

WUMPUS WORLD FINAL REPORT

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Team Name: Tardis

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2	2,2	3,2	4,2
OK			
1,1	2,1	3,1	4,1
A			
OK	OK		

(a)

A = Agent
B = Breeze
G = Glitter, Gold
OK = Safe square
P = Pit
S = Stench
V = Visited
W = Wumpus

1,4	2,4	3,4	4,4
1,3	2,3	3,3	4,3
1,2	2,2 P?	3,2	4,2
OK			
1,1	2,1	3,1 P?	4,1
V	A		
OK	B	OK	

(b)

1,4	2,4	3,4	4,4
1,3 W!	2,3	3,3	4,3
1,2	2,2	3,2	4,2
A			
S			
OK	OK		
1,1	2,1	3,1 P!	4,1
V	B		
OK	V	OK	

(a)

A = Agent
B = Breeze
G = Glitter, Gold
OK = Safe square
P = Pit
S = Stench
V = Visited
W = Wumpus

1,4	2,4 P?	3,4	4,4
1,3 W!	2,3	3,3 P?	4,3
	A		
	S	G	
	B		
1,2	2,2	3,2	4,2
S			
V	V		
OK	OK		
1,1	2,1	3,1 P!	4,1
V	B		
OK	V	OK	

(b)

My agent is a PropLogic Agent. I built a HashMap to store all the percept sentences. Each time I visit a room, I store the current information into the knowledge base (tell) and then ask the knowledge base about the information near the room that we may visit next. Then we can use the information to infer the safety of the unvisited room. If it is safe and we haven't visited this room before, we will go to this room. Else the agent will choose to change the

direction and check the facing room again. It will be a value counting the times we change directions. It will be less than 4 and if we change our directions more than 4 times, it will take the risk and move forward.

Things to improve in the future:

The agent will always choose to change direction when facing the wumpus instead of shooting it. It is because I treat both threads(pit and wumpus) as the same. So if I have time in the future, I will try to treat them differently and choose to shoot the wumpus when finding it.