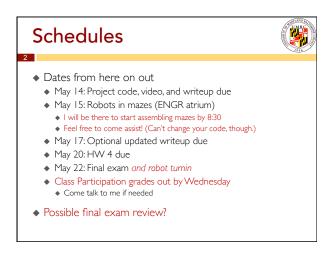
Project Day! *plus* a Few Final Notes





A Note on Strategies



- Pretty much everyone is doing some variant of DFS
 Which can be purely behavior-based, ifyou're careful
- Almost nobody is doing physical reasoning
- When you calculate complexity, consider your cost function – what is DFS efficient *in*?
- Consider worst-case backtracking
- What's worse for a little robot than for a pure software agent?
 - Can you improve on that?

First priority: make sure everything works reliably! Goal: Solving a maze... Successfully

- Without bumping into anything
- (Relatively) quickly/efficiently
- $\blacklozenge\,$ In the presence of noise
- ◆ I didn't mean for it to be big riddle, so....
- ◆ I said the floors are made of cardboard.
- Not the walls.





- In little ziplock bags or other small, reasonably sturdy, closed containers
- Please be careful during disassembly
- Remove batteries!
 - ◆ Get battery cases and boxes from me

Final Bits



- This has been a fantastic class, and I've enjoyed you guys.
- Questions?

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- I'll be here for the next hour and a half
- ◆ Course evals: Please do fill these out!