




# **Artificial Intelligence Programming**

## *Uninformed Search*

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# Looking Ahead

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- In many environments, it can be quite difficult to build reflex agents that act effectively.
- Unable to consider where it is “trying” to go.
- A *goal-based* agent is able to consider what it is trying to do and select actions that achieve that goal.
- Agent program uses percepts and goal as input.
- We’ll look at a particular type of goal-based agent called a *problem-solving* agent.

# Problem-solving agents

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- A Problem-solving agent tries to find a sequence of actions that will lead to a goal.
  - What series of moves will solve a Rubik's cube?
  - How do I drive from USF to the San Francisco airport?
  - How can I arrange components on a chip?
  - What sequence of actions will move a robot across a room?