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CPTS 440

HW1

1. Learning method like that demonstrated in the Udacity lectures
  - a. The performance measure for this agent is the accuracy of the translation.
  - b. Answer true or false as to whether this agent
    - i. TRUE
    - ii. TRUE
    - iii. TRUE
    - iv. TRUE
  - c. For this Klingon-to-English translation environment, identify the following:
    - i. Sensors: Detecting the English words being inputted
    - ii. Actuators: Language translator and its output method.
  - d. For this Klingon-to-English translation environment, choose the correct option for each of the following properties
    - i. Fully observable, it will know everything about its “environment”
    - ii. Single agent
    - iii. Deterministic
    - iv. Episodic
    - v. Static
    - vi. Continuous
    - vii. known
  - e. Since this is a Learning Agent (it learns from the samples of Klingon to English), briefly describe the following components of the learning agent:
    - i. Would check how accurate the translation is and output a percentage
    - ii. Based on the critic it would add specific translations to its look up table
    - iii. How accurate are its past translations, if they are poor then it would adjust the message being sent to be translated.

2. Consider the following initial and goal states for the 8-puzzle problem.
  - a. left, right, up, down
  - b. down, right, up, left.

frankly I could not figure out how to get an online version, so instead I will analyze the what I think the purpose of this exercise was. Since we did different step to find out goal state, we would assume that the steps required to get to the goal state would change. Instead all we did was create to different action state trees that produce the same result. To achieve our desired goal state, regardless of what order to we do our actions in, is a right move then a down move or a down move then a left move. This is only true for a two-level action state tree.