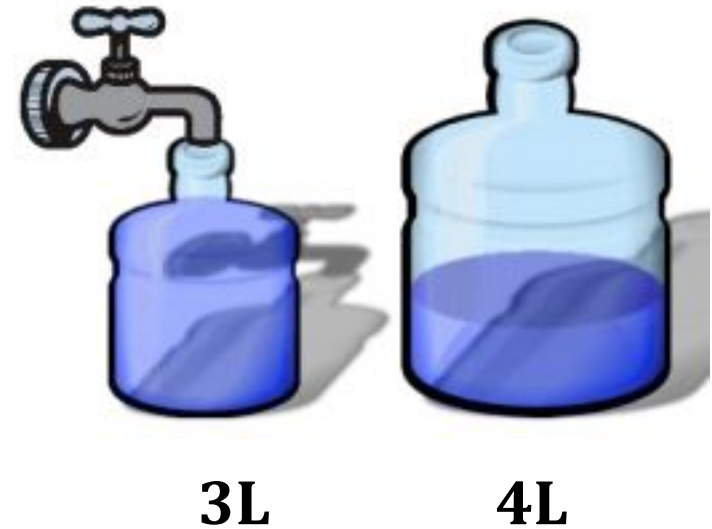


AI Lab 2 - Search

The Jugs Puzzle

We are given 2 jugs, a 4 liter(x L) one and a 3 liter(y L) one. Neither has any measuring markers on it. A pump can be used to fill the jugs with water. How can we get exactly 2(z L) liters of water into any of the jugs?



Problem Solving Agent

- We are going to develop an agent.
- The agent will perform a sequence of actions.
- Will try to reach the goal. (2L in one of the bottles)

Characteristics of the Problem Solving Agent

- Problem Formulation:
 - Define State –limited
 - Define the actions– limited
- Goal Formulation
- Environment Characteristics:
 - Observable – the agent knows
 - Discreet – Finite no of states
 - Deterministic – one action, one state

Search Problem Characteristics

- **Initial State** – $(0,0)$
- **Actions Set** –
 - Empty left
 - Empty Right
 - Fill Left
 - Fill Right
 - Transfer from left to right
 - Transfers from right to left

Search Problem Characteristics

- **Transition Model** -
 - $(0,0)$ -----fill left-- \rightarrow $(3,0)$
- **Goal Test** –
 - $\text{isGoal}(2,4) \rightarrow \text{True}$
 - $\text{isGoal}(1,1) \rightarrow \text{False}$
- **Path Cost** – The cost of each action taken

function BREADTH-FIRST-SEARCH(*problem*) **returns** a solution, or failure

node \leftarrow a node with STATE = *problem*.INITIAL-STATE, PATH-COST = 0

if *problem*.GOAL-TEST(*node*.STATE) **then return** SOLUTION(*node*)

frontier \leftarrow a FIFO queue with *node* as the only element

explored \leftarrow an empty set

loop do

if EMPTY?(*frontier*) **then return** failure

node \leftarrow POP(*frontier*) /* chooses the shallowest node in *frontier* */

 add *node*.STATE to *explored*

for each *action* **in** *problem*.ACTIONS(*node*.STATE) **do**

child \leftarrow CHILD-NODE(*problem*, *node*, *action*)

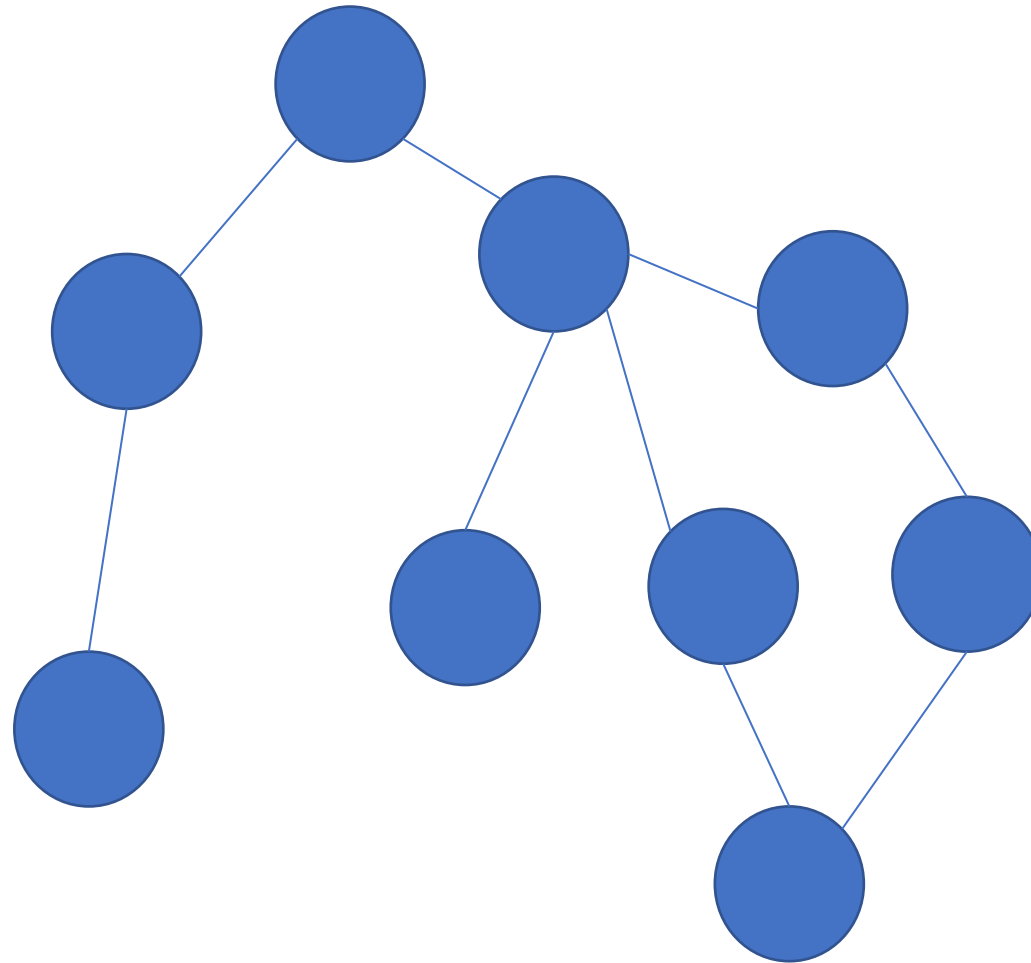
if *child*.STATE is not in *explored* or *frontier* **then**

if *problem*.GOAL-TEST(*child*.STATE) **then return** SOLUTION(*child*)

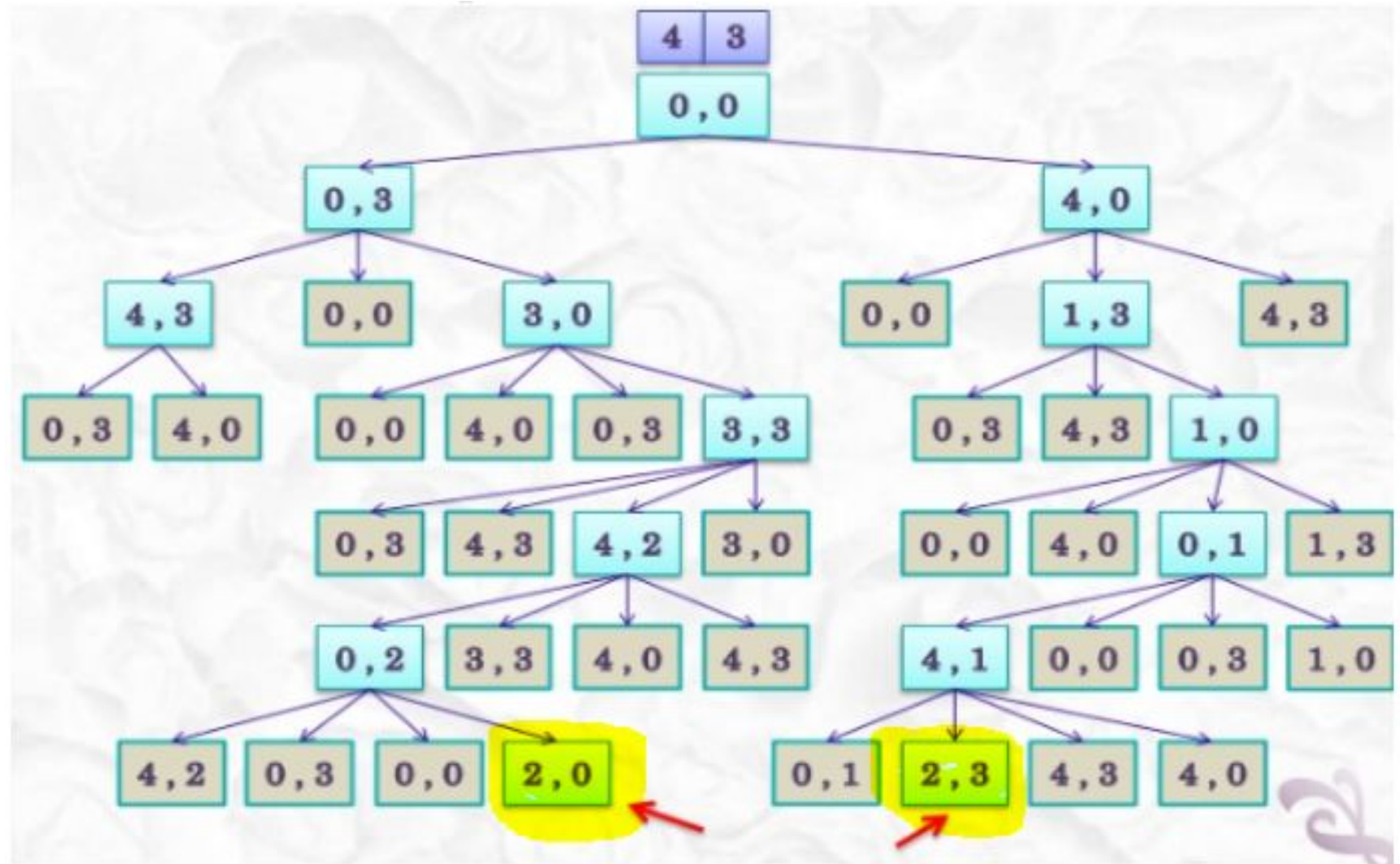
frontier \leftarrow INSERT(*child*, *frontier*)

Figure 3.11 Breadth-first search on a graph.

Previous BFS vs Current BFS



State Map



Lets Code!