

# [Intro to artificial intelligence (udacity)](https://assignbuster.com/intro-to-artificial-intelligence-udacity/)

Fully Observable EnvironmentAll the information needed to make a decision is observable (ex. chess, checkers)

Partially Observable EnvironmentInformation to make a decision is not all observable, memory is needed (ex. poker)

DeterministicActions are predetermined and have an effect on the environment, moves and countermoves (ex. chess)

StochasticActions are random or respond to randomness (ex. dice games)

DiscreteThere is a finite amount of decisions or actions that can be taken (ex. chess)

ContinuousThere are an infinite amount of possible actions that can be taken (ex. throwing a dart)

Benign" not out to get you" (ex. weather)

AdversarialIn direct opposition to your goals (ex. chess)

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