

TASGACNKAR GROUP			SARASWATI EDUCATION SOCIETY SATE	
	Tutorial 2		ate.	
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Roll No:	48			
Brach / Year: - IT/B.E.				
Subject:	AI		h	
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Tutorial 2: To understand Stade Space Problem formulation.

Aim: To understand State space based problem formulation ob AT problem So that Agent Con be applied.

Theony: - First we understond the problem Solving agent, Algert first formulates good a problem, then determines - or mather searches an action sequence obter which it return thenext action to be executed in moner.

Function GIMPLE - PROBLEM-SDLVING-AGIENT (Percept) returns on action

Static: Seg, an action sequence, initially empty State, some description of the Cument world stote

JES Sate CPDATE-STATE Cotate, Percent

Seg is empty then do

goal & FORMULATE - GOAL (State Problem - FORMULATE - PROBLEM (State god)

SERK - SEARCH ( Problem)

action F FIRST (Seg)

Seg + REST ( Seg

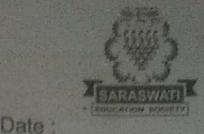




Date:

	Inital State:
	It is the Statting state
	that the problem is in.
	Actions:
	It debines all possible octions
	available to the agent, given it is in
	Some Store a Cymenty It is a function
des :	Action (5) that return list or all
	possible actions.
	Transition Model :-
100000	Also Know of Successer
	functions which detine which stute Is the
,	System tend to move to when a particular
	action is executed by the agent
	Successive application de transtion
	model gives rise to what is known
	08 State space
	Grood Test:
	This act as a Stoping
	Condition when then State passed to
	this function is goal State it will
,	Teturn true and searching would Stop
	- Path cost:
	J+ is accumulated corst
	Ob performing Certain Sequence ob
	action seguine





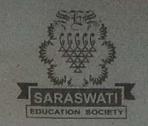
Thus a problem can formally specified by identifying initial State, actions, transition model, good test and parth Cost, In term of problem solving agent solving is the parth from initial state to the good Stede

They will clearly show state Space up to depth level 305 till god noole which ever is shallowes i) Noovigate to KBICE conskshop from HOD J.T Cabin with minimum number do moves can be climbing of alighting Storicse, turning lebt, right, walking through a Corridor

2) 8 Puzzle Problem.

3) The missionaries and Cannibles problem. There de three missianoses and three Canniabals who must cross a river using a boot which can carry at most two People, under the Constraint that, both books, it there ere missionarsies present on the bank, they cannot be authumbered to by cannibals it they were, the Committels would eat the missioneries





	GROUP	Date:
	4.) N Queen's problem, Arran	ge N queen on a
	14.) N Queen's problem, Arrange N Cross N Chess board	is where no two
	queens offock each oth	
	5) Two room Vocuum al	Panto would
	6) woder Jug problem	
	Resources:	
	from Artifical Intelliger	se cond Chapter
		oce. A Morden
ASSET.	Approach.	
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	S BREET LINE STORY	
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