Manual Simulation Demo

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Welcome to Canopy's interactive data-analysis environment!

Type '?' for more information.

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

-------------------------5. Test Agent----------------

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Grab

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':Grab

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Grab

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnRight

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':df

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Shoot

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-14

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-15

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':k

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? turnLeft

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-16

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':lk

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-17

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':l

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Shoot

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-18

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':lk

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Grab

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-19

0 1 2 3 4 5 6 time\_step=9

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? q

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-20

0 1 2 3 4 5 6 time\_step=10

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

---------------------------------------------------------------------------

TypeError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2819

2820 print ('\n-------------------------5. Test Agent----------------\n')

-> 2821 test\_agent(explorer, 2, wEnv)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in test\_agent(AgentFactory, steps, envs)

481 return agent.performance

482

--> 483 return mean(map(score, envs))

484

485

TypeError: argument 2 to map() must support iteration

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

-------------------------5. Test Agent----------------

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Forward

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? TurnRight

['Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? TurnRight

['Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

-------------------------5. Test Agent----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run10

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? forward

['Gold', 'Explorer']

Scores: <Explorer>=-6

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forwad

['Gold', 'Explorer']

Scores: <Explorer>=-7

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-8

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Wait

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-9

0 1 2 3 4 5 6 time\_step=9

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Wait

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-10

0 1 2 3 4 5 6 time\_step=10

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Wait

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-11

0 1 2 3 4 5 6 time\_step=11

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Wait

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-12

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Wait

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-13

0 1 2 3 4 5 6 time\_step=13

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-14

0 1 2 3 4 5 6 time\_step=14

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-15

0 1 2 3 4 5 6 time\_step=15

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-16

0 1 2 3 4 5 6 time\_step=16

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-17

0 1 2 3 4 5 6 time\_step=17

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-18

0 1 2 3 4 5 6 time\_step=18

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-19

0 1 2 3 4 5 6 time\_step=19

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-20

0 1 2 3 4 5 6 time\_step=20

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-21

0 1 2 3 4 5 6 time\_step=21

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Welcome to Canopy's interactive data-analysis environment!| | | # | 1

Type '?' for more information.

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action?

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-22

0 1 2 3 4 5 6 time\_step=22

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action?

clearn

---------------------------------------------------------------------------

NameError Traceback (most recent call last)

<ipython-input-1-915b589f0447> in <module>()

----> 1 clearn

NameError: name 'clearn' is not defined

learn

---------------------------------------------------------------------------

NameError Traceback (most recent call last)

<ipython-input-2-77b07e55404c> in <module>()

----> 1 learn

NameError: name 'learn' is not defined

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

['Gold', 'Explorer']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

qqq('Sense the environment', ['Gold', 'Explorer'])

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 2

---------------------------------------------------------------------------

TypeError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2846 print ('\n-------------------------5. Test Agent----------------\n')

2847 steps = 0

-> 2848 steps = raw\_input("\nEnter in the number of steps you want to run ")

2849 steps = steps.strip()

2850 print 'Number of Steps: ' % steps

TypeError: not all arguments converted during string formatting

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 2

---------------------------------------------------------------------------

TypeError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2848 steps = raw\_input("\nEnter in the number of steps you want to run ")

2849 steps = steps.strip()

-> 2850 print 'Number of Steps: %d' % steps

2851 test\_agent(explorer, steps, wEnv)

TypeError: %d format: a number is required, not str

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 2

Number of Steps: 2

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? ldsaf

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? adsf

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? adsf

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? asdfadsf

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? a

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-6

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? dsf

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-7

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? ads

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-8

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? das

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-9

0 1 2 3 4 5 6 time\_step=9

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? a

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-10

0 1 2 3 4 5 6 time\_step=10

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-11

0 1 2 3 4 5 6 time\_step=11

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-12

0 1 2 3 4 5 6 time\_step=12

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-13

0 1 2 3 4 5 6 time\_step=13

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? q

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-14

0 1 2 3 4 5 6 time\_step=14

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? qq

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-15

0 1 2 3 4 5 6 time\_step=15

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action?

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-16

0 1 2 3 4 5 6 time\_step=16

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Welcome to Canopy's interactive data-analysis environment!

Type '?' for more information.

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? exit()

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

Welcome to Canopy's interactive data-analysis environment!

Type '?' for more information.

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 2

Number of Steps: 2

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Forward

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wall', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wall', 'Explorer']; action?

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? q

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 3

Number of Steps: 3

STEPS 3

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? walk

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? walk

['Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? walk

['Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Welcome to Canopy's interactive data-analysis environment!

Type '?' for more information.

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action?

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Right

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 4

Number of Steps: 4

STEPS 4

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? TurnRight

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? TurnRight

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? TurnLeft

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Jump

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? TurnRight

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 4

Number of Steps: 4

STEPS 4

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Pit', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Pit', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Pit', 'Pit', 'Explorer']; action? Forward

['Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Explorer']; action? Forward

['Wall', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? TurnLeft

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Climb

['Gold', 'Explorer']

Scores: <Explorer>=-2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':l

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Shoot

['Gold', 'Explorer']

Scores: <Explorer>=-13

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':l

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Wait

['Gold', 'Explorer']

Scores: <Explorer>=-14

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 4

Number of Steps: 4

STEPS 4

Scores: <Explorer>=-14

0 1 2 3 4 5 6 time\_step=4

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Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wall', 'Wumpus', 'Explorer']

Scores: <Explorer>=-15

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Wall', 'Wumpus', 'Explorer']

Environment ['Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wall', 'Wumpus', 'Explorer']; action? Forward

['Wall', 'Wumpus', 'Explorer']

Scores: <Explorer>=-16

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Wall', 'Wumpus', 'Explorer']

Environment ['Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Climb, Shoot, Wait]

Percept=['Wall', 'Wumpus', 'Explorer']; action? Forward

['Wall', 'Wumpus', 'Explorer']

Scores: <Explorer>=-17

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Wall', 'Wumpus', 'Explorer']

Environment ['Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run qqqq

Number of Steps: q

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ValueError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2852 steps = raw\_input("\nEnter in the number of steps you want to run ")

2853 steps = steps.strip()

-> 2854 print 'Number of Steps: %s' % steps

2855 steps = int(steps)

2856 test\_agent(explorer, steps, wEnv)

ValueError: invalid literal for int() with base 10: 'q'

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Grab

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':dd

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Forward

['Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Explorer']; action? Release

['Explorer']

Scores: <Explorer>=-6

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Explorer']; action? qq

['Explorer']

Scores: <Explorer>=-7

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Explorer']; action? q

['Explorer']

Scores: <Explorer>=-8

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Explorer'])

['Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run q

Number of Steps: q

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ValueError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2853 steps = raw\_input("\nEnter in the number of steps you want to run ")

2854 steps = steps.strip()

-> 2855 print 'Number of Steps: %s' % steps

2856 steps = int(steps)

2857 test\_agent(explorer, steps, wEnv)

ValueError: invalid literal for int() with base 10: 'q'

q

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NameError Traceback (most recent call last)

<ipython-input-6-c3be117041a1> in <module>()

----> 1 q

NameError: name 'q' is not defined

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? dfads

(2, 2)

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':adsf

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? dasf

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['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':dasf

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? d

(2, 2)

['Gold', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? dd

(2, 2)

['Gold', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run q

Number of Steps:

---------------------------------------------------------------------------

ValueError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2854 steps = raw\_input("\nEnter in the number of steps you want to run ")

2855 steps = steps.strip()

-> 2856 print 'Number of Steps: %s' % steps

2857 steps = int(steps)

2858 test\_agent(explorer, steps, wEnv)

ValueError: invalid literal for int() with base 10: ''

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? dsads

(2, 2)

Reminder- Start Location:

['Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Gold', 'Explorer'])

['Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', '~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Forward

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run 2

Number of Steps: 2

STEPS 2

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? asdf

(2, 2)

Reminder- Start Location:

['Gold', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Gold', 'Explorer']

Environment ['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

File "C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py", line 1433

print 'Reminder- Start Location:' self.entrance

^

SyntaxError: invalid syntax

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

(2, 2)

Reminder- Start Location: (1, 3)

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':q

('Sense the environment', ['Wumpus', 'Pit', 'Gold', 'Explorer'])

['Wumpus', 'Pit', 'Gold', 'Explorer']

['None', 'None', 'None', 'None', 'None', 'Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

-------------------------4. PLWumpusAgent----------------

<PLWumpusAgent>

PLWumpus Agent percept: glitter

Left

-------------------------5. Test Agent----------------

Enter in the number of steps you want to run lkj

Number of Steps: lkj

---------------------------------------------------------------------------

ValueError Traceback (most recent call last)

C:\Users\Ian\Documents\\_San Jose State University\Spring 2017\CS 156 Intro To A.I\InClassExercise2\logic\W\agents.py in <module>()

2855 steps = steps.strip()

2856 print 'Number of Steps: %s' % steps

-> 2857 steps = int(steps)

2858 test\_agent(explorer, steps, wEnv)

ValueError: invalid literal for int() with base 10: 'lkj'

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

(2, 2)

Reminder- Start Location: (1, 1)

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Grab

(2, 3)

Reminder- Start Location: (1, 1)

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

(2, 3)

Reminder- Start Location: (1, 1)

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

(2, 3)

Reminder- Start Location: (1, 1)

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Forward

(2, 3)

Reminder- Start Location: (1, 1)

['Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Explorer']; action? Forward

(2, 2)

Reminder- Start Location: (1, 1)

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-6

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? TurnLeft

(2, 1)

Reminder- Start Location: (1, 1)

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-7

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? TurnLeft

(2, 1)

Reminder- Start Location: (1, 1)

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-8

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? TurnLeft

(2, 1)

Reminder- Start Location: (1, 1)

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-9

0 1 2 3 4 5 6 time\_step=9

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? Forward

(2, 1)

Reminder- Start Location: (1, 1)

['Wall', 'Wall', 'Explorer']

Scores: <Explorer>=-10

0 1 2 3 4 5 6 time\_step=10

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Sense the environment ['Wall', 'Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Wall', 'Explorer']; action? Release

(1, 1)

Reminder- Start Location: (1, 1)

['Wall', 'Wall', 'Explorer']

Scores: <Explorer>=989

0 1 2 3 4 5 6 time\_step=11

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Sense the environment ['Wall', 'Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':qq

Welcome to Canopy's interactive data-analysis environment!

Type '?' for more information.

clear

%run "C:/Users/Ian/Documents/\_San Jose State University/Spring 2017/CS 156 Intro To A.I/InClassExercise2/logic/W/agents.py"

--------------------1. Create WumpusEnvironment---------------------

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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[(<Wumpus>, (1, 3)), (<Pit>, (3, 3)), (<Pit>, (4, 4)), (<Pit>, (3, 1)), (<Gold>, (2, 3))]

Explorer Location: (2, 2)

-------------------------#2&3 Percept, Sense the Environment---------

['Gold', 'Explorer']

['~Stench', '~Breeze', 'Glitter', '~Bump', '~Scream']

Scores: <Explorer>=0

0 1 2 3 4 5 6 time\_step=0

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-------------------------Manual Simulation----------------

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Gold', 'Explorer']; action? Forward

Current Location: (2, 2)

Reminder- Start Location: (1, 1)

Percepts

['Wumpus', 'Pit', 'Gold', 'Explorer']

Scores: <Explorer>=-1

0 1 2 3 4 5 6 time\_step=1

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Sense the environment ['Wumpus', 'Pit', 'Gold', 'Explorer']

Environment ['Stench', 'Breeze', 'Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Gold', 'Explorer']; action? Grab

Current Location: (2, 3)

Reminder- Start Location: (1, 1)

Percepts

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-2

0 1 2 3 4 5 6 time\_step=2

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

Current Location: (2, 3)

Reminder- Start Location: (1, 1)

Percepts

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-3

0 1 2 3 4 5 6 time\_step=3

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? TurnLeft

Current Location: (2, 3)

Reminder- Start Location: (1, 1)

Percepts

['Wumpus', 'Pit', 'Explorer']

Scores: <Explorer>=-4

0 1 2 3 4 5 6 time\_step=4

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Sense the environment ['Wumpus', 'Pit', 'Explorer']

Environment ['Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wumpus', 'Pit', 'Explorer']; action? Forward

Current Location: (2, 3)

Reminder- Start Location: (1, 1)

Percepts

['Explorer']

Scores: <Explorer>=-5

0 1 2 3 4 5 6 time\_step=5

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Sense the environment ['Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Explorer']; action? Forward

Current Location: (2, 2)

Reminder- Start Location: (1, 1)

Percepts

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-6

0 1 2 3 4 5 6 time\_step=6

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? TurnRight

Current Location: (2, 1)

Reminder- Start Location: (1, 1)

Percepts

['Wall', 'Pit', 'Explorer']

Scores: <Explorer>=-7

0 1 2 3 4 5 6 time\_step=7

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Sense the environment ['Wall', 'Pit', 'Explorer']

Environment ['~Stench', 'Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Pit', 'Explorer']; action? Forward

Current Location: (2, 1)

Reminder- Start Location: (1, 1)

Percepts

['Wall', 'Wall', 'Explorer']

Scores: <Explorer>=-8

0 1 2 3 4 5 6 time\_step=8

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Sense the environment ['Wall', 'Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':d

Possible actions: [quit, stop, exit] actions = [TurnRight, TurnLeft, Forward, Grab, Release, Shoot, Wait]

Percept=['Wall', 'Wall', 'Explorer']; action? Release

Current Location: (1, 1)

Reminder- Start Location: (1, 1)

Percepts

['Wall', 'Wall', 'Explorer']

Scores: <Explorer>=991

0 1 2 3 4 5 6 time\_step=9

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Sense the environment ['Wall', 'Wall', 'Explorer']

Environment ['~Stench', '~Breeze', '~Glitter', '~Bump', '~Scream']

To quit the Simulation, enter 'q':