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Ro11 NO	Topic:
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ale ale	Study Assignment [AIES.]
all all all	Dtudy Assignment [Alts]
	The state of the s
*	Tittle:
	Study space search representation
	Study space search representation for AI problem solving
	of a second control of the second control of
*	Study state space representation
	Study State space representation
	Objective: To study state space representation for AT
*	Objective:
Control of	To study state space representation for AI
अक्रमा १ र ।	Trosten 301 ring.
×	Theory:
7	
(1)	State Space Search State Control of the State
	A method used in artificial intelligence and
	problem-solving where a problem is represented as
	a set of states and transition between them
	broad an included and ship the later - 1. It is
1(11)	Features of State space search
	- Space representation
	Transition function
ald ro	Initial state in the
	Goal state
	- Search stratergy
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	Topic:
(iii)	Steps in State space search:
	- Define the problem
	- Generate successor states
	- Select a search strategy
5000	Explore states
	- Check for goal state
	A CONTRACTOR OF THE STATE OF TH
(iv)	State space representation:
4	
	State space tree
4.7	
*	Conclusion : 1 19 19 19 19 19 19 19 19 19 19 19 19 1
	Understood and learnt state space search algorithms
1	
*	FASIS - THE MAN MATERIAL STREET STREET
9.1.	State space representation of 8 puzzle problem.
5	his and filly the the following the things of the things of the
-	- The 1 puzzle problem is regresented by
press !	a 3×3 grid of tiles numbered 1 through 8.
	- Transition function
	- Initial state: Specific avangement of
9.3	tiles.
	- Stool Goal state
September 1	- State space graph: Modes are the possible
	tile arrangement
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	Topic: Date: / /
	Topic:
(0.2	Application of State Space Search.
9.	A SA STATE OF THE SAME OF THE
\rightarrow	- Padle fording
	- Pathfinding
	- Game Playing - Repotice
	the book of the property of the second of th
	- Puzzle solving - Desigion Making
	the second of th
	The difference of the same and great distributed and the
+	Production Rules:
	Production rules are a formal way of specifying
	state transitions in state space search.
	They consist of a set of values / rules or
	instructions that define how to move from one
	state Ito another.
	a product of the state of the s
Fg:	Water jug problem in AI
July 9	The state of the s
	let (n,y)
	Now let ne4 -> (4, 12)
	filling the 42 jug
	(x13) (x13) (x13)
	filling the 31 jug
	$x > 0 \longrightarrow (x - d, d)$
No.	pour all water out from 31 jug
	$\gamma > 0 \longrightarrow (\times, 0)$
	pour au of 31 into 41.
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