Exercise 1.1 (Potentials and Limits of AI)
Examine the AI literature or the Internet to discover to what extent the following
tasks can currently be solved by computers/robots:
(a) Playing the board games Checkers and Go.
(b) Performing real-time translations of spoken English into spoken German.
(c) Autonomy of unmanned ground and aerial vehicles (UGVs and UAVs).
(d) Carrying heavy loads in rough terrain.
(e) Automatic face recognition.
(f) Playing first-person shooters (e.g. Unreal Tournament) like a human.
Write down your findings in 2–3 sentences each.

Exercise 1.2 (Performance and Utility)
(a) What is the difference between a performance measure and a utility func-
tion?
(b) Describe the relation between the performance measure and the utility
function for a learning agent.

Exercise 1.3 (Rational Agents)
(a) Write down a PEAS\textsuperscript{1}-Description for each of the following agents:
   (i) Performing high jumps
   (ii) Playing Poker
   (iii) Playing Conway’s Game of Life
(b) Characterize the environments of the agents in (a) according to the fol-
lowing criteria:
   • fully observable vs. partially observable
   • deterministic vs. stochastic
   • static vs. dynamic
   • discrete vs. continuous

The exercise sheets may and should be worked on in groups of three (3) students.
Please write all your names and the number of your exercise group on your
solution.

\textsuperscript{1}Performance Environment Actuators Sensors