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Tuto	rial 2: To una	lerstand_Sta	te space pro	blem Formu	laho		
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	Tutorial 2:- To understand State Space problem tormulation
	Nim:- To understand State Space based problem bumulation OF AI problem 30 that problem solving Agent can be applied.
	Theory:
0	Algorithm shown in figure 3 shows agent program for problem solving agent. Agent first formulater goal and problem, then determine or rather searcher as
	ochan sequence, also which it xturns the next action to be executed in a sequential manner Defining the problem is referred to as problem
	formulation. It involves defining following five things
	Total state: The is the starting state that the
0	
	Actions: Tt defines all possible actions available to the agent, given it is in some states currently. Tt is a function Action (s) that setums list of all possible actions.
	Transition Model also known as successor hunching which define which statels the system tend to more to when a particular action is executed by
	the agent. Successive application of transition

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	model give nise to what is known as slate space
	Goal Test This act as a Stapping condition when the slate passed to this lunction is goal state it will return hue and searching would stap
	Poth toot It is accumulated cost of performing Certain sequence of actions. This can help
	under considuation action is optimal.
•	Thus a public can be mally specified by identifying initial state, action (operation), branching model (successor function), goal test and path cost. To term of public solving agent solving in path to mainitial state to a goal state, appinal solving is lowert path cost of all solvings. Process of binding a solving is called exarch.
	Novigate to kack markshop from HODII (abin with minimum no of moves, moves can be aliming or alightning 6-taircase turning left, walking through a comidor
2	. 8 fuzzie problem

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	e Rangeir	
	4. N-Queen's problem, Arrange N qu	icens on a N
	Cross N chess board where not	we gueens
	attack each other	
	5. Two man vaccum Heary would	
	6. Mater Jug Problem	
		-
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