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Depth first: append(Children, Rest, NewFrontier)
Breadth-first: append(Rest, Children, NewFrontier)
For add2frontier(Children, Rest, NewFrontier), require
NewFrontier merges Children and Rest
where a list L is defined to merge lists L1 and L2 if
(a) every member of L is a member of L 1 or L2
(b) every member of L1 or of L2 is a member of $L$.

## Exercise (Prolog)

Suppose a positive integer Seed links nodes $1,2, \ldots$ in two ways $\operatorname{arc}(N, M$, Seed $):-M$ is $N *$ Seed.
$\operatorname{arc}(N, M$, Seed $):-M$ is $N *$ Seed +1.
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Modify frontier search to define predicates breadth1st(+Start, ?Found, +Seed, +Target) depth1st(+Start, ?Found, +Seed, +Target)
that search breadth-first and depth-first respectively for a
Target-goal node Found linked to Start by Seed-arcs.

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$\rightsquigarrow$ A-star

Arc costs (space, time, money, . . .)

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arc(wa,nt,1). . arc(nt,q,2).
arc(q,nsw,2). arc(wa,sa,3).
arc(nt,sa,2). arc(sa,q,3).
arc(sa,nsw,5). arc(sa,v,1).
arc(v,nsw,1).
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- estimate assuming lots of arcs (simplifying the problem)


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## Min-cost



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- what about proximity to goal?

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h(n)=\text { estimate of min cost path } n \cdots \text { goal }
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Ensure Frontier $=[$ Head $\mid$ Tail $]$ where Head has minimal $f$

- $h(n)=0$ for every $n \rightsquigarrow$ min-cost
- cost(start $\cdots n)=0$ for every $n \rightsquigarrow$ best-first (disregarding the past)


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