K.G.C.E. Tytorial No 1 Page No.: Karjat - Raigad Date: Name: - Anket Anil' Uppal. Cluss: BE. Dept + IT Butch: I3 Roll No1 - 72 Sw: - AI

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	Design of Intelligent Agent.
	Aim: To understand the concept of Agent Abstracted by Studying definition of Rational Agent, Agent environment Task Environment Descriptions, environment types.
	Theory:  An Artificial Intelligent (A1) System is composed
	in their Convironment An agent is anything that
	and acts upon that environment through sensors.
	effectors.
	Percepts
	Envisonment Envisonment
	Actions
-	
	Al Agent With Environment
	Human agent: has sensory organs such as eyes, ears,
	hose, tongue and skin parallel to the Sensors, and other organs such as hands, 1295, mouth, for effectors.
	1895, mouth, for effectors.

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11 11		
Roboti	ic ayont seplaces cameras	and intrared runge
	to be the se	nsons and vanous
	motors and actuar	tors for effectors
Softu	pare agent: has emcoded b	it Strings as its
	programs and	actions.
Agen	+ Structure can be viewed as	a Combination of
Agen's	- architectituse and Flyant	program, Figur
Arch	itecture seters to the ma	Chinery mat an
200	+ executes on where us	Agent program
13	an implementation of agent	tun(tim.
	Sensors	1
	Agent	
3	How is the word like now?	
2	To the same of the	
(regin	need to do? Rule	
Ci,	1000	
	effectors	
	a) Simple Retlex Agent	
	a) simple include tidout	
	Sonsors   Stare   World	evolves) Agent
ž.	Thow is the world what my aut	
3	THE TIME	

[ Effectors

(3) Model Based Redlex

Agent.

Page No.: K.G.C.E. Karjat - Raigad Date: Stare Semsors Agent now is the world like What happens if Ido what arisms I need to diffe - trooks (1) Croal Based Agent. Stell Sonsors how is the world like how I how work evolves what happens if ido action A Kathat my actions do how happy I am by doing action A? to tilly what altims inced to do? TE fectors \ (d) Utility Based Agens. Agent Architecture Types On Al agent is refferred to as Rational Agens A Justimal agent always performs stynt action where the right action meuns the action that courses the agent to be most successful in the given percept Sequence. The problem Masure, Environment Actuators and Sensors (PERS).

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Another important piece of information is tees
environment properties while analyzing tusk environ
ment the Ciyans architect needs to consider
following properties.
I Do to Do coli o il mana (se a l'origad)
number of distinct Clerry defined States of.
environment the environment is diserte.
2. Observable or partially Observable If it is possible
to determine the complete state of the Environment
at each time point from the percepts it is
observable.
Down to the component Mars
3. Static or Dynamic It the environment Uses not change while an agent 15 althy they
il is stutic. Otherwise it is dynamic.
5. Octorministic or Non-deterministic If the next Steel
A tre environment is completely determined by
the current state and the actives of the agen
5. Episodic or sequential in an episodic environ
ment each episode of events consists of the agent perceiving and then acting
The regions perceiving such quan occurry
6. Single agent or Multiple agents the environment
may contain since agent or other agents whiles
may be of the Same Teina as that of the agent

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	7. Accessible or Traccossible of the agent's sonson
	apparatus com have access to the complete
	State of the environment then the environmens
	is accessible. to that agent.
	working: Securch internet for Al based applications in following scenarios and identify
	who is agent for their application.
	1. Autonomous Lunar Rover.
	7. Deep Blue Chess phuying computer program.
	3 Eliza the natural language processing computer
	createll
	4. Automatiz portpolio mounagement.
	5. Sophia is a social humanoid developer.
	6. Alpha Cro 13 a Computer program that plays
	que bourd game cr.
	7. Poples virgal assistance siti
	8. Endurance
	9. (DSper
	10. Marvel
	11. Distomated Cross world solven
	Despures The above alagrams are taken from
	online tutorial available at tutorials.
	points on topic 101 -agents and envisor-
	ments.