Artificial Intelligence

Turing test

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Planning as graph search

- Fox, goose, and beans river-crossing puzzle
- 15-puzzle

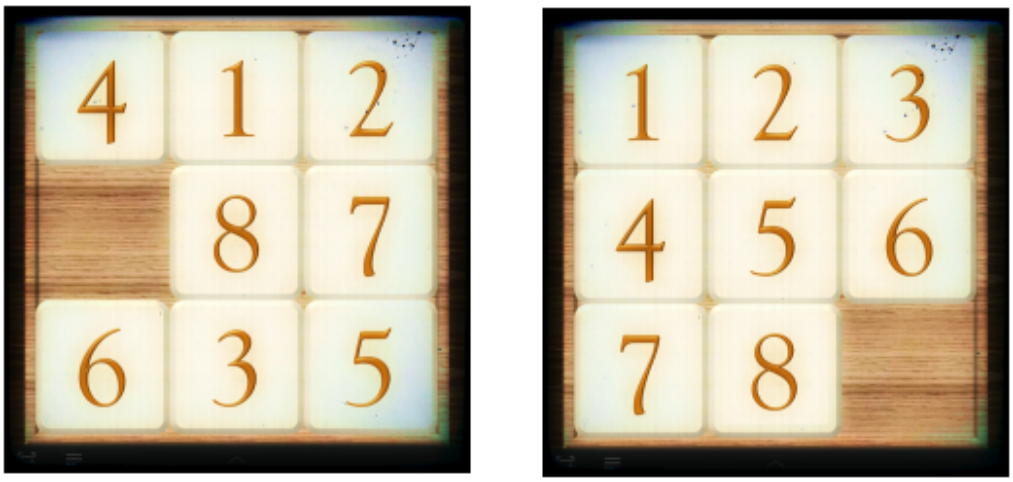

Figure 1: A start and goal state for the 8-puzzle

My program's solution to this 8-puzzle looks like this:

```
Visited 412:087:635 as start state
Visited 412:687:035 via up from start
Visited 012:487:635 via down from start
Visited 412:807:635 via left from start
Visited 412:687:305 via left from 412:687:035
Visited 102:487:635 via left from 012:487:635
Visited 412:837:605 via up from 412:807:635
Visited 402:817:635 via down from 412:807:635
Visited 412:870:635 via left from 412:807:635
[...many more...]
Visited 123:456:780 via up from 123:450:786
GOAL!
1. left: 412:807:635
2. left: 412:870:635
```

```
3. up: 412:875:630
4. right: 412:875:603
5. right: 412:875:063
6. down: 412:075:863
7. left: 412:705:863
8. left: 412:750:863
9. up: 412:753:860
10. right: 412:753:806
11. right: 412:753:086
12. down: 412:053:786
13. down: 012:453:786
14. left: 102:453:786
15. left: 120:453:786
16. up: 123:450:786
17. up: 123:456:780
Visited 19408 nodes.
```

Adversarial search

- An example game tree for Minimax algorithm.
- My Connect4 program, for the Mac
- My Connect4 program, for Windows