of the last elements added to the frontier.
- If the list of paths on the frontier is [p₁, p₂, ...]
 - ▶ p₁ is selected. Paths that extend p₁ are added to the front of the stack (in front of p₂).
 - p_2 is only selected when all paths from p_1 have been explored.

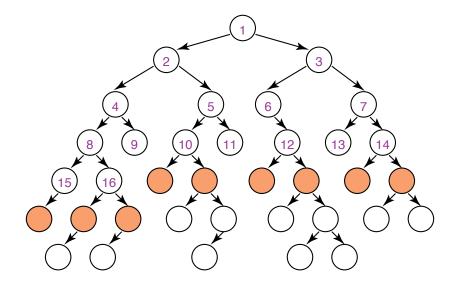
Illustrative Graph — Depth-first Search



- Depth-first search isn't guaranteed to halt on infinite graphs or on graphs with cycles.
- The space complexity is linear in the size of the path being explored.
- Search is unconstrained by the goal until it happens to stumble on the goal.

- Breadth-first search treats the frontier as a queue.
- It always selects one of the earliest elements added to the frontier.
- If the list of paths on the frontier is $[p_1, p_2, \ldots, p_r]$:
 - ▶ p₁ is selected. Its neighbors are added to the end of the queue, after p_r.
 - p₂ is selected next.

Illustrative Graph — Breadth-first Search



- The branching factor of a node is the number of its neighbors.
- If the branching factor for all nodes is finite, breadth-first search is guaranteed to find a solution if one exists. It is guaranteed to find the path with fewest arcs.
- Time complexity is exponential in the path length: b^n , where b is branching factor, n is path length.
- The space complexity is exponential in path length: b^n .
- Search is unconstrained by the goal.

• Sometimes there are costs associated with arcs. The cost of a path is the sum of the costs of its arcs.

$$cost(\langle n_0,\ldots,n_k\rangle) = \sum_{i=1}^k |\langle n_{i-1},n_i\rangle|$$

- At each stage, lowest-cost-first search selects a path on the frontier with lowest cost.
- The frontier is a priority queue ordered by path cost.
- It finds a least-cost path to a goal node.
- When arc costs are equal \implies breadth-first search.