

SUPERVISOR'S
SIGNATURE
WITH DATE

.Dwrg
12/9/14

DATE : 17/9/14

ROLL NO. A059

NAME : Girimay Panikh TRIMESTER/SEMESTER : 7 DIVISION : A

PROGRAMME : B.Tech

SPECIALISATION IT

MODULE (SUBJECT) A. I.

TOTAL NO. OF SUPPLEMENTARY SHEETS ONLY 1

QUESTION NOS.	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL MARKS OBTAINED	MAXIMUM MARKS
(MARKS OBTAINED) (TO BE FILLED IN BY EXAMINER)	3	4	5										13	15

Dwrg.
SIGNATURE OF THE EXAMINER

INSTRUCTIONS TO BE STRICTLY FOLLOWED BY CANDIDATES

1. This answer-book contains eight pages. Check whether the relevant answer-book provided contains eight pages and whether the pages are properly numbered.
2. Candidates should occupy the correct seats as per the seating plan displayed and write appropriate details in the space provided for the purpose on the answer book.
3. Candidates must produce their photo identity card provided by the University for verification to the room supervisor during the examination. Candidates will not be permitted to appear for the examination without the identity card.
4. As per rules, Candidates, who are not in their seats by the time notified, will not be permitted to appear for the examination.
5. Candidates should ensure that all answer-books including supplementary sheets provided to them bear the signature of the room supervisor and date of examination without which the answer-book will not be examined.
6. Tie all supplementary sheets to the main answer-book relating to the same paper and enter on the first page of the answer-book only the total number of supplementary sheets tied together.
7. Begin answer to each question on a new page. For each answer, write the corresponding question number in the left hand side margin.
8. Do not write anything in the right hand side margin provided for marks to be assigned by the examiner.
9. Candidates will not be permitted to leave the examination hall until half an hour is over after the question papers are distributed. Apart from certain specific conditions such as medical emergency, natural calamity etc., candidates will not be allowed to leave the examination hall during the examination until they submit their answer-book to the room supervisor.
10. Every candidate present must sign against his / her student number on the attendance sheet provided by the room supervisor.

PEAS

- P - Performance ✓
- E - Environment ✓
- A - Actuators ✓
- S - Sensors ✓

PEAS is used to identify / classify agents and their environment.

Example Automated Taxi Driver

P - Trip time, fuel efficiency.

E - Stochastic, partially observable, sequential, continuous, multi-agent, dynamic

A - Accelerator, brakes, gear, turning lights, headlights, steering wheel and system.

S - Accelerometer, odometer, GPS, rear-head camera, Antennas for commⁿ with other taxis.

PEAS for Wumpus World

P - No. of steps taken to reach goal.

E - Deterministic, Sequential, Discrete,
partially observable, single agent, static

A - Movement in tiles; up, down, left, right.
Shooting, Tawin one tile; up, down,
left, right.

S - Cell Status (All possible states like stench, breeze, etc.)

Performance is chosen as number of steps,
since you either reach goal state, or
die or stuck. So less no. of steps
taken (tiles traversed) is better.

E - Deterministic, through cell status one
can accurately predict the next possible
set of states and with more
information, the probability of wumpus
or pit.

Seq⁴ - Backtracking

Discrete, single-agent, static - It's a
4x4 grid, with one agent and
no external stimuli.

Partially Observable :- Only cell status
of current tile is known.

BFS

Breadth First Search

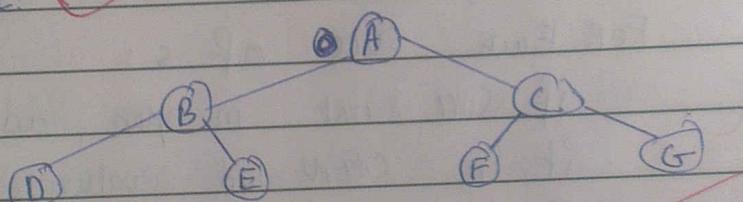
Uninformed Search Technique

1] Searches a given graph level by level.

2] Uses FIFO data structure

4] Graph = G Complexity $O(b^{m+1})$ $m = \text{max depth.}$

example:



$$J_n(s) = A$$

$$G(s) = G$$

BFS Traversal Path:

A, B, C, D, E, F, G

DFS Traversal Path:

A, B, D, E, C, F, G

Even though both BFS, DFS find goal state at roughly the same time in the example above, BFS consumes more space complexity due to its nature of storing all levels in memory, DFS stores only path.

DFS

Depth First Search

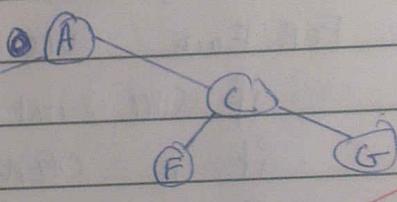
Uninformed Search Technique.

1] Searches a given graph's current fringe to its deepest level.

2] Uses LIFO data structure

3] Complexity $O(b^m)$

example:



$$J_n(s) = A$$

$$G(s) = G$$

BFS Traversal Path:

A, B, C, D, E, F, G

DFS Traversal Path:

A, B, D, E, C, F, G

Best First Search

This is also called a greedy search technique, because it always selects the node closest to the goal.

Algorithm

$$\text{OPEN} = [In(s)]$$

loop until OPEN is empty, if empty report failure

let s be current OPEN node.

expand s , such that

FOR Each succ of s :

if succ not in open, add

it in OPEN and evaluate

its cost, If succ goal state

then stop.

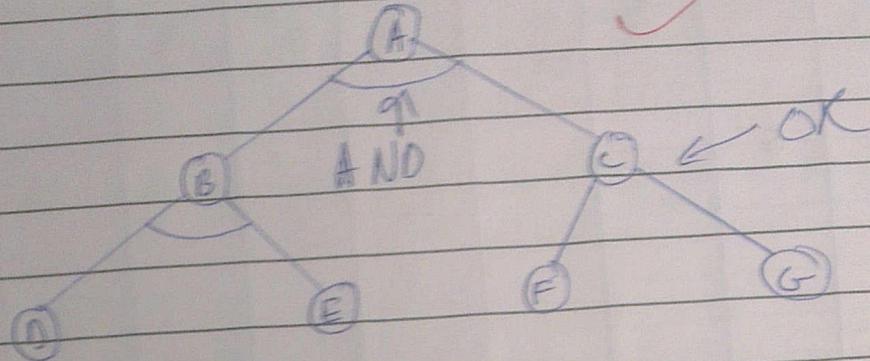
heat & 2

Remove s from ~~open~~ OPEN

CURRENT = minimum (OPEN).



(3) AND - OR Graphs



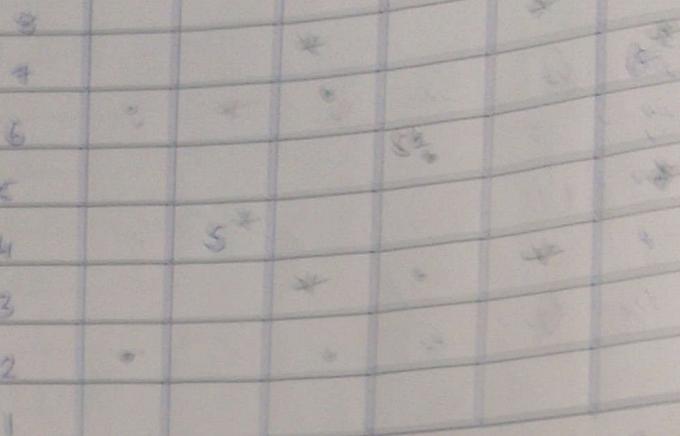
Graphs with logical notations for AND and OR.

AND means all the successors of the current node need to be considered and evaluated.

OR means only one has to be considered and evaluated.

Usually used to decompose problem into subproblems until we reach a node which can be easily solved.

Hence using AND - OR notation allows us to easily specify problems.



A B C D E F G H
 (1) (2) (3) (4) (5) (6) (7) (8)

$$h(n) = \frac{\text{no. of visited times} + \text{no. of remaining times}}{=}$$

All possible knight moves from (2,4)

(2,4)

$$\begin{array}{cccccc}
 (3,2) & (0,5) & (5,6) & (3,7) & (0,8) & (4,5) \\
 \downarrow & \downarrow & \downarrow & \downarrow & \downarrow & \downarrow \\
 \frac{n(2)}{= 8 \times 6 / 16} = 3.25 & \frac{n(3)}{= 2} & \frac{n(4)}{= 3.5} & \frac{n(5)}{= 2.5} & \frac{n(6)}{= 1.5} & \frac{n(7)}{= 0.5} \\
 \end{array}$$

(6,6) (5,7) (6,4) (4,5) (1,2) (0,6) (3,1)

Goal State Step

Path \rightarrow (2,4) \rightarrow (0,5) \rightarrow (4,5)
 (0,5) \rightarrow (2,4) \rightarrow (6,6) \rightarrow (4,5)

$$4 + 1.5 = 6$$

Algorithm

① (name of Prifel's note is terminal,

Yes: Stop

No: Continue

(ii) CURRENT = initial node

D. loop until all valid paths type

expand CURRENT node

If CURRENT = AND type

$$\text{apply } f(n) = h(n) + g(n)$$

to all its successors, CURRENT-SUCCESSORS

Else

$$\text{apply } f(n) = h(n) + g(n)$$

to all its successors,

$$\text{CURRENT} = \min(\text{successors})$$

UPDATE COST for previous CURRENT

by ∞ of all its successors $f(n)$

Repeat.

③ STOP

dry pencil!

Cost ~~not~~ be updated till
parent node.