Tutorial sheet 1

Due: Tuesday, 04.11.14, 10:00 a.m.

Exercise 1   Introduction   (6 points)

a) Compare the chatterbots in http://www.turinghub.com/ and
http://www.jabberwacky.com.
Pose them the same questions. Which is the most convincing? Why?
Another example can be found in http://www.20q.net. When is the Bot
successful in guessing the word?   (6 points)

Exercise 2   Intelligent Agents   (14 points)

a) Describe the PEAS of the TIC-TAC-TOE game   (4 points)

b) Explain the environment properties of the taxi driver example you dis-
cussed 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)

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