10/14/2021

CS 664 FINAL FORMAT, FALL 2021

1. *Respond, using specifics from your Assignment 1 application (i.e., not generalities) to the following.*
2. *Starting with Part 4 (“Exploration”) of your* ***agents in Assignment 1,*** *explain … beyond what you provided in the solution you submitted. Be clear and concrete about how and why … compared with what you submitted.*
3. *Describe and discuss … in your project(s) ….*



1. *Respond, using specifics from your Assignment 2 application (i.e., not generalities) to the following.*
2. *Starting with Part 2 (“A Business Problem”) of your* ***Prolog application in Assignment 2,*** *explain … beyond what you provided in the solution you submitted. Be clear and concrete about how and why … compared with what you submitted.*
3. *Describe and discuss … in your project(s) …..*
4. *Respond, using specifics from your particular project(s) (i.e., not generalities) to the following.*
5. *Starting with Part 3 (“A Business Problem”) of your your* ***PDDL application in Assignment 3****, explain … beyond what you provided in the solution you submitted. Be clear and concrete about how and why … compared with what you submitted.*
6. *Describe and discuss … in your project(s) ….*
7. *Respond, using specifics from your particular project(s) (i.e., not generalities) to the following.*
8. *Starting with your* ***fuzzy application in Assignment 4,*** *explain … beyond what you provided in the solution you submitted. Be clear and concrete about how and why … compared with what you submitted.*
9. *Describe and discuss … in your project(s) …..*
10. *Respond, using specifics from your particular project(s) (i.e., not generalities) to the following.*
11. *Starting with parts 4 and 5 of your* ***reinforcement learning answer in Assignment 4,*** *(“4. An Application Described” and “5. The RL Process for Your Application”) explain … beyond what you provided in the solution you submitted. Be clear and concrete about how and why … compared with what you submitted.*
12. *Describe and discuss … in your project(s) ….*