Tutorial Artificial Intelligence, winter term 13/14
Information Systems and Machine Learning Lab (ISMLL)
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Tutorial sheet 2

Due: Monday, 04 November 2013, 11:00 p.m.

Exercise 1   Theory   (10 points)

a) Explain with your own words what are sensors and actuators.   (3 points)

b) Explain the environment properties of the taxi driver example you discussed in class. Why is the environment not observable, deterministic, episodic, static, discrete and single-agent?   (3 points)

c) What is the difference between a goal based agent and a learning agent? Compare their advantages and disadvantages.

(4 points)

Exercise 2   Practice   (10 points)

a) Describe the PEAS of the TIC-TAC-TOE game   (3 points)

b) Describe the environment properties (observable, deterministic, etc.) of a virtual tennis game   (4 points)

c) What is the difference between designing an agent acting in a game or in the real world?   (3 points)