

Vacuum World

A	B
Dirty/Clean	Dirty/Clean

Two locations (A, B) } Percepts
Two states (Clean / Dirty) }

Environment - A square room, with given percepts

Action - move left/Right, clean

Some possible case

1 A is D, B is Dirty (Agent is at A)

Suck A, move Right, Suck B (3)

Move Right, Suck B, move left, Suck & A (4)