

State representation

State description:

( <side for farmer>, <side for wolf>, <side for goat>, <side for cabbage> )

Initial state:

( w, w, w, w ) – All participants begin on the west bank of the river.

Final (goal) state:

( e, e, e, e ) – All participants end on the east bank of the river.

Loss (dead) states:

- ( e, w, w, e ) – The wolf eats the goat.
- ( w, e, e, w ) – The wolf eats the goat.
- ( e, e, w, w ) – The goat eats the cabbage.
- ( w, w, e, e ) – The goat eats the cabbage.
- ( e, w, w, w ) – The goat eats the cabbage and the wolf eats the goat.
- ( w, e, e, e ) – The goat eats the cabbage and the wolf eats the goat.

Transitions:

( w, LocWolf, LocGoat, LocCabbage )  $\Rightarrow$  ( e, LocWolf, LocGoat, LocCabbage )

( e, LocWolf, LocGoat, LocCabbage )  $\Rightarrow$  ( w, LocWolf, LocGoat, LocCabbage )

( w, w, LocGoat, LocCabbage )  $\Rightarrow$  ( e, e, LocGoat, LocCabbage )

( e, e, LocGoat, LocCabbage )  $\Rightarrow$  ( w, w, LocGoat, LocCabbage )

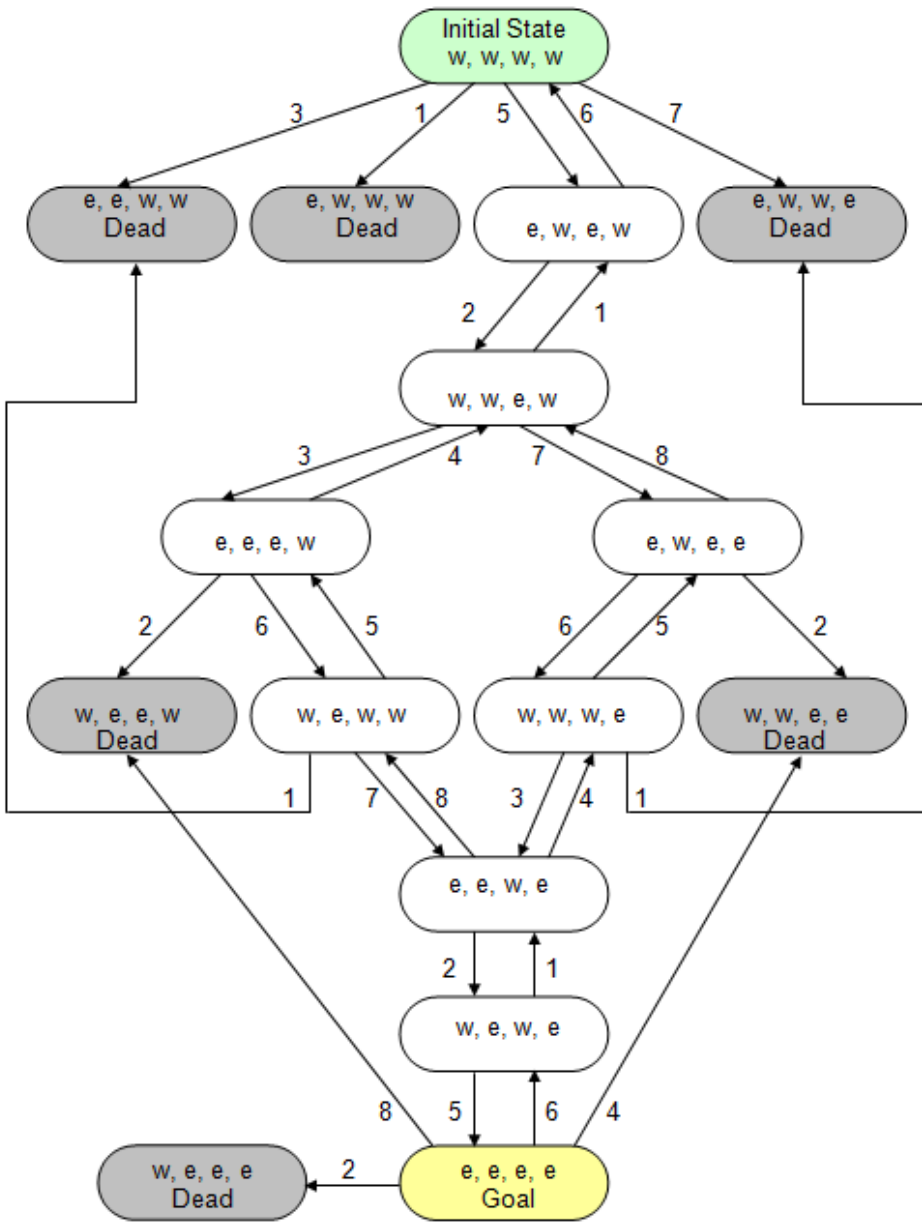
( w, LocWolf, w, LocCabbage )  $\Rightarrow$  ( e, LocWolf, e, LocCabbage )

( e, LocWolf, e, LocCabbage )  $\Rightarrow$  ( w, LocWolf, w, LocCabbage )

( w, LocWolf, LocGoat, w )  $\Rightarrow$  ( e, LocWolf, LocGoat, e )

( e, LocWolf, LocGoat, e )  $\Rightarrow$  ( w, LocWolf, LocGoat, w )

Draw the tree representation with all possible moves including problem states.



Q2

$$start : \begin{bmatrix} 2 & 4 & 3 \\ 1 & 6 & 8 \\ 5 & - & 7 \end{bmatrix}, \quad goal : \begin{bmatrix} 1 & 2 & 3 \\ 4 & - & 8 \\ 5 & 6 & 7 \end{bmatrix}$$

City-block/Manhattan distance: sum of the absolute i and j distances of all tiles from their goal positions

The evaluation function:

$$f(n) = g(n) + h(n)$$

where  $g(n)$  is the cost from the start node to node  $n$

and  $h(n)$  is the heuristic estimate of the distance from node  $n$  to the goal.

Draw only those nodes that are generated by the best-first search in a tree representation.

