Goals

Allison sees a toy playing music and generates an inquiry goal

I want to make this toy play music!

Hypotheses

She generates a set of possibilities for how the toy might work

How does the toy work?

p = 0.4 — A

p = 0.4 — B

p = 0.2 — A + B

Queries

She considers possible actions (queries) to learn how the toy works

(A)

(B)

(C)

Answers

She considers the possible answers for each query

(A) *Does button A play music?* → **yes** / **no**

(B) *Does button B play music?* → **yes** / **no**

(C) *Do both buttons play music?* → **yes** / **no**

Allison reasons about the hypotheses, queries, and answers to select the "most useful" query that leads to the largest decrease in her uncertainty

(A) (B)