Class Activity 5

1. Wumpus world:

P is true if there is a pit in [x,y]

W is true if there is a Wumpus in [x,y].

B is true if the agent perceives a breeze in [x,y].

S is true if the agent perceives a stentch in [x,y].

What does each of the following sentences mean:

(a) ¬ P1,1: There is no pit in P1,1

(b) ¬ B1,1: The agent does not perceive a breeze in B1,1

(c) B2,1: The agent perceives a breeze in B2,1

(d) B1,1 ⇔ (P1,2 ∨ P2,1): The agent perceives a breeze in B1,1, if and only if, there is a pit in either P1,2 or P2,1

(e) B2,1 ⇔ (P1,1 ∨ P2,2 ∨ P3,1): The agent perceives a breeze in B2,1, if and only if, there is a pit in either P1,1, or P2,2, or P3.1

1. Text

   Description automatically generatedDiscussion on code

It creates a zero-sum game and lists the options for player B. It then prints the state of the current player position.

The next lines print the max and min values for B1.

Returns true since C3 is part of the fig52 game.

It then prints whether A is a min or a max value.

Finally it prints the best option to play after using the minimax algorithm.