For us in here...

We start (almost) from the beginning

- Year **1956**, Dartmouth College
  - No PCs! ... IBM PC (1981)
- John McCarthy, Marvin Minsky, Allen Newell
- Show possibilities
TicTacToe
Properties

- Fully vs. Partially observable
- Episodic vs. Sequential
- Static vs. Dynamic
- Single vs. Multi agent
- Deterministic vs. Stochastic
- Discrete vs. Continuous
- Known vs. Unknown
- Turn-based vs. Real-time
- Noiseless vs. Noisy
„Reasoning as search“
What if there is too many steps?
„Reasoning as search“
Assigning scores
"Reasoning as search"

=> MIN-MAX algorithm