K.G.C.E. Tutorial No. 2 Karjat - Raigad Page No.: Tejas Balaso Jadhar.

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KGCEKGCEKGCEKGCE	EKGCEKGCEKGCEKGCEKGCEKGCEKGCEKGCEKGCEKGC	
		1
		1
	Function SIMPLE-PROBLEM-SOLVENIG-A	BFNT (percep2)
		, , ,
	orching an action.	
	stelic- seg, an action sequere, initia	lly empty
	Jan Sagran Sagran	, ,
	state, some description of the	e wron
	world state	
		n. II.
	goal, a goal, intially	1
	problem a problem 4	Fromul asticn
	1000	1 11
	Stak - DPDATE-STATE (stak.	percept)
	if seg is emply then do	>
	goal - FORMULATE - GOAL (S)	m ( )
		1 11
	problem - FORMULATE-PROBLE	m (state, goal)
	seg - SEARCH (problem)	9 /
	action = FIRST (seq)	
	seq KEST (seq)	
	octim action	
	Parkler Salini Agail	A   ·
	Problem Solving Agent	FINCHAM
	1 7072	,
	1 211	
	The second secon	
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	which deline which stare Is the
	system tend to more to when a
	persialer action is executed by the
	agent. Successive application of
	transition model gives rise to what
	is known of State space.
	Goal Test This act as a stopping
	condition when the state passed
	to this Function is good state
	it will return true & searching
	avuld stop.
	Path Cost It is a accumulated cost of
	performing certain action sequere
	ander consider action is applimal.
	Thus a problem can firmally specified
	by identifying initial state, actions, tresistion
	model (successer Function), goul test
	path cost. In term of problem solving
	agent solution is the path from intical
	state to a goal state, optimal solution is the lowest path cost of all solution.
	Process of Finding a solution is
	Process of Trong a said
	couled search.

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KGCEKGCEKGCEKGCEKG	GCEKGCEKGCEKGCEKGCEKGCEKGCEKGCEKGCEKGCEK
	Working: Based on understanding of  problem formulation students need to
	posblen domulation students need to
	Famulale Following problem. They will
	dearly show state space up to
	depth level 3 or till god node
	which ever is shallowess.
	1. Marigale to KGCE Workshop from
-	HOD IT Cabin roidh minimum number
	or moves, can be climbing or
	alighting staircose, turning le Et,
	night, walking through a
	cornidor.
	2. & Puzz le problem.
	3. The missionaries & cannibals problem.
	These one three missionomies & three
	cannibals who must cooss a river
	using a boat which can carry out
	most two people, under the
	constraint, that, for both banks
	if there are missionaria present on
	the bank, they commotbe
	actrumbered by cannibals if they
	were, the cannibals would cut
	the mission only. The bout connot
	cross He roiver by itself with
	no people on board.
	4. N. auer's problem, Arrange N
	queens on a M cross M chess

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	board where no two queens	
	attacks where no two greens	0
		,
	attack each other.	
	5. Two room vaccum cleaner w	01/01,
	6. Water Jug Problem.	
	Resources Refer to second chapter	2
	from Artificial Intelligence:	A
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	Modern Approach.	
	I diedine Historia I / 65-	
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