

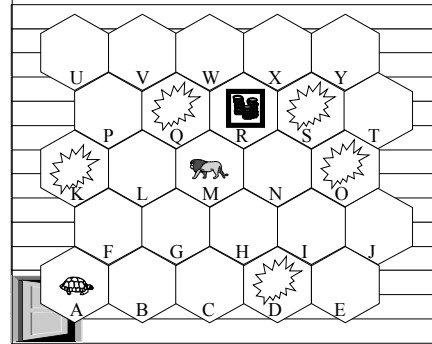
Hexagonal Wumpus World

- ◆ similar to the grid wumpus world, but the underlying geometry is hexagonal
- ◆ Task 1: Add the "breeze" and "smell" information to the wumpus world by coloring or shading the respective tiles in "Hex WWW Breeze + Smell"
- ◆ Task 2: Trace the exploration of the given configuration by adding definite knowledge (obtained through observation or reasoning) and speculative knowledge about the state of the world. Use the same conventions as in the lecture notes.
- ◆ mark the status of tiles
 - ◆ visited (V)
 - ◆ safe (OK)
 - ◆ possible pit (P?)
 - ◆ confirmed pit (P!)
 - ◆ possible wumpus (W?)
 - ◆ confirmed wumpus (W!)
 - ◆ percepts (SBGPC)
 - ◆ orientation of the agent
 - ◆ action (arrow or line)

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Lab Exercise Reasoning 2

Hex WW Configuration B

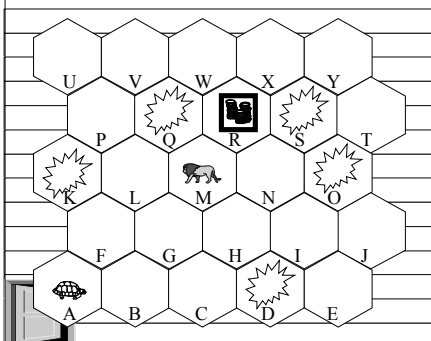


add information about the stench and breeze percepts in this map by coloring or shading the respective tiles

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Hex WW B: Breeze + Stench

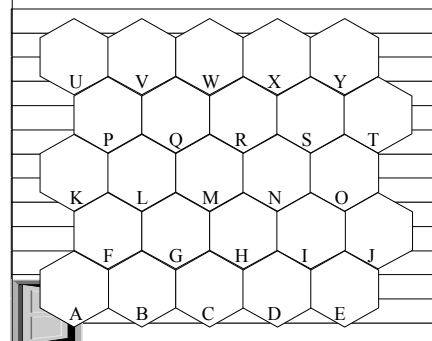


add information about the stench and breeze percepts by coloring or shading the respective tiles

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Hex WW B: Template



- ◆ Agent Position
e.g. A
- ◆ Percept
[S B G P C]
- ◆ New Knowledge
 - ◆ observation percepts for current square
 - ◆ reasoning adjacent squares ok?
 - ◆ speculative possible locations for pits, wumpus
- ◆ Next Action
 - ◆ move
 - ◆ turn left (60 degrees)
 - ◆ turn right (60 degrees)
 - ◆ shoot
 - ◆ grab
 - ◆ exit

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