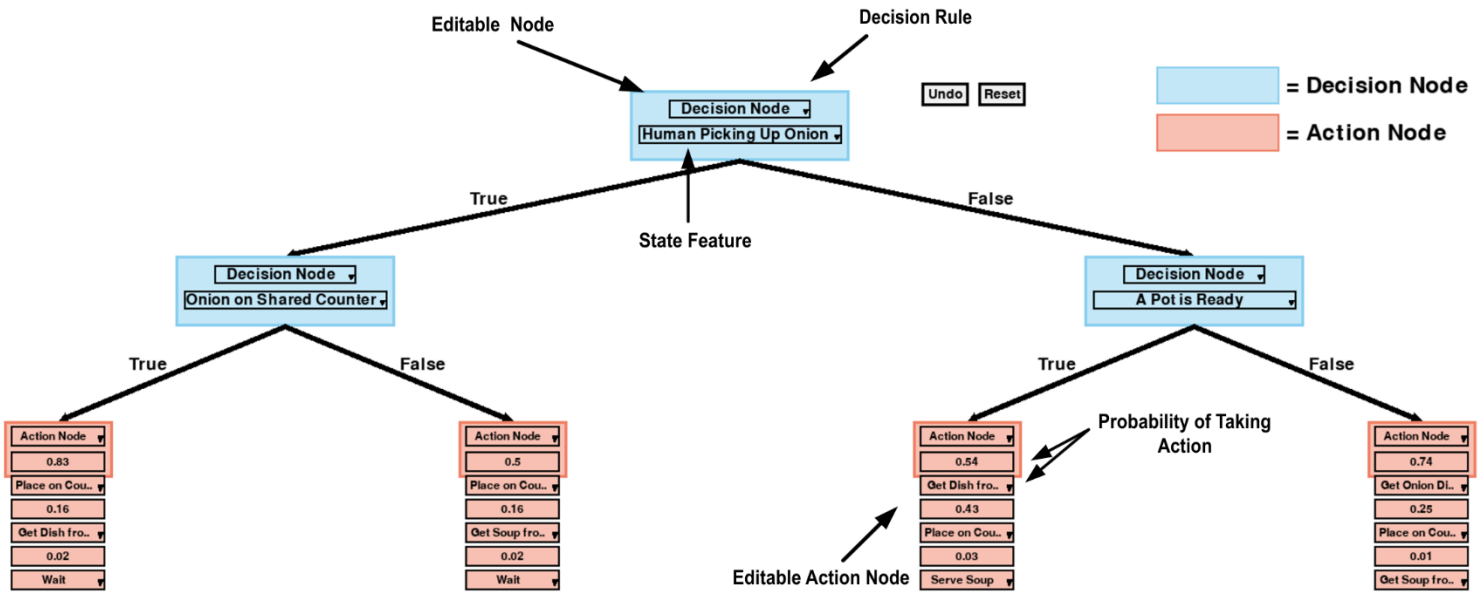
Editable Node
Decision Rule
Undo
Reset
= Decision Node
= Action Node
Decision Node
Human Picking Up Onion
True
False
State Feature
Decision Node
Onion on Shared Counter
Decision Node
A Pot is Ready
True
False
True
False
Action Node
0.83
Place on Cou..
0.16
Get Dish fro..
0.02
Wait
Action Node
0.5
Place on Cou..
0.16
Get Soup fro..
0.02
Wait
Action Node
0.54
Get Dish fro..
0.43
Place on Cou..
0.03
Serve Soup
Probability of Taking Action
Editable Action Node
Action Node
0.74
Get Onion Di..
0.25
Place on Cou..
0.01
Get Soup fro..

On the next page, you will be able to modify your AI teammate's policy.

Please follow these steps while making modifications:

- If you would like to change the probability of taking a certain action, you can type a new value via your keyboard to change the value. **After changing the value, you must click enter to save the value.**
    - **If you change a value, you must immediately change all other values so that the total probability across actions totals 1.** Feel free to utilize the calculator.
- If you would like to change a decision node to a leaf node, click on the "Decision Node" symbol and select "Action Node"
    - The depth is limited to **3 levels**
- If you would like to change the action associated with a certain probability, click on the action and a drop-down menu will show all possible actions. Click on the new action you would like.
    - Descriptions of all actions and states have been provided to you in a handout.
    - Multiple action probabilities within a leaf node can refer to the same action.
        - **If you would like to create a decision node that does one action, change all actions to the preferred action.**

Before clicking next, please ensure all probabilities add to 1, and you have made the tree according to your specifications.

Decision Node Variable	Description
AI Holding Onion	The AI (green agent) is holding an onion
AI Holding Soup	The AI (green agent) is holding a soup
AI Holding Dish	The AI (green agent) is holding a dish
AI Holding Tomato	The AI (green agent) is holding a tomato
Human Holding Onion	The Human (blue agent) is holding an onion
Human Holding Soup	The Human (blue agent) is holding a soup
Human Holding Dish	The Human (blue agent) is holding a dish
Human Holding Tomato	The Human (blue agent) is holding a tomato
Onion on Shared Counter	There is an onion on a counter
Pot 1 Needs Ingredients	The first pot has less than 3 ingredients
Pot 2 Needs Ingredients	The second pot has less than 3 ingredients
A Pot Needs Ingredients	Any pot has less than 3 ingredients
A Pot is Ready	Any pot has a completed soup
Dish on Shared Counter	There is a dish on a counter
Soup on Shared Counter	There is a soup on a counter
Tomato on Shared Counter	There is a tomato on a counter

Actions only execute if prerequisites are met (e.g., cannot pick up a soup without holding a dish)

Decision Node Variable	Description
Wait	Do nothing
Get Onion from Dispenser	The AI will pick up an onion from the nearest dispenser
Get Onion from Counter	The AI will pick up an onion from the nearest counter location containing an onion
Get Tomato from Dispenser	The AI will pick up a tomato from the nearest dispenser
Get Tomato from Counter	The AI will pick up a tomato from the nearest counter location containing a tomato
Get Dish from Dispenser	The AI will pick up a dish from the nearest dispenser
Get Dish from Counter	The AI will pick up a dish from the nearest counter location containing a dish
Get Soup from Pot	The AI will get a soup from the nearest pot that is ready
Get Soup from Counter	The AI will get a soup from the nearest counter location containing a soup.
Serve Soup	The AI will serve the soup to the serving station
Bring to Pot	The AI will deposit a held ingredient into the pot
Place on Counter	The AI will place a held ingredient onto a counter