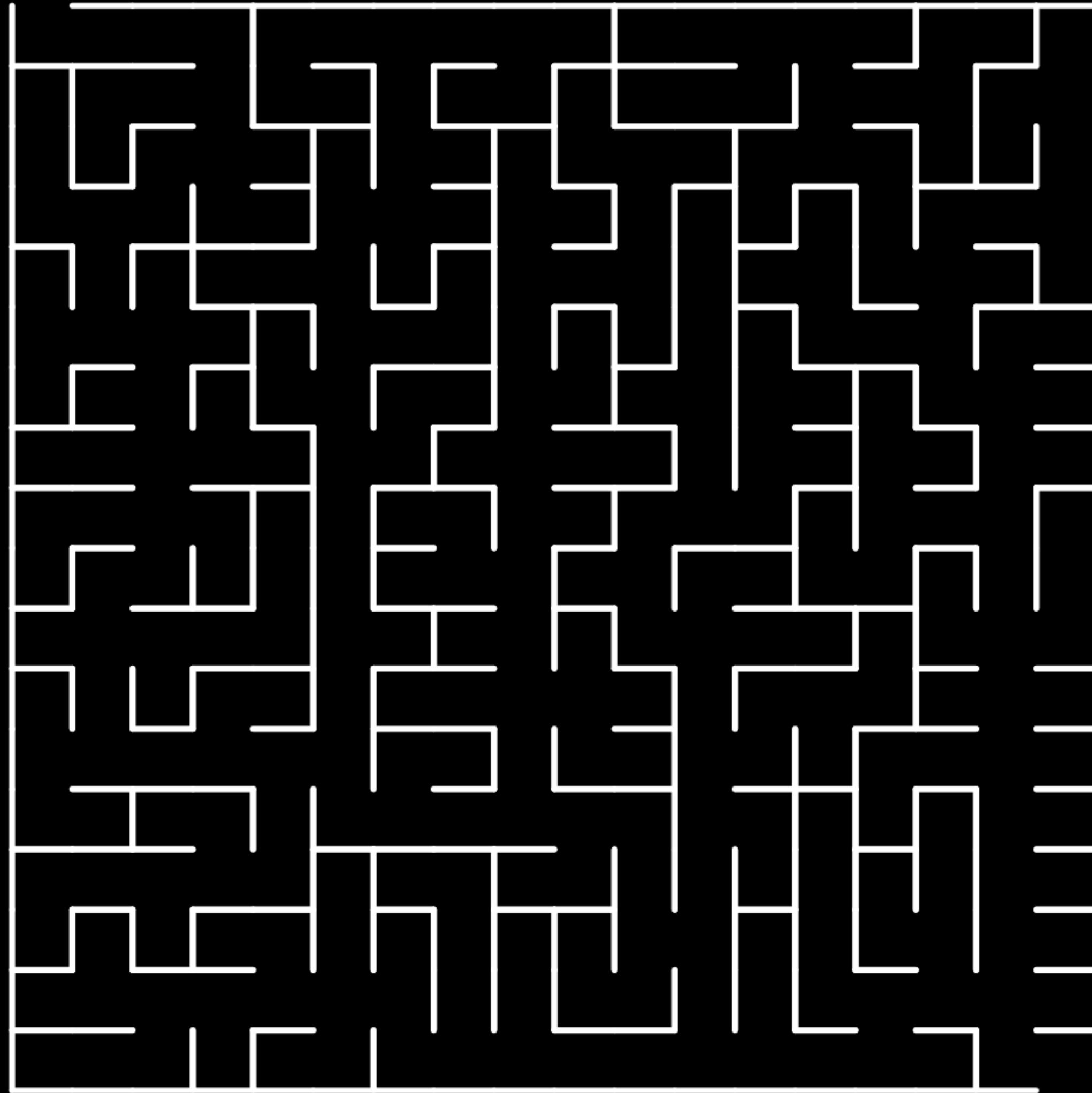
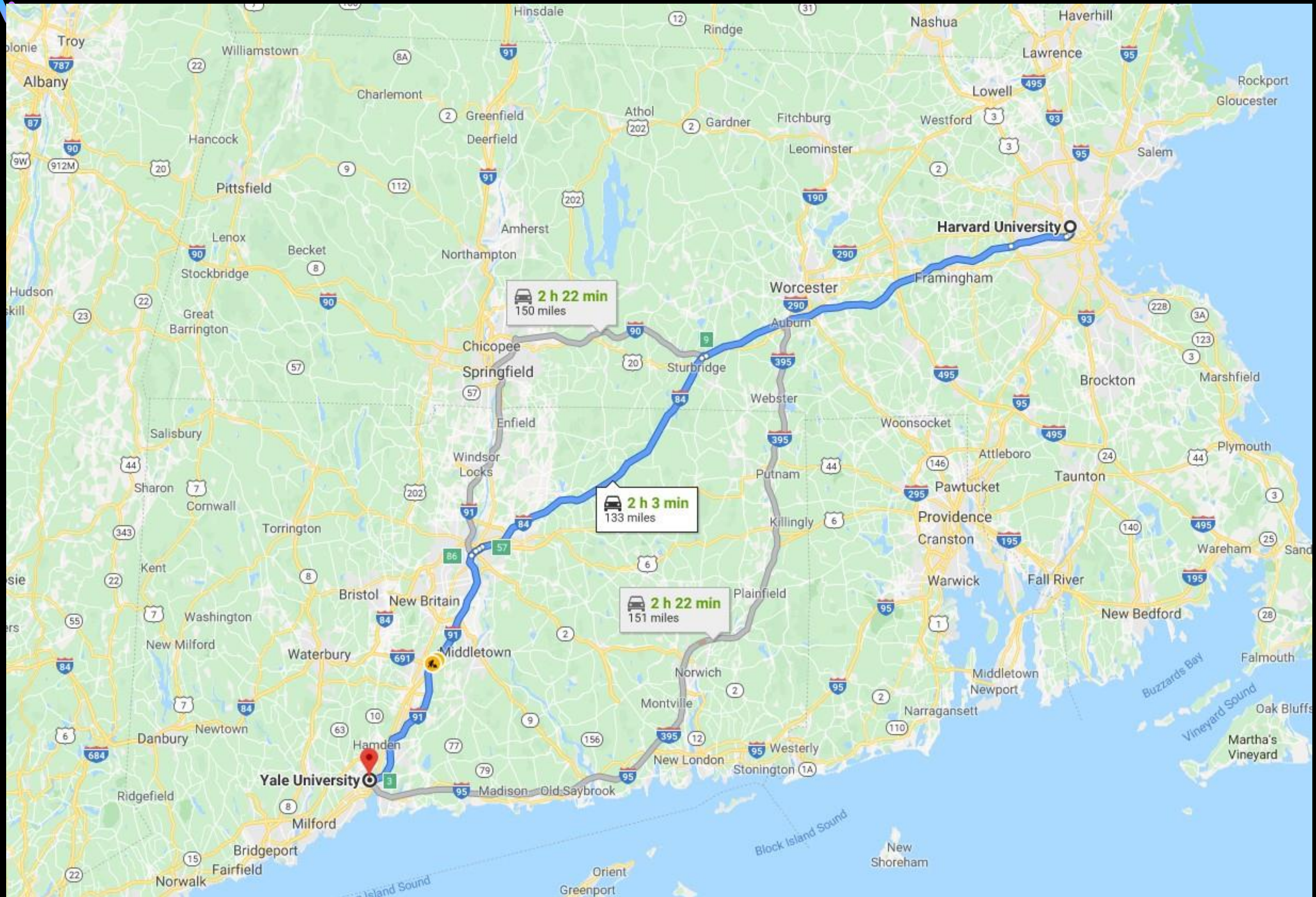


Introduction to Artificial Intelligence with Python

Search

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	





Search Problems

agent

entity that perceives its environment
and acts upon that environment

state

a configuration of the agent and
its environment

2	4	5	7
8	3	1	11
14	6		10
9	13	15	12

12	9	4	2
8	7	3	14
	1	6	11
5	13	10	15

15	4	10	3
13	1	11	12
9	5	14	7
6	8		2

initial state

the state in which the agent begins

initial state

2	4	5	7
8	3	1	11
14	6		10
9	13	15	12

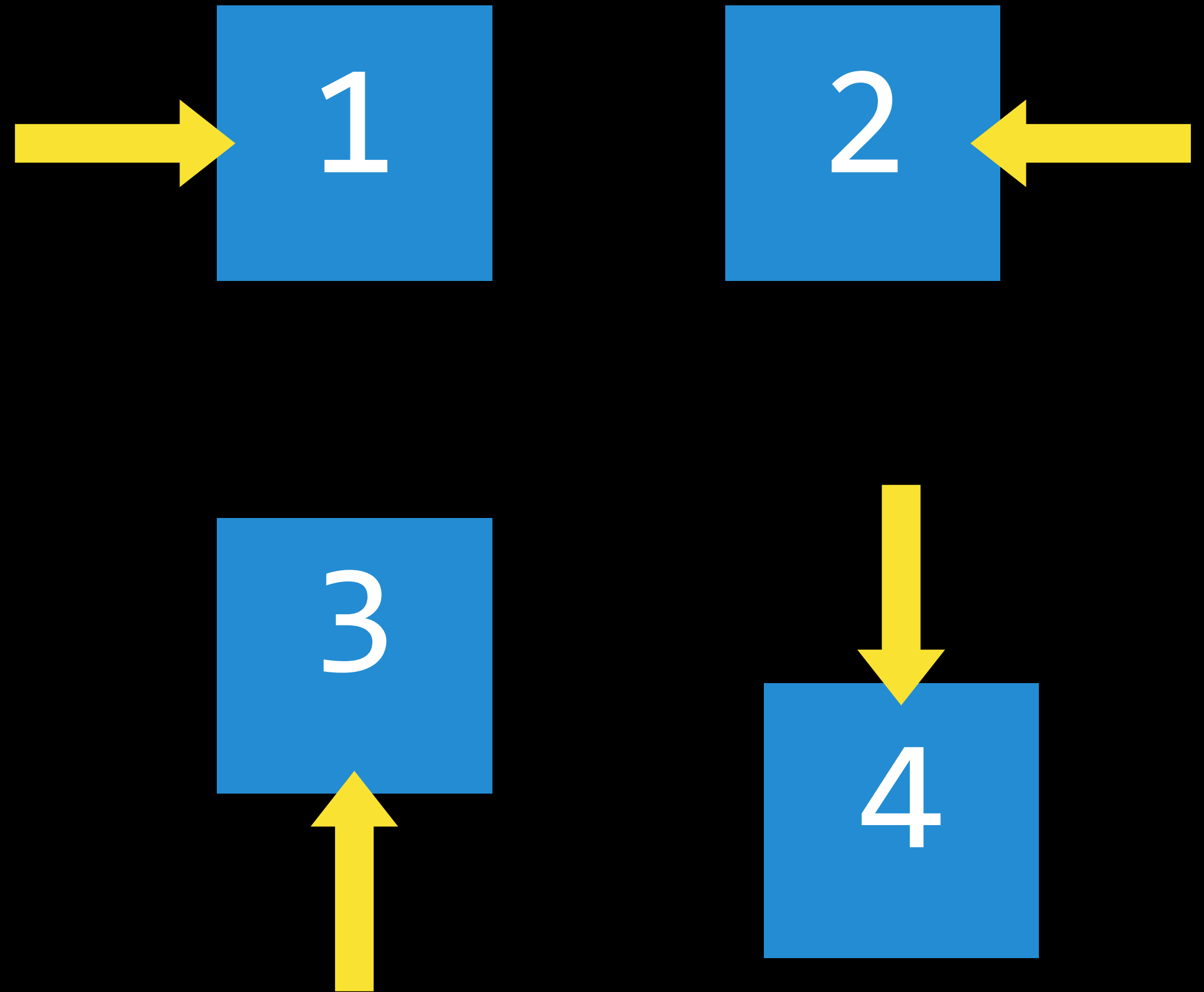
actions

choices that can be made in a state

actions

$\text{ACTIONS}(s)$ returns the set of actions that can be executed in state s

actions



transition model

a description of what state results from performing any applicable action in any state

transition model

$\text{RESULT}(s, a)$ returns the state resulting from performing action a in state s

RESULT(



2	4	5	7
8	3	1	11
14	6	10	12
9	13	15	

,  ) =

2	4	5	7
8	3	1	11
14	6	10	12
9	13		15

RESULT(

2	4	5	7
8	3	1	11
14	6	10	12
9	13	15	

,  ) =

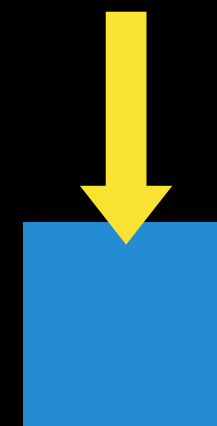
2	4	5	7
8	3	1	11
14	6	10	
9	13	15	12

transition model

RESULT(

2	4	5	7
8	3	1	11
14	6	10	12
9	13	15	

,

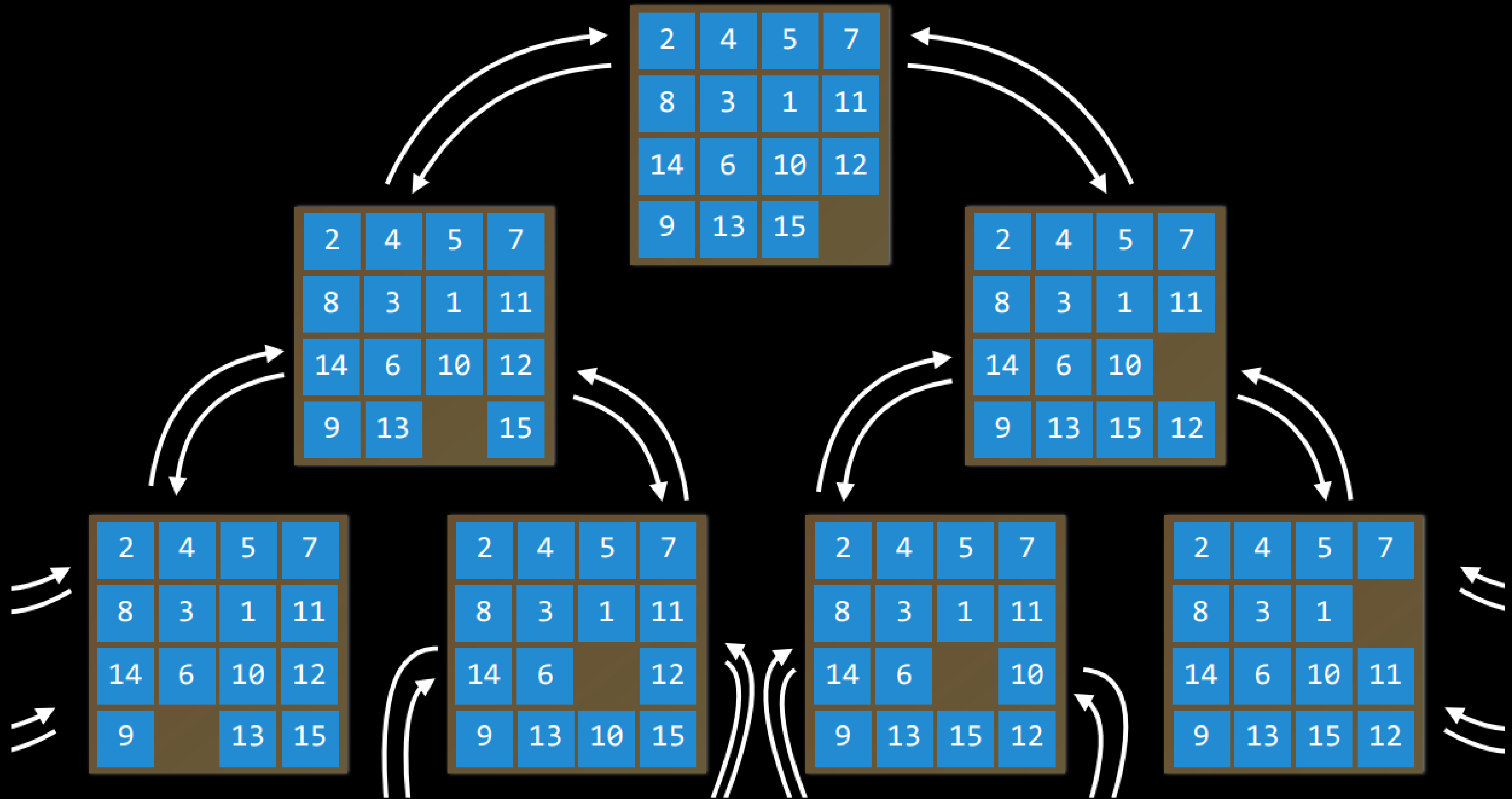


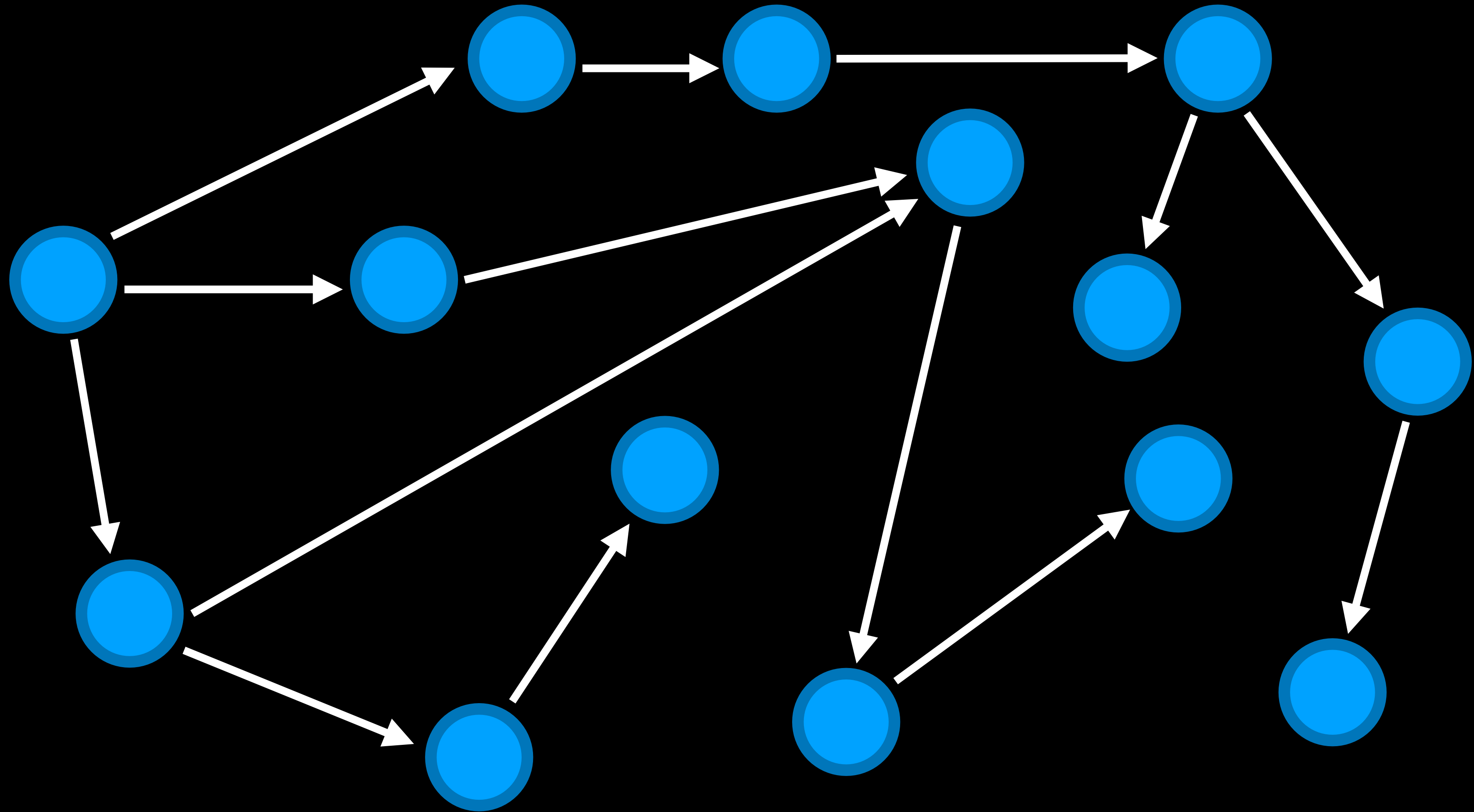
) =

2	4	5	7
8	3	1	11
14	6	10	
9	13	15	12

state space

the set of all states reachable from the initial state by any sequence of actions



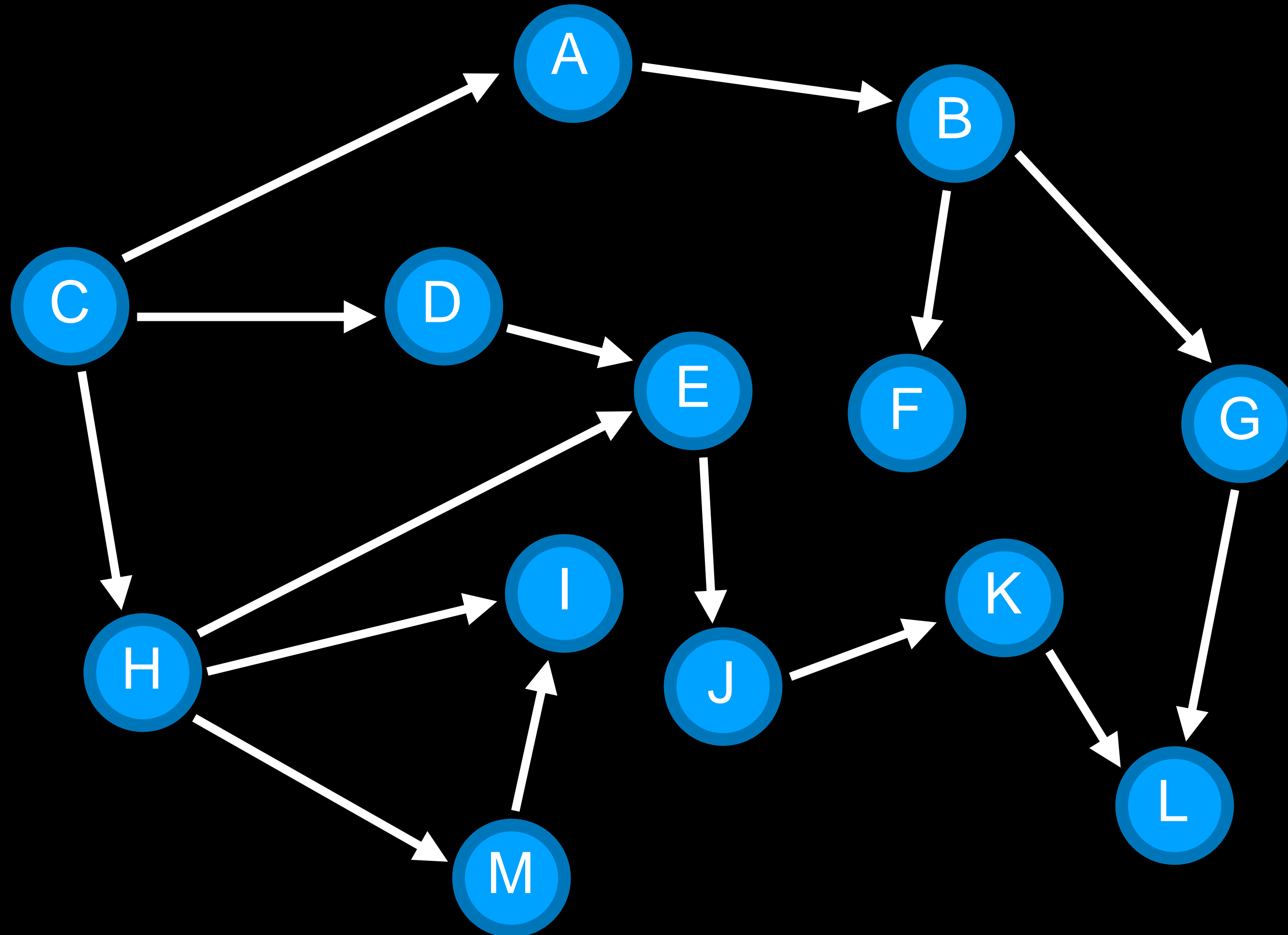


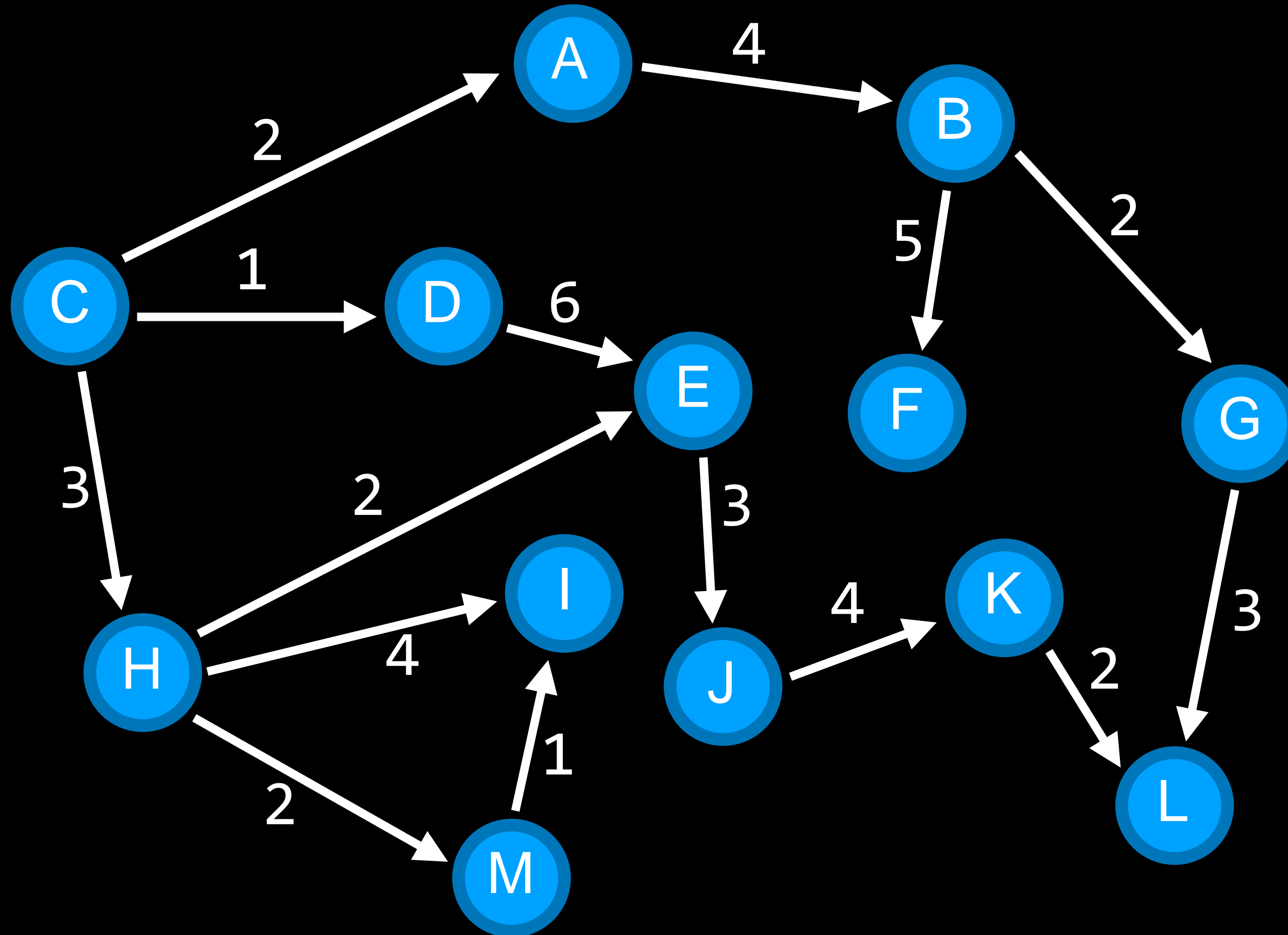
goal test

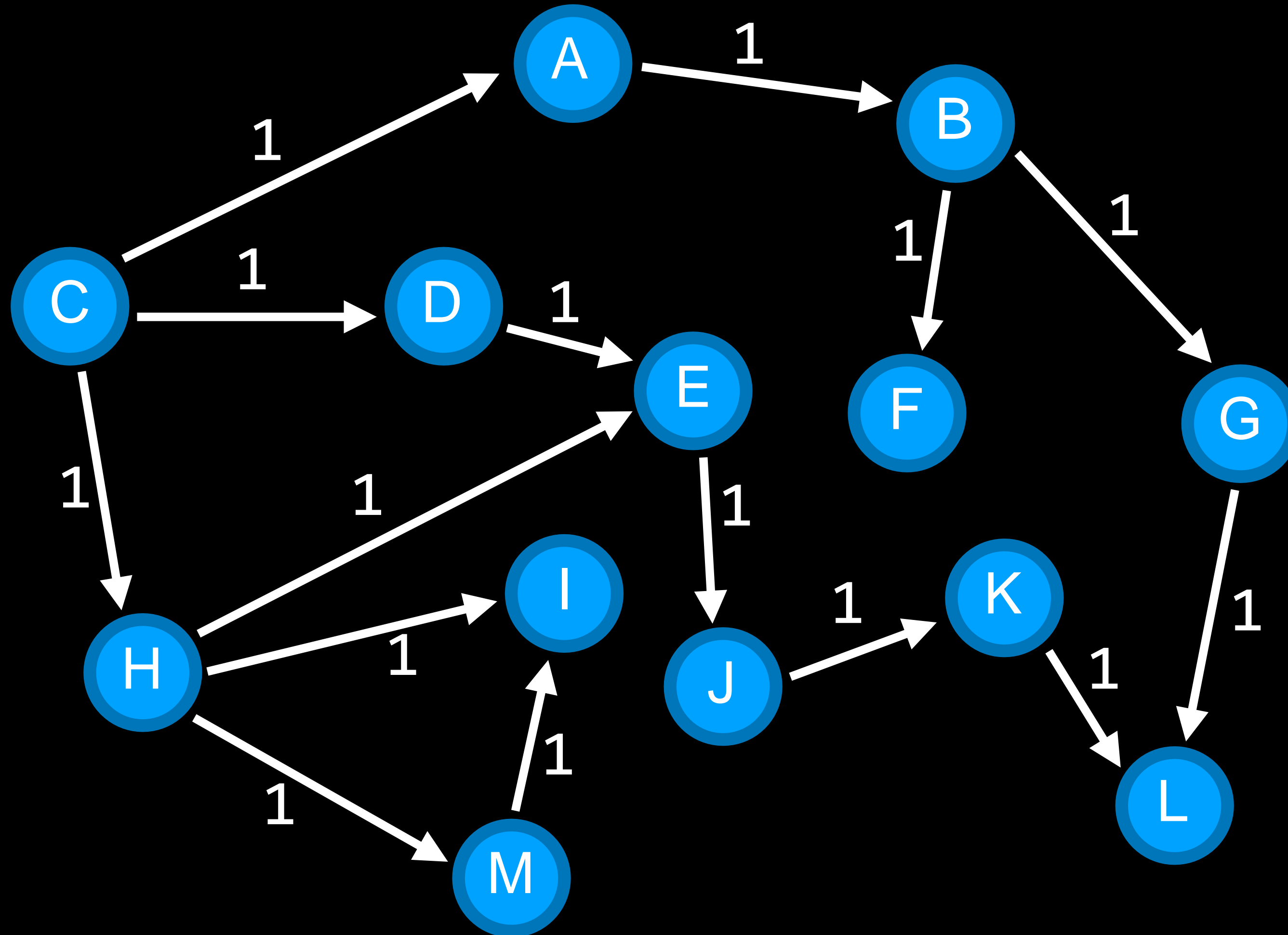
way to determine whether a given state
is a goal state

path cost

numerical cost associated with a given path







Search Problems

- initial state
- actions
- transition model
- goal test
- path cost function

solution

a sequence of actions that leads from the initial state to a goal state

optimal solution

a solution that has the lowest path cost
among all solutions

node

a data structure that keeps track of

- a **state**
- a **parent** (node that generated this node)
- an **action** (action applied to parent to get node)
- a **path cost** (from initial state to node)

Search

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