

## Feb 12: Agenda

- Quick return to the Fig. 2.16 (pg. 76)
- Example: belief representation for partial observability
- Games
  - ▶ Example: Hex
  - ▶ Classes of solution
- Solving Games
  - ▶ We approach games as a type of uncertainty.
  - ▶ We make strong (symmetric) assumptions about adversary.
  - ▶ Planning and execution phases differ.
  - ▶ Minimax can be thought of from a 'bottom-up' point of view.
- Michie's MENACE