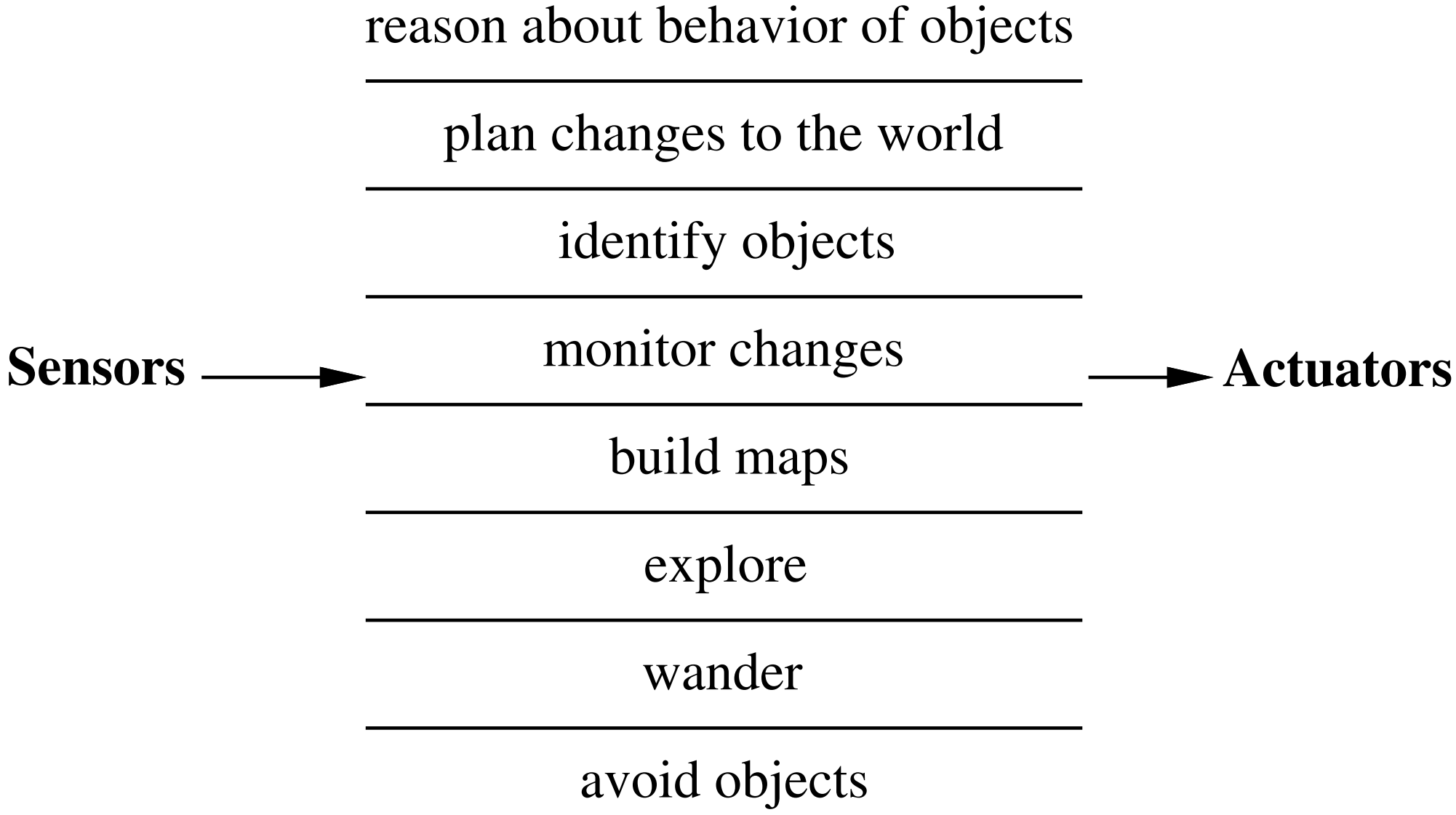
reason about behavior of objects
plan changes to the world
identify objects
Sensors
monitor changes
Actuators
build maps
explore
wander
avoid objects