

CS343

Artificial Intelligence

Prof: Peter Stone

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Good Afternoon, Colleagues

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Are there any questions?

Logistics

- Questions about the syllabus?

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- Class registration

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- Computer-game-playing agent

Not Intelligent Agents

- Thermostat
- Telephone
- Answering machine
- Pencil
- Java object

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- known vs. unknown

Your Examples

- programmable thermostat(3); maid robot(2); automated cook(2); intelligent house; beer retriever

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- autonomous tank; counter-terrorist robot; exploration robot; harvester; self-parking car

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- **Observations:** colors, reward
- **Goal:** Find an optimal *policy*
 - Way of selecting actions that gets you the most reward

How did you do it?

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- What is your policy?
- What does the world look like?