

UGC Paper 1st Free Cl...
only admins can send messages

+91 81453 66384 joined using this group's invite link

+91 70102 37343 joined using this group's invite link

+91 96672 47765 joined using this group's invite link

+91 98557 99207 joined using this group's invite link

+91 60035 13791 joined using this group's invite link

+91 83590 38670 joined using this group's invite link

+91 91497 27505 joined using this group's invite link

+91 70910 66218 joined using this group's invite link

+91 75779 16791 joined using this group's invite link

+91 60035 13791 left

+91 90012 26665 joined using this group's invite link

+91 80037 25657 joined using this group's invite link

+91 89555 46730 joined using this group's invite link


Type a message

UGC Paper 1st Free Cl...
120 subscribers

December 28

Channel created

Channel photo changed



UGC
University Grants Commi

Broadcast

government_job_2020



1,711 Posts 6,845 Followers 7 Followi

Govt job 2020 (Fillerform) 17K
Education Website
Free Online Computer Class 🏆

1. Baisc computer
2. Web development
3. Hackig ... more

youtu.be/mIfPC5C-EvQ
Jaipur, Rajasthan

Edit Profile

Promotions Insights Contact

New 15K Sub YouTube 2000 users

UGC NET 100%

Off Free Class



Free Notes



Live Class



5000+MCQ+PYQ



Free Books

100% OFF

Filler Form

LATEST UPLOADS

UGC NET Paper 1st
Teaching Aptitude

"Level of Teaching"



इस

त

www.filler

11:00 AM Level Of Teaching | Teaching

इस बार

11:00 AM Level Of Teaching | Teaching
Aptitude By Jitendra Goswami | NET

इस बार
ugc ne

LEARNING MATERIAL



Quizzes

Notes



Sample
Papers

□ Approaches to AI

Content:

1. State Space Representation of Problems
2. Heuristic search techniques
3. Game Playing



State Space Representation

we study the concept of state space and different searches that can be used to explore the search space in order to find a solution. Before an AI problem can be proved it must be represented as a state space. It is searched to find a solution to the problem.

in state space search, a state space is formally represented as a tuple,

$$S : \langle S, A, Action(s), Result(s, a), Cost(s, a) \rangle,$$

$$S : \langle S, A, Action(s), Result(s, a), Cost(s, a) \rangle,$$

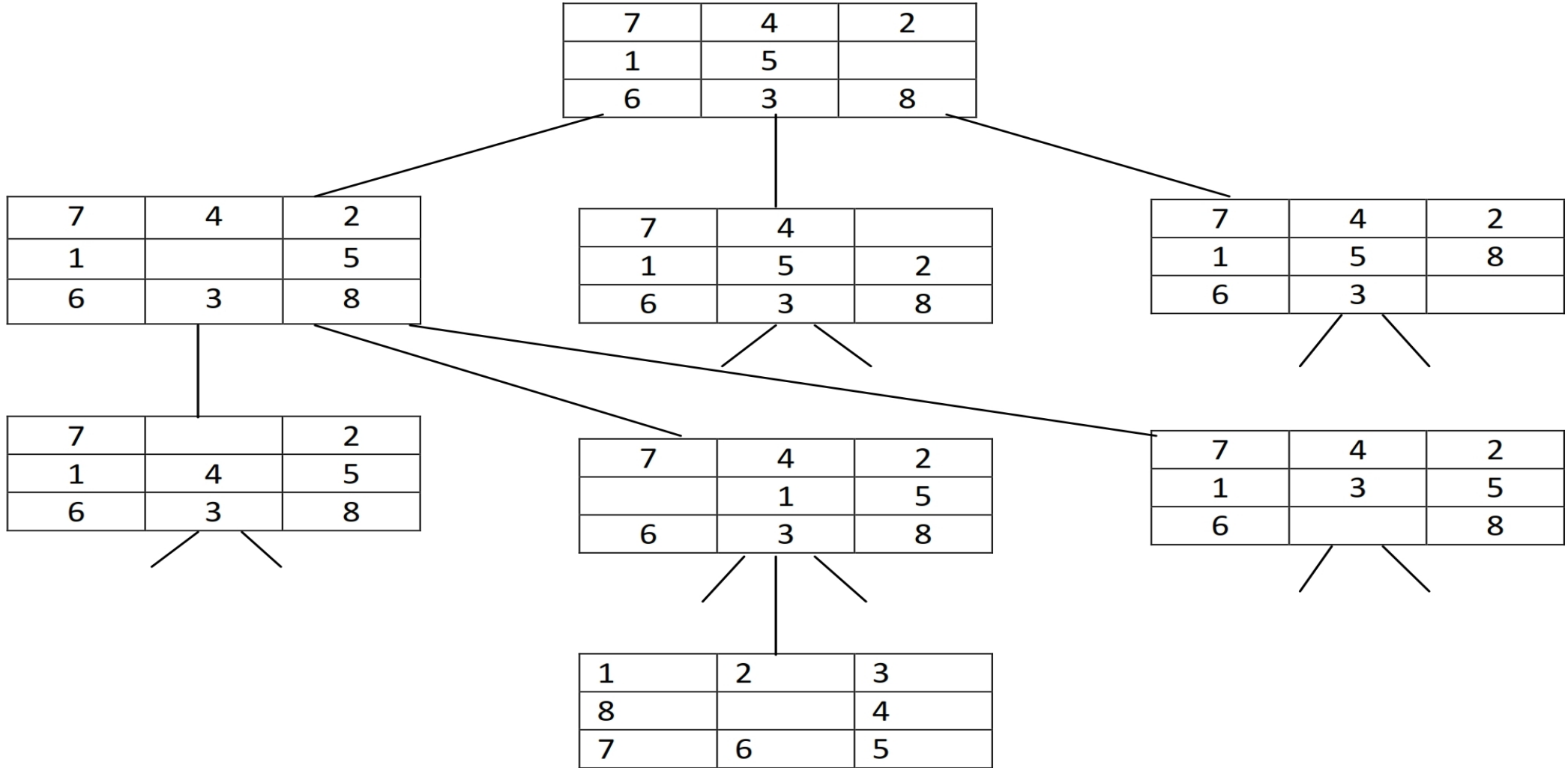
- S is the **set** of all possible states;
- A is the set of possible actions, not related to a particular state but regarding all the state space;
- $Action(s)$ is the function that establish which action is possible to perform in a certain state;
- $Result(s, a)$ is the function that returns the state reached performing action a in state s
- $Cost(s, a)$ is the cost of performing an action a in state s . In many state spaces is a constant, but this is not true in general.

START STATE

7	4	2
1	5	
6	3	8

GOAL STATE

1	2	3
8		4
7	6	5



Heuristic techniques

In this article, we are going to discuss Heuristic techniques along with some examples that will help you to understand the Heuristic techniques more clearly.

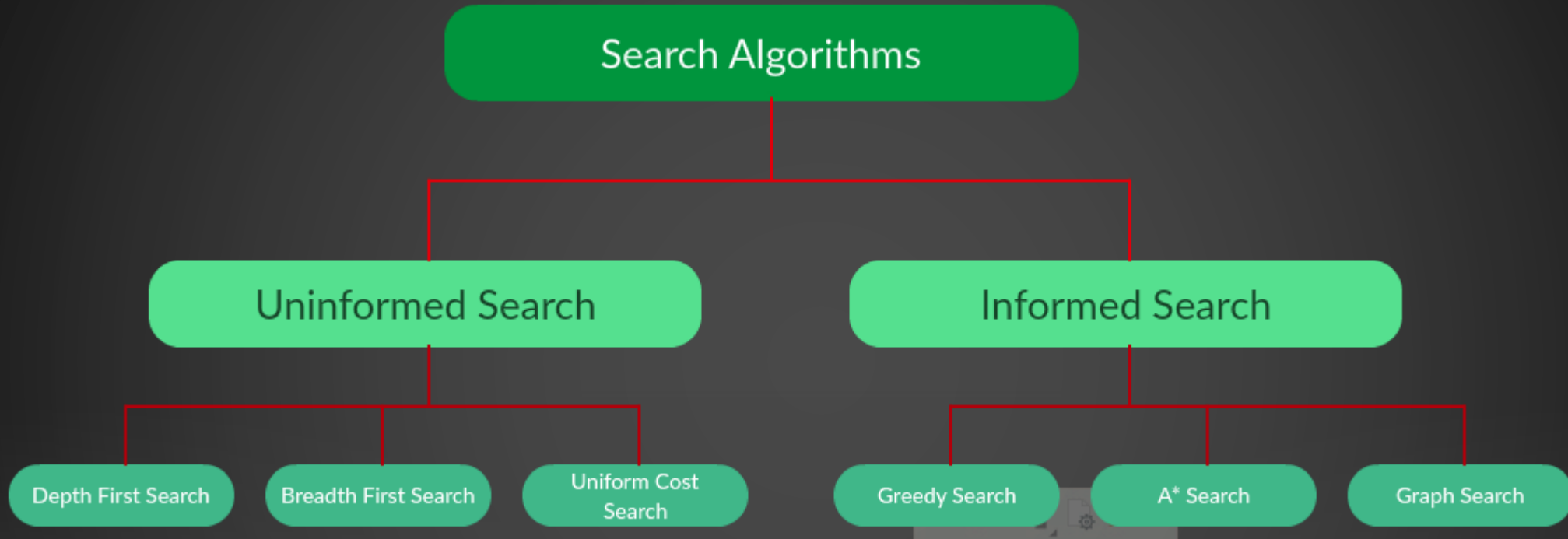
What is Heuristics?

A heuristic is a technique that is used to solve a problem faster than the classic methods. These techniques are used to find the approximate solution of a problem when classical methods do not. Heuristics are said to be the problem-solving techniques that result in practical and quick solutions.

Heuristic Search in AI

- 01 Hill Climbing
- 02 Simulated Annealing Heuristic Search
- 03 Breadth-First Search
- 04 Constraint Satisfaction Problem

The infographic features a teal background with a grid of light blue squares. At the top left is the TechVidvan logo, which consists of a stylized orange figure and the text 'TechVidvan'. The title 'Heuristic Search in AI' is centered at the top in a large, bold, white font with a black outline. Below the title are four white, rounded rectangular cards, each with a colored tab at the top. The first card has a pink tab with the number '01' and the text 'Hill Climbing'. The second card has an orange tab with '02' and 'Simulated Annealing Heuristic Search'. The third card has a blue tab with '03' and 'Breadth-First Search'. The fourth card has a purple tab with '04' and 'Constraint Satisfaction Problem'. The TechVidvan logo is repeated in a smaller, lighter font on the background behind each card. The entire graphic is set against a dark grey background that transitions into a wooden floor texture at the bottom.



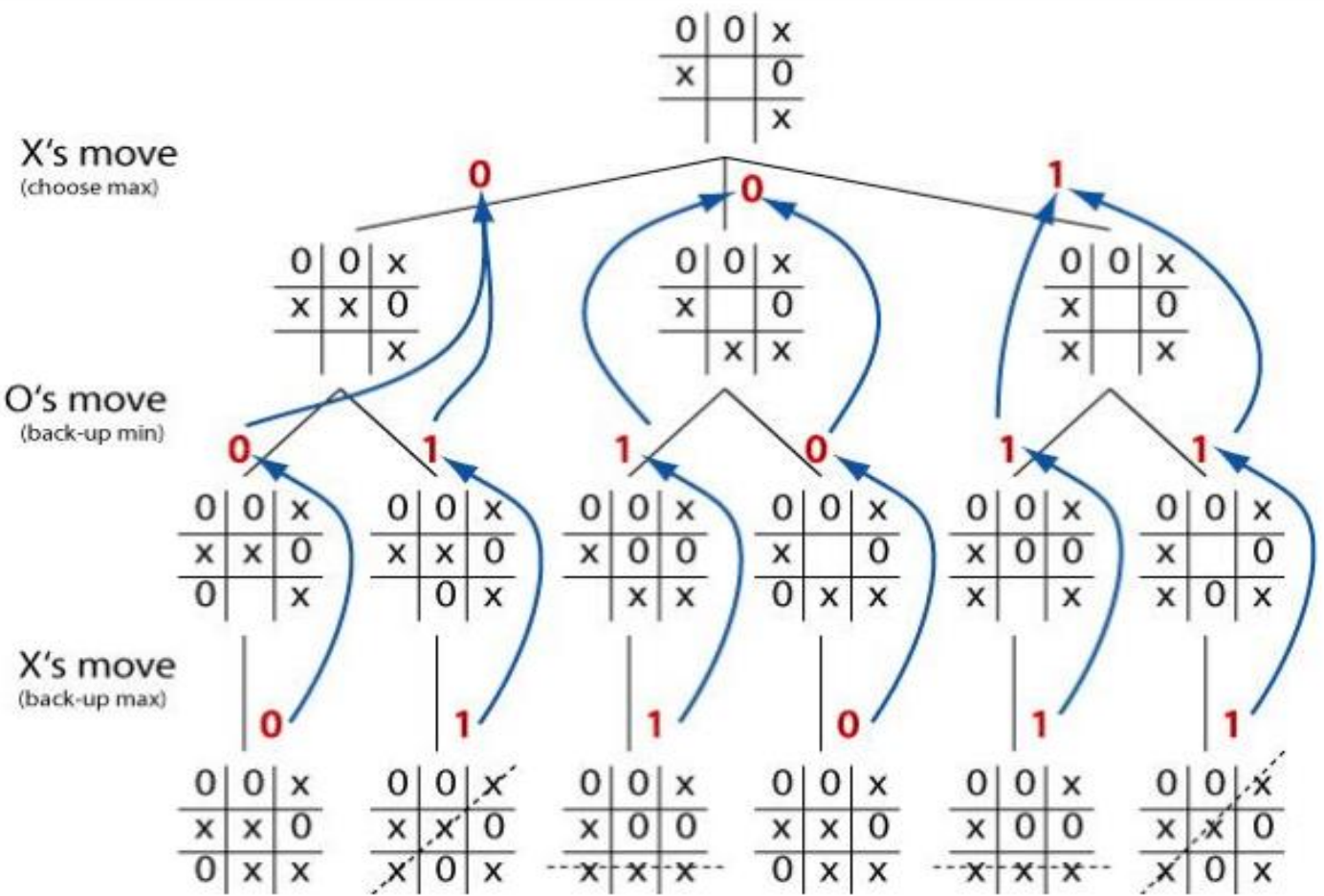
Game playing





Game Playing in Artificial Intelligence

Game Playing is an important domain of artificial intelligence. Games don't require much knowledge; the only knowledge we need to provide is the rules, legal moves and the conditions of winning or losing the game.



FEEDBACK



For More Information

www.ugc-net.com

 /Fillerform  /Fillerform  /Fillerform

 info@fillerform.com

 8209837844