

# Notes on Implementing Search Methods

# Using omega

- Use ssh to obtain an interactive shell.
  - Download putty, or ssh software from oit.uta.edu.
- Use SFTP to transfer files to and from omega.
  - Download software from oit.uta.edu.
  - Alternative: if you have cygwin or a Mac, use scp.
  - Alternative: use an X server and emacs to edit files on omega directly.
- From the interactive shell, use a compiler to compile your code (javac, g++, CC, Makefiles).

# States and Nodes

- The difference between a state and a node.
  - A state describes how the world is at a specific moment.
    - Defining states does not require a search tree.
  - A node is only defined with respect to a search tree. The path from the root to a node defines a sequence of states.

# State Class

(C++-style)

```
class State
{
    char * name;
    char ** neighbors;
    double * neighbor_distances;
    // possibly more variables, constructors,...
};
```

# Class Node

```
class Node
{
    Node * parent;
    State state;
    double cost;

    // possibly more variables, constructors,...
};
```

# List of Nodes to Visit

```
class ToVisitItem
{
    Node * item;
    ToVisitItem * previous;
    ToVisitItem * next;
}
```

```
class ToVisitList
{
    ToVisitItem * head;
    ToVisitItem * tail;
    // additional functions...
}
```



# If You Are Lost

- Compare your code to the text pseudocode.
- Ask yourself: which part of the pseudocode do I have a problem with?
- In principle, you should be able to implement pseudocode easily.



# Other Functions

- Testing if the goal was reached.
- Selecting/removing next node to visit.
  - More work can be done either while inserting nodes to the to-visit list, or while selecting next node from to-visit list.