Most of the intelligent systems described in this class rely on a specific computational technique from search, planning, or learning to make them intelligent. In this assignment, you will select a technique or model in the list below, research it, and write a detailed summary about it.

Your writeup should include the following sections: overview, method, applications, references and draw from at least three different sources. The bulk of the writeup should center on the method; please include sufficient pseudocode or equations so the reader can understand how the method works.

The list of potential topics is given below; they correspond to techniques in the papers that we have read and will be reading in the course. This is the complete list of topics that will be accepted.

- Graphplan
- Markov Decision Processes
- Partially Observable Markov Decision Processes
- Stochastic Search Approximation
- Monte Carlo Planning (e.g. UCT)
- Reinforcement Learning (any variant)
• Path Planning (e.g., A*, RRT)
• Monte Carlo Localization
• Simultaneous Localization and Mapping (any technique)
• Hidden Markov Models
• Dynamic Bayes Networks
• Optimization (any technique)
• Game Theory (any topic)
• Auction Theory (any topic)