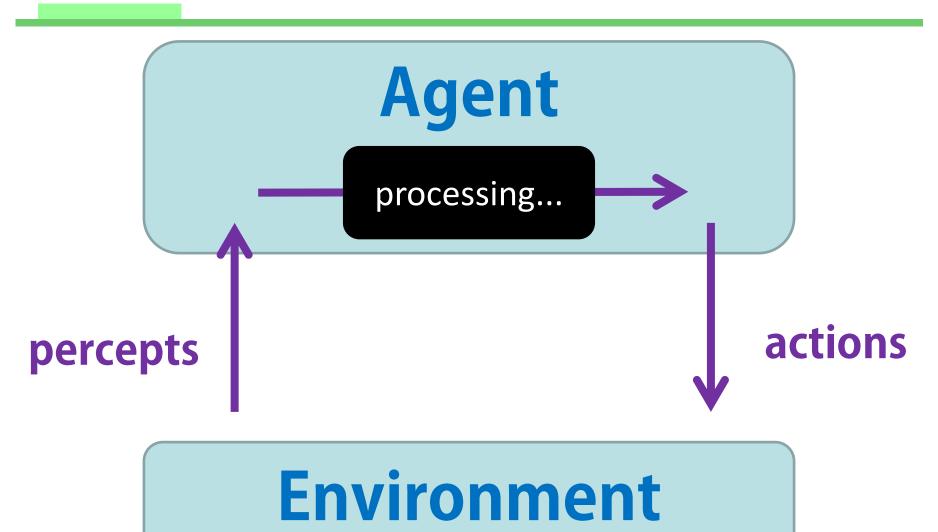
Pacman Project 1 Rule-Based System

【人工智慧概論】

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- Rule-Based System
- Objectives

Agent





Rule-Based System

 A typical rule-based system has four basic components: A list of rules or rule base, which is a specific type of knowledge base. An inference engine or semantic reasoner, which infers information or takes action based on the interaction of input and the rule base. (Wiki)

Rule-Based System **Example**

```
If Health < 25% Then

Drink potion

Else If Health < 50% Then

Run

Else

Attack
```

Rule-Based System Cons

- Requiring lots of expert-knowledge
- Non-adaptive

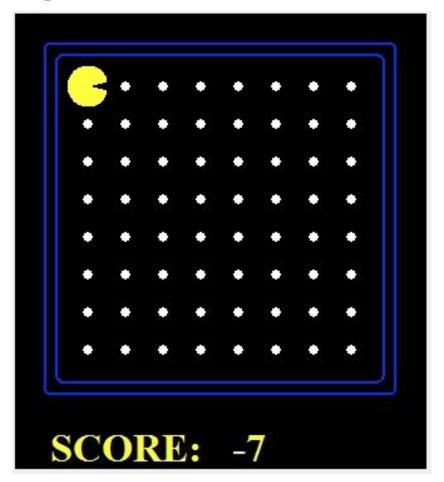
Objectives

- P1-1 CleanerAgent (30%)
- P1-2 FroggerAgent (30%)
- P1-3 SnakeAgent (20%)
- P1-4 DodgeAgent (20%)

Objectives (1/4)

CleanerAgent (30%)

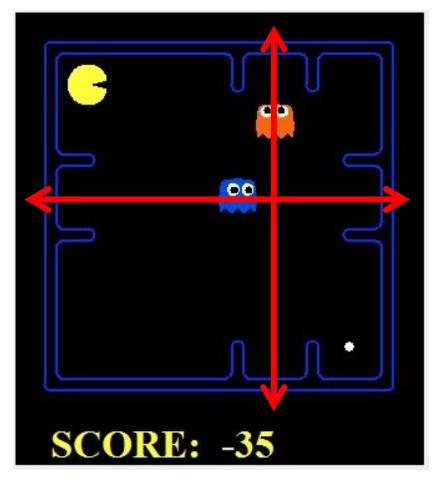
-p CleanerAgent -l P1-1



Objectives (2/4)

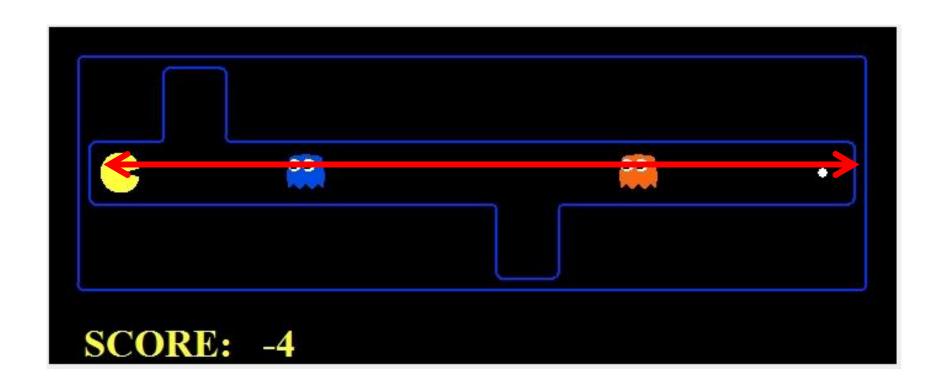
FroggerAgent (30%)

p FroggerAgent -l P1-2 -g StraightRandomGhost



Objectives (3/4) SnakeAgent (20%)

-p SnakeAgent -l P1-3 -g StraightRandomGhost



Objectives (4/4)

DodgeAgent (20%)

-p DodgeAgent -l P1-4



Hints

- pacman.py
- game.py

- Read the comments.
- print is your friend!

Submit

- Edit and upload searchAgents.py to e3
- Search for "[Project 1] YOUR CODE HERE"
- Deadline: 3/17 23:59 (2 weeks)
- Late policy: 80%
- No plagiarism