4/1/2022 AI

State Space Search

State: - Current configuration of Agent.

Abstract Representation of Agent's environment

Initial State: Description of starting configuration of agent + environment Action (Operator): takes agent from one state to another.

A state can have many successor states.

Goal: - Description of set of desirable states of agent + envisonment.

Plan: - Sequences of Actions.

Path Cost: - Every path has a positive number as label.

Usually sum of steps as path cost.

State 2

State 2

Problem Formulation

Choosing a relevant set of states to consider and a feasible set of actions (operators) for making transition from one state to another.

Search: Process of imagining the sequence of actions (operators)
applied to initial state and checking which sequence
reaches the goal state.

Search Problem

S: Full set of states

So: Initial state, so CS

A: S, -> S, set of operators, S1.S2 S

G: set of final states G C S

State SpaceInitial stat Actions Grad

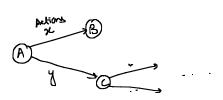
Searching process

1. Check the current state

2. Execute the allowable actions (operators) to move to next etate.

3. Check if new state is goal state

If not then the new state becomes the current state and the process is repeated until we reach goal state.



Place 8 queens on a chusboard such that no two greens are iso

same row, column or diagonal.

Problem formulation!

States: Any arrangement of 8 queme on the chessboard. State

A

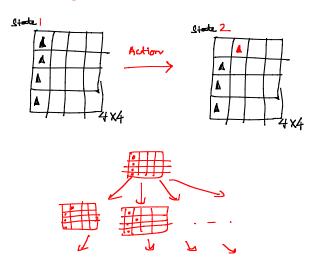
A

Tritical state

Instial state: All queens are in first column.

Cool state: 8 guens are placed on chersboard with no attacking possible.

Action/Operators: - Change the position of any queen



Problem Formulation 2

State: - Any arrangement of 01.8 gneens on the charlesound.

Initial state: - No gueen on the chemboard.

Goal state: - 8 greens on the board with no attack.

Actions: - Adding a queen in the board. / Moving a queen one position at a time.

Problem Formulation3

States: Any arrangement of k greens in first k rone such that no attack is possible. Initial state: D greens on the board.

God state: - 8 guens on the board with no attack.

 specify all the states operators)

transitions explicitly:

S1, A1 -> S2

Implicit Search Space

Cronerally, we have implicit cearch space representation.

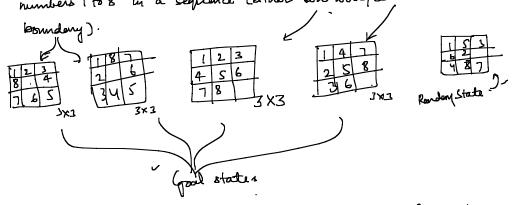
The states and the transitions are implicit and they are represented (generated as and when required.



Problem 2

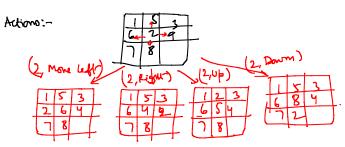
8 Puzzle Problem

Owen a 3x3 Grid with numbers I to 8 one placed randomly over the grid with one cell left as empty (blank). We have to arrange the numbers I to 8 in a sequence (either toon-wise/columnwise or



State: - Description of each 8 tiles in each location it occupies

Initial state: - Any random permutation of (1-8,13).



You have three jugs measuring 12 gallons, 8 gallons and 3 gallons and a water top having infinite supply of water. You have to measure exactly 1 gallon of water in any of the available jug.

State Representation: (x, y, z), $0 \le x \le 12$, $0 \le y \le 8$, $0 \le z \le 3$ Initial state: (0,0,0)Croal states: (1, y, z), (x,1,z), (x,y,1)Actions I operators

1- Filling of empty $JI : (0, y, z) \longrightarrow (12, y, z)$

2. Filling of empty $J2: (x,0,2) \rightarrow (x,8,2)$

3. Filling of empty J3: (x,y,D) -> (x,y,3)

4: Filling of J1: (x,y,z) - (12,y,z)

5: Filling of J2: (x, y, z) - (x, 8, 2)

6: Filling of J3: (2,y,2) -> (x,y,3)

7: Empty J1: (x,y,2) -> (0,y,2)

8: Empty J2: (x,y,2) - (x,0,2)

9: 5mpty J3: (x, y, 2) -> (x, y, 0).

10: Transfer from J1 to J2: $(x, y, z) \rightarrow (z - \min(x, 8 - y), \min(8, y + x), z)$

1924 18 19 9 9 .

(P-y=6

 $\chi = 1 - 6$ $\chi = 1 - 6$

(1. Frankler from J1 to J3 & (x,y,z)->(x-min(x,3-z),y, mil3,x+z))

12. Transfer from J2 to J3: -.

J3 to J2:-

丁3 か ゴ :-



(12,0,0) Francier from 51 to 52 (12,8,0) (4,8,0)

trouver from 11 to 13 -2