

Aim:- To understand State space based Problems
formulation of AI problems so that Problem solving
Agent can be applied

Name:- Ruchita D. Gurav

Class:- BE/IT Sem:- VII

Roll No:- 21 Batch:- I-1

Sub:- Islab

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Aim: To Understand State space based Problem Formulation of AI problems so that Problem Solving Agent can be applied.

Theory : First we understand the Problem solving agent. Algorithm show in figure 3 shows agent Program for problem solving agent. Agent first Formulates goal & Problem, then determines or rather Searches an action sequence, after which it returns the next action to be executed in a sequential manner

Function SIMPLE-PROBLEM-SOLVING-AGENT(percept) return
an action

Static: seq, an action sequence, initially empty

state, some description of the current world state

goal, a goal, initially null

problem, a problem Formulation

$$\text{state} \leftarrow \text{UPDATE-STATE}(\text{state}, \text{Percept})$$

if seq is empty then do

goal \leftarrow FORMULATE - GOAL (state)

Problem \leftarrow FORMULATE-PROBLEM (state, goal)

seq ← SEARCH (problem)

action \leftarrow FIRST (seq)

$$\text{Seq} \leftarrow \text{REST}(\text{Seq})$$

return action

Figure 3: Problem solving Agent Architecture

Initial state - It is the starting state that the problem is in.

Actions - It defines all possible actions available to the agent, given it is in some state s currently. It is a function $\text{Action}(s)$ that returns list of all possible actions

Transition Model - also known as Successor function which define which state/s the system tend to move to when a particular action is executed by the agent. successive application of transition model gives rise to what is known as state space.

Goal Test - This act as a stopping condition when the state passed to this function is goal state it will return true and searching would stop.

path cost - It is accumulated cost of performing certain sequence of actions. This can help in determining whether the action sequence under consideration is optimal.

Thus a problem can formally specified by identifying initial state, actions (operators), transition model (Successor Function), goal test and Path Cost. In term of problem solving agent solution is the lowest path cost of all solutions. Process of finding a so-

is called search.

Working :- Based on Understanding Of Problem Formulation students need to Formulate Problems. They will clearly show state space up to depth level 3 or till goal node which ever is shallowest.

1. Navigate to KGCE Workshop From HOIT Cabin with minimum number of moves, moves can be climbing or alighting staircase, turning left, right, walking through a corridor.
2. 8 Puzzle Problem
3. The missionaries and cannibals Problem. There are three missionaries and three cannibals who must cross a river using a boat which can carry at most two people, under the constraint that, for both banks, if there are missionaries present on the bank, they cannot be outnumbered by cannibals if they were, the cannibals would eat the missionaries. The boat cannot cross the river by itself with no people on board.
4. N Queen's Problem, Arrange N queens on a N cross chess board where no two queens attack each other.
5. Two room vacuum cleaner world.
6. Water Jug Problem

Resources:- Refer to second chapter from Artificial Intelligence: A modern Approach