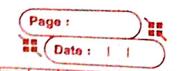


Tutorial 1 Tic Tac Toe First Approach The game consists of a nine element. Vector called Board, supresenting. The number from 1 to 9 in 3 rous. -> More table: It is a nector of 39, i.e., 19683 elements, each element of which is a nine element nector Current Board New Board Index 000010000 000000000 002000001 000000001 000100002 000000002 00 20000 10 0000000010 Algorithm to make a more: View vector board as a ternary number. Use number sompited in above step as an individual into monetable and access the vector stored three



iii) The vector selected in step(i) represents the ary the board will look after the more threat should be made to set board equal to the vector.

Advantages

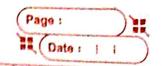
it could play an optimal tic-tac-tree

B) Question Answering

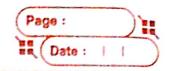
Connert the question to a structured form using lenglish know-how this step includes the identification of the main work, subject & object of the sentence. Use a marker to indicate the substring of the structure the should be returned as an answer match the structured form against the structured test, this step is used to find the segments of the text that match the structured form of the question.

Return the requested segments of the question as the answer.

This approach can be useful in natural language processing tasks such as question answering.



	Another approach
	in approved
	The Linet ital is
	The first step is to convert the question
	provided form using both the
	to as structured form using both the - knowledge contained in above method, -
	This stop gangated man 1 11
	This step generated more possible
	structures by using more knowledge
	TO IMPORTE THE COURSE
	of the question answering system.
	Next step is to use the world model-
	To resolve any ambiguities that may -
	to resolve any ambiguities that may - occur. The world model can help to -
	alsampiquale woulds - phrases or concepti-
	in the question making it easier to -
	find the wheel answer.
C)	Language Translation -
1	AT based language translation, RBMT -
	rule hased machine translation. This -
	appeach uses a set of kre-defined -
	AT based language translation, RBMT - rule based machine translation. This - approach uses a set of fre-defined - rules & dictionaries to translate pext & from one language to another.
7	from one language to another.
	The aules are useated by human exports -
	The rules are weated by human experts - and one based on the grammar. Syntax - and vocabulary of the language involved - The dectionaries are used to lock up -
	and woodhulany of the language in die
	The dechionages are used to be by
	in all the man and the sound up
114	



the darget I phrases in the language ses, then u naries language