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❑ Approaches to AI

Content:

1. State Space Representation of Problems
2. Heuristic search techniquies
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,

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

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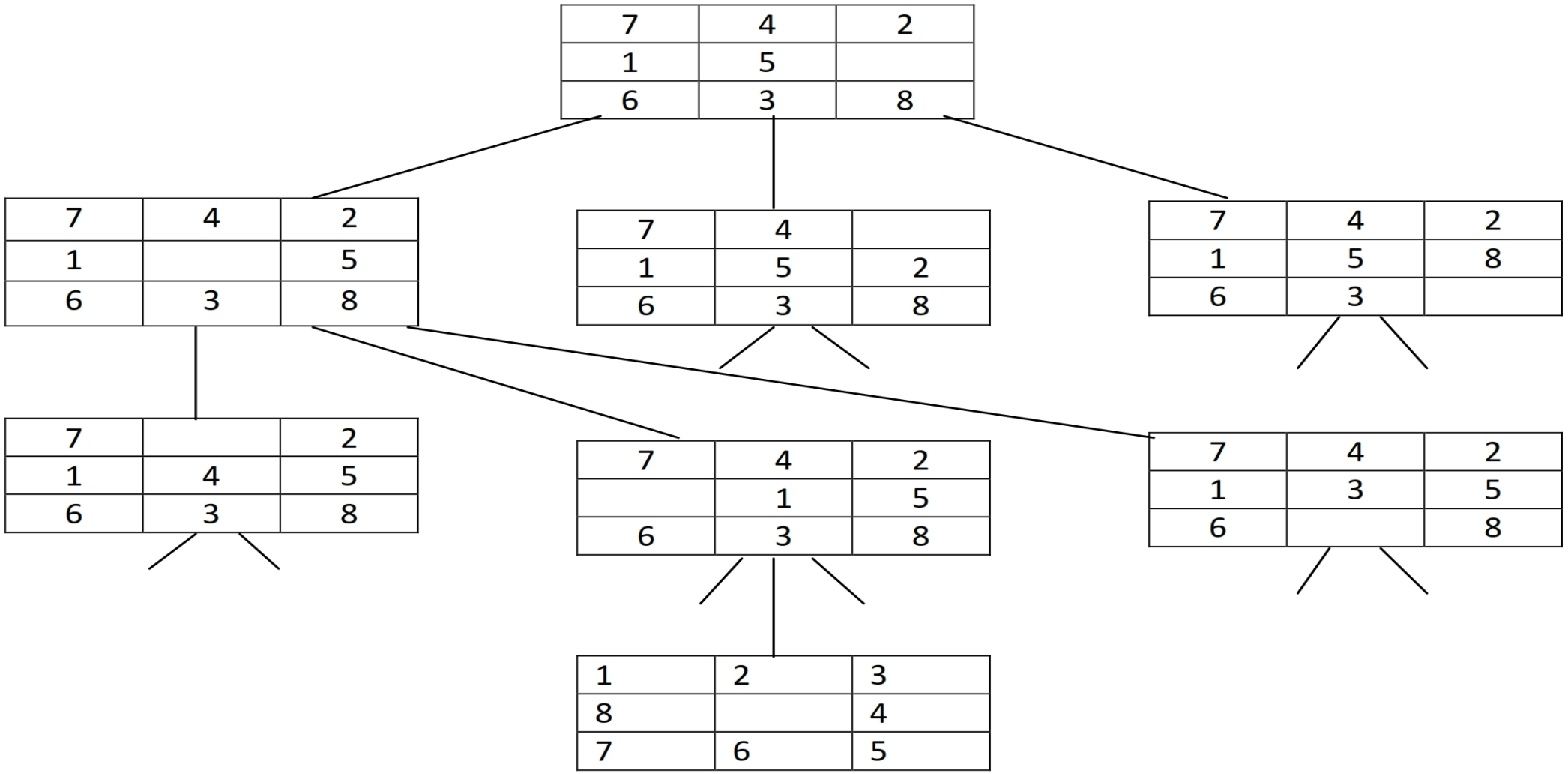
- S is the set of all possible states;
- A is the set of possible actions, not related to a particular state but regarding all the state space;
- $Action(s)$ is the function that establish which action is possible to perform in a certain state;
- $Result(s, a)$ is the function that returns the state 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

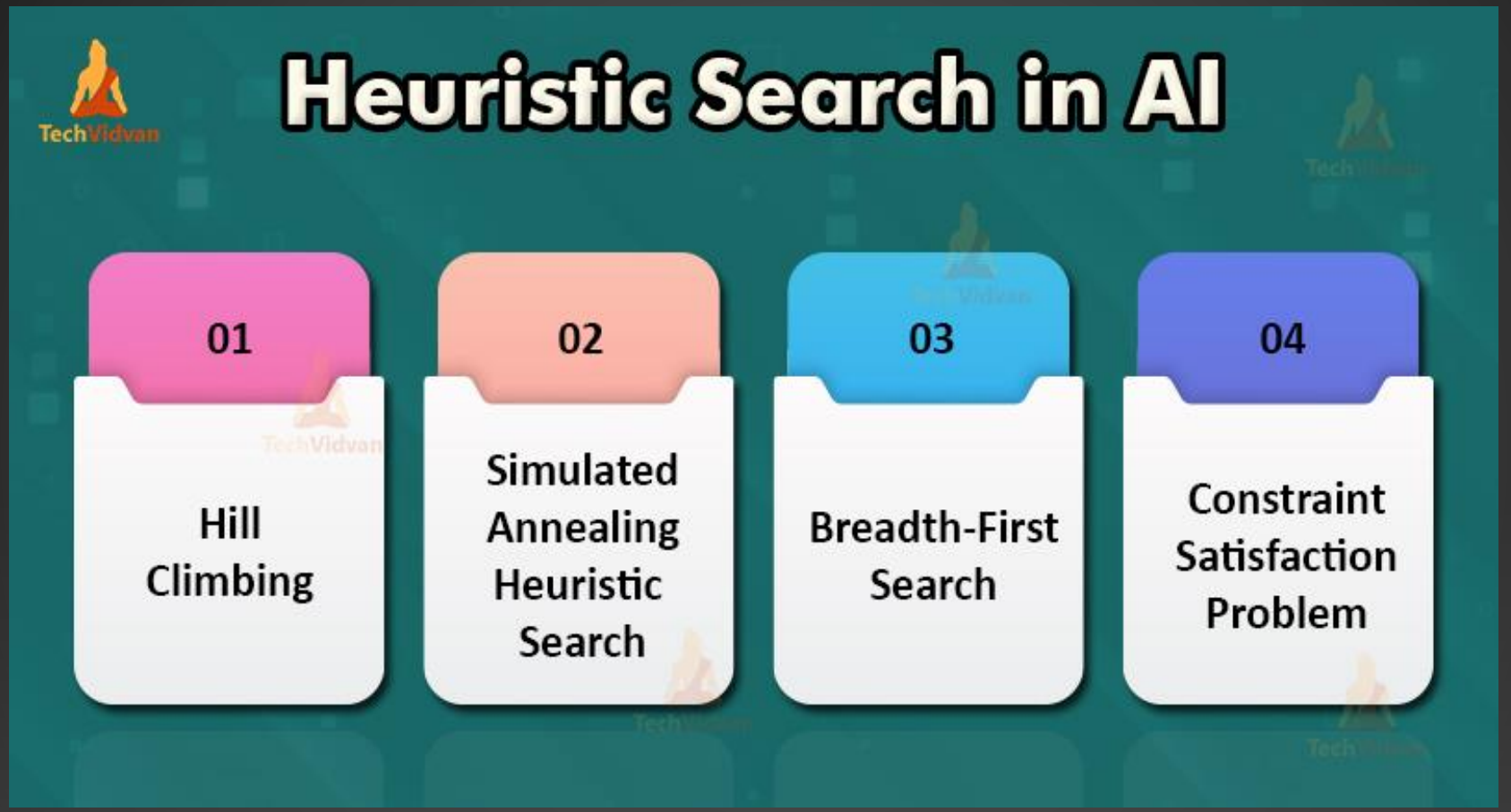


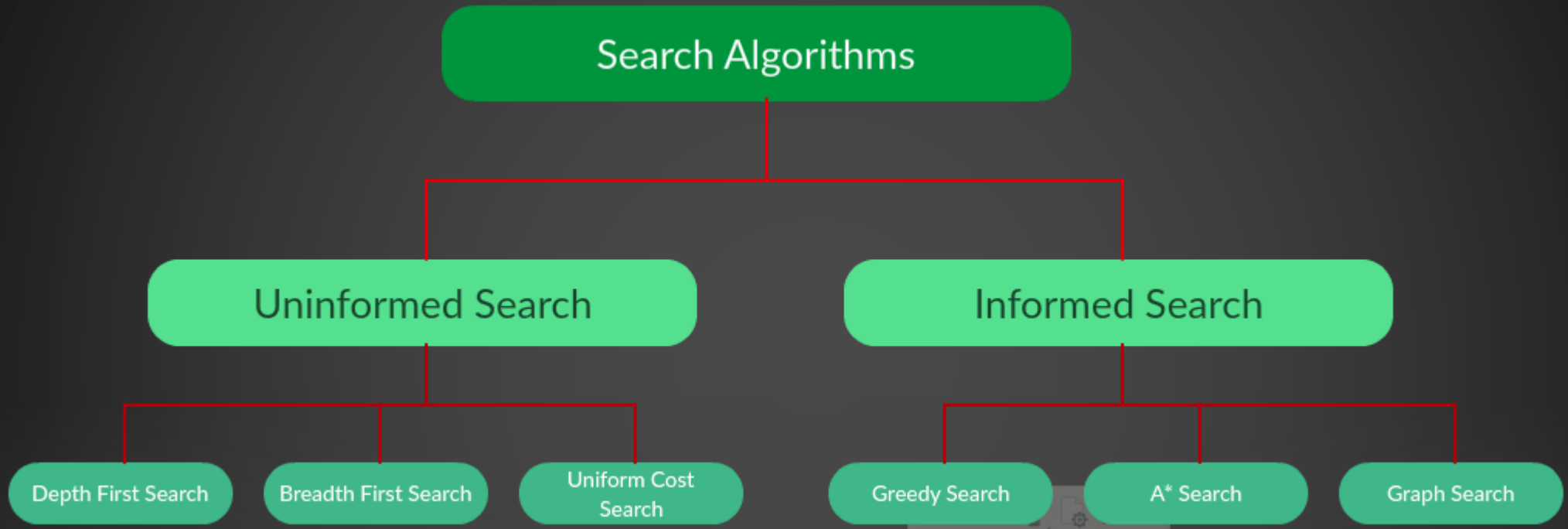
Heuristic techniques

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.

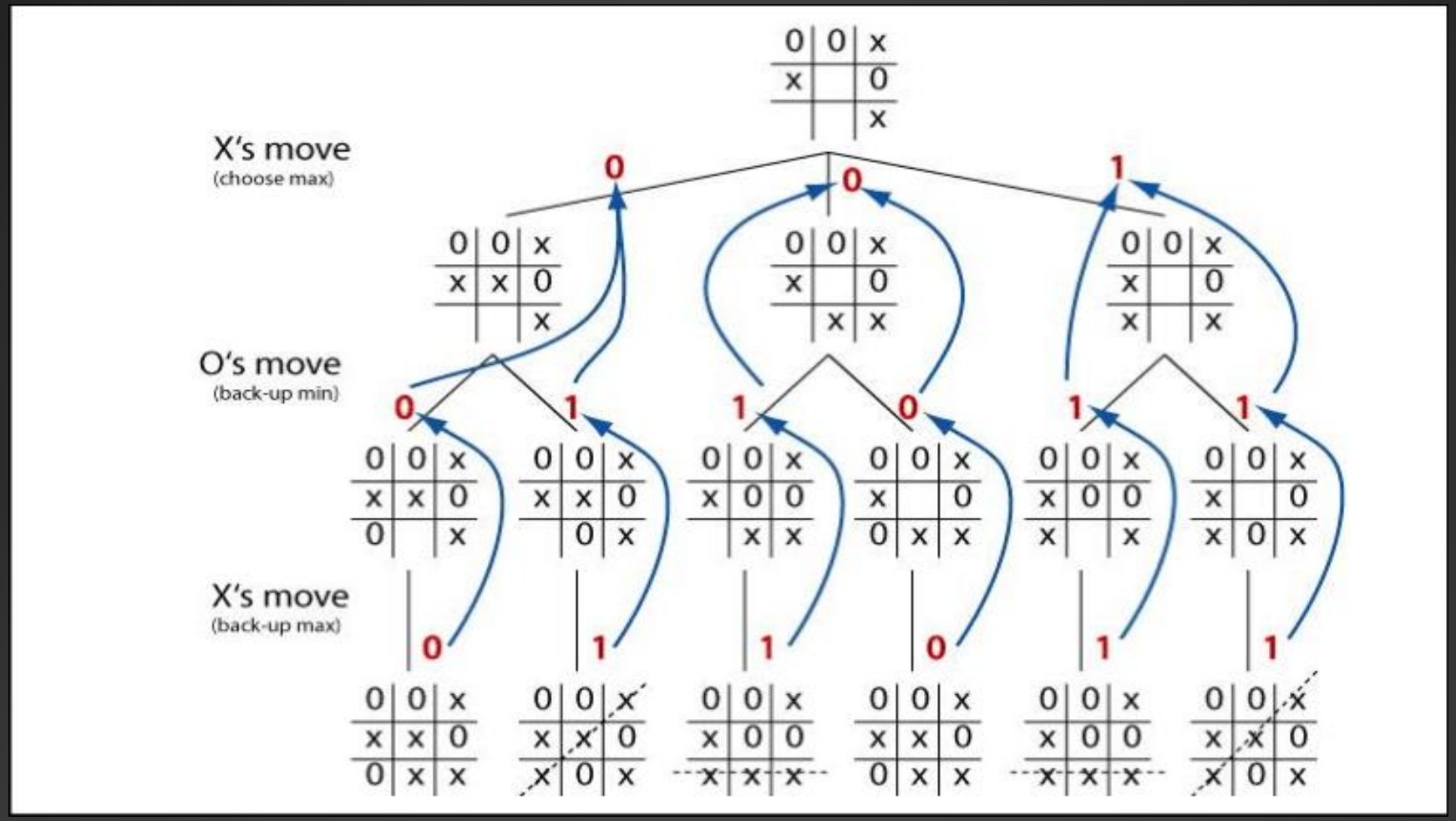




Game playing

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.

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