### Review



### Chapter 4 Beyond Classical Search

- 5. Genetic Algorithms
- 6. Local Search in Continuous Spaces
- 7. Searching with Nondeterministic Actions
- 8. Searching with Partial Observations
- 9. Online Search Agents and Unknown Environments

# Eighth week learning tasks



#### Chapter 5 Adversarial Search

- 1. Games
- 2. Optimal Decisions in Games
- 3. Alpha-Beta Pruning



## Recommended videos

1. Game Theory

(https://www.bilibili.com/video/av28477392/)

2. Games

(https://haokan.baidu.com/v?vid=9684107665572441532&pd=bjh&fr=bjhauthor&type=video)