

# Intro to artificial intelligence (udacity)



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

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

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

**Stochastic** Actions are random or respond to randomness (ex. dice games)

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

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

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

**Adversarial** In direct opposition to your goals (ex. chess)

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