

First off, apologies that this is coming out late. The due date for this non-programming portion of the assignment will be MONDAY, APRIL 21 (by 5 PM). Please turn in your assignment to Elizabeth White's office or mailbox.

Mike

Problem Set 4. (non-programming)

Based on your reading of the first six chapters of Braitenberg's "Vehicles":

- (a) Describe a creature capable of reasonably interesting behavior, and using no more computational resources than those provided for the vehicles in the chapters that you read.
- (b) Describe a type of behavior that you believe could **not** be accomplished by one of the "early" vehicles, but that **could** be accomplished given some additional computational resources. Describe what sorts of resources you would need to add for this purpose.
- (c) Describe a type of behavior that is way beyond (in your view) any of the "early" vehicles -- i.e., a type of behavior for which the "additional resources needed" are puzzling or complex.