Review

Chapter 5   Adversarial Search

4. Imperfect Real-Time Decisions
5. Stochastic Games
6. Partially Observable Games
7. State-of-the-Art Game Programs
8. Alternative Approaches
9. Summary

Tenth week learning tasks

Chapter 6   Constraint Satisfaction Problems

1. Defining Constraint Satisfaction Problems
2. Constraint Propagation: Inference in CSPs

Homework

Find all possible solutions to this problem.

For a detailed description of the problem, see pages 203 and 204 of the textbook.
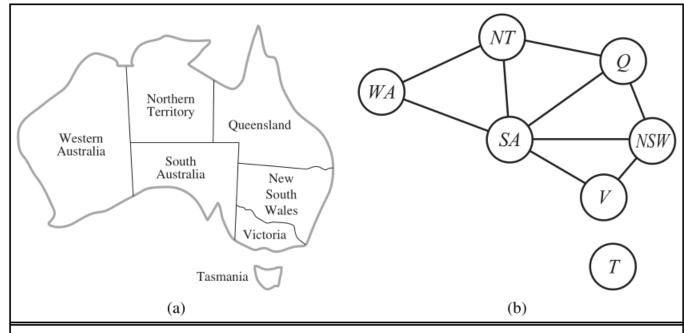

Figure 6.1   (a) The principal states and territories of Australia. Coloring this map can be viewed as a constraint satisfaction problem (CSP). The goal is to assign colors to each region so that no neighboring regions have the same color. (b) The map-coloring problem represented as a constraint graph.