

# AI Birds

A Simulation Theory Approach to AI for AngryBirds

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## What?

A Software Agent that can play Angry Birds.

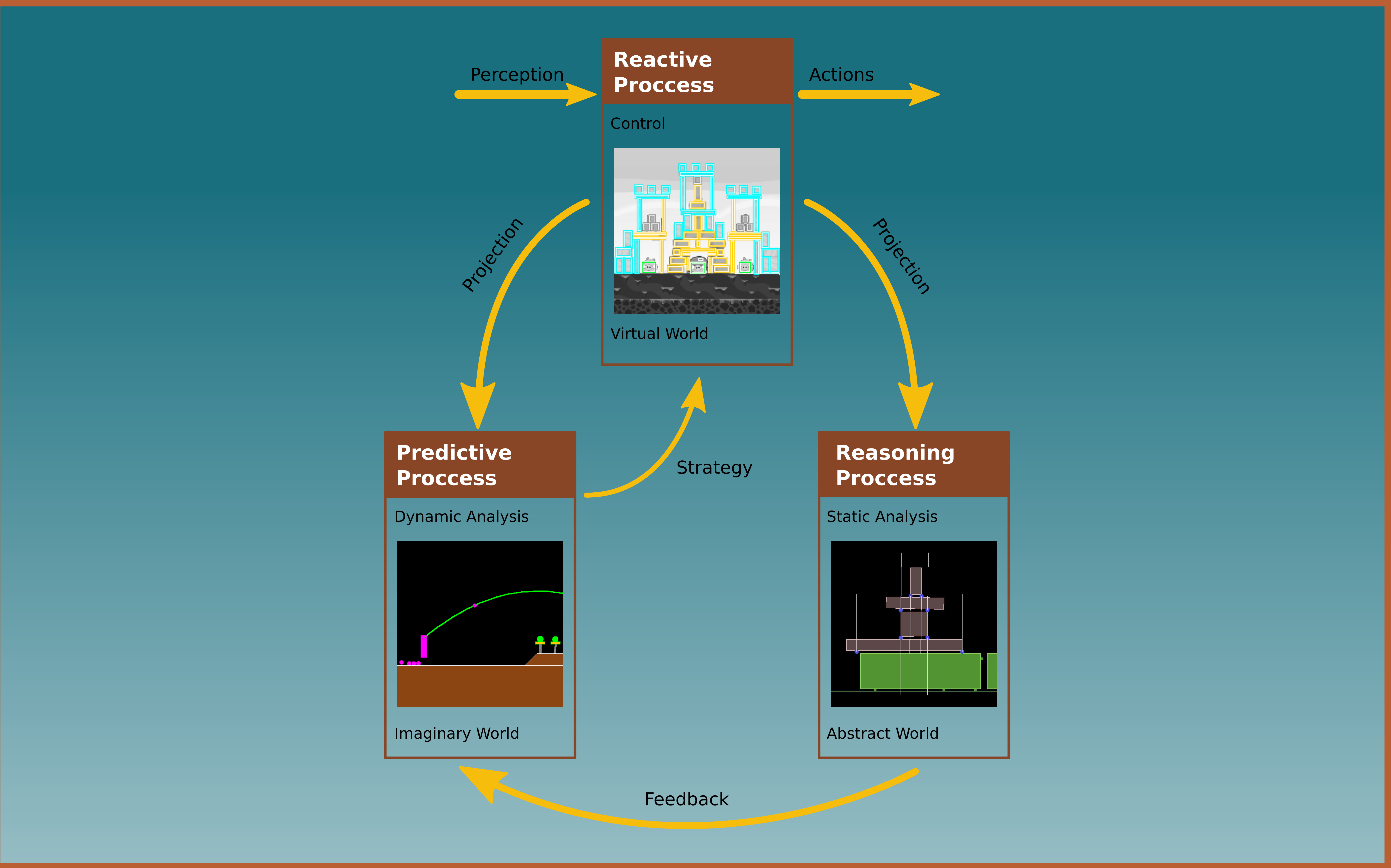
- Annual competition held at major AI conference (IJCAI)
- So far, NO agent outperforms a human player
- Challenging and interesting AI problem:
  - a) only the visual input is given
  - b) actions in the game adhere to real-world physics

## How?

Simulation Supported Decision Making.

- Simulation is used to:
  - a) predict possible outcomes of actions, and
  - b) perform a static analysis of the structure
- Use shots with the best simulation outcome
- Record input and outcome to improve over time (future)

## Agent (abstract)



See also:  
<http://aibirds.org>