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	Tutorial 2: To unalerstand state space
	problem formulation
	Aim: To understand State space based problem
	tormulation of Al problems so that
	Paroblem solving Agent can be applied.
	Theory: First are understand the problem solving
	agent. Algorithm shown below shows agent
	program for pooblan solving agent. Agent
A Property of	first formulates goal and problem, then
	determines or rather searches an action
	Seguence, after which it reduing the next
	action to be exercited in a sequential
	manner.
	Function SIMPLE-PROBLEM-SOLVING-AGENT (percept) returns
	an action static: seg, an action segmence, initially empty state some description of current world state
	goal, a goal, initially null
	problem a problem formulation
	State < UPDATE - STATE (state, percept)
	if so is empty then do
	goal = FORMOLATE - GOAL (State)
	problem < FORMULATE - PROBLEM (state, goal)
	SOG < SFARCH (problem)
	action = FIRST (seg)
	return and seg < REST (seg)
	return action
	fig. Problem solving agout architecture

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	Defining the problem is referred to as
	problem tormulation. It involves defining
	tollowing five trings:
	Initial State - It is the starting state that
	the problem is in.
	Actions - It defines all possible actions
	available to agrend, given it is in some
	State is currently. It is a function
	Action (s) that returns list of all
	Possible actions.
	translation model- also known as successor
	tunction which define which states the
	system tond to move to when a particular
	action is expected by the agent. Successive
	application at transition model gives rise to
	Condition as State space.
	Goal Test - This art as a stopping condition when the state passed to this function is
	goal state it will return true and
	gearching would stop.
	Path Cost - It is accumulated cost of performing
	certain sequence of actions. This can hop
	in determining weather the action sequence
	under consideration is optional.
	Thus a problem can formally specified by
	identifying initial state, actions transition
	model, goal test and path cost. In terms
	of problem solving agent solution is the path
	from initial state to a goal state, optimal
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	solution is the path from initial state to a
	goal State, optimal solution is the lowest
	path cost of all solutions. Process of
	tinding a solution is called search.
	Wasting - Based on understanding of problem
	tormulation students need to formulate
	following problems. They will clearly show
	state space up to depth level 3 or till goal
	node which ever is shallowest.
	@ Marigate to KGCE coookshop from HODIT Cabin
	with minimum number of moves, moves can be
	climbing or alighting staircage, turning left,
	right walking through a corridor.
	D & Pazzle problem.
	3) The missionaries and cannibals problem. There are
	three missionaries and three counibals 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.
	@ Novems problem, Arrange Ngueras on a
	Nexuse News board where no two
	queens attack earth other.
	3) Two room vareum deener world.
	@ water Ing Problem.
	Resources - Refor 2nd chapter from AI: A modern approach.
	approach.
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