

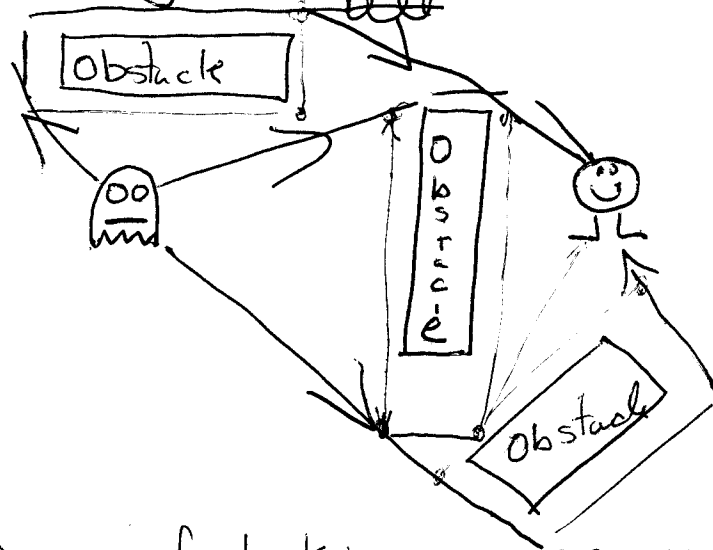
# CS 156

## Problem Solving Agents

- consider different sequences of actions until find one that achieves a desired goal.

Begin by considering uniformed algorithms. That is is agent is given no information about problem other than spec.

[Ex] Agent is a monster in a video game



Goal: Eat player

Problem Formulation: what actions and states to consider to achieve goal.

Process of looking over sequences of actions called search. Solution: is an action sequence that achieves goal.

For now will assume environment is static. i.e., player & obstacles don't move.

Assume Monster knows its initial position (i.e., its initial state)

Assume Monster knows where obstacles and player are i.e., environment is observable.

Assume monster has a limited number of actions.