Assignment # 01

Descript # 01:

He addressed potential critics of the test.

Disjections such as potential for bias and machines to very on tricks remain applicable today. Turing responses to these objections are still valid to some extent. Now objection have been emerup after publication like limited finite abilities to test assess and its dependency on human basis. The prediction that a computer would have 30% chance of passing the test by 200 ded not come to pass but important progress has made in

Question # 02

(a)

Even significent progress in AI & autonomous.

Oriving cars, the Challenges like traffic congestion and uncertain upredictable driving between and style mode difficult for AI to hardle such task.

There has been inmerse progress in gare like chess, playing bridge at competetive level remove challeged and difficult tack for computers.

There has been successfull attempts in developing AI system to develop a discover new modernootial theorem still not capable of proving all modernootial theorem and this seem of research is in beginning stages

while AI has made progreess in NLP and generating ext, but creating finny storks requires indestending of himour and online context that machines lack in

149 complex and defficult arallegeg for computers to provide address in areas requiring legal judgement and understorg.

Question # 03-Domain: Online shopping -) Environment is accessible as it can be occassed anywhere through internet commetton: > Delesminitio as action taken by agent will result in predictable outcome. 7 Episacleo as each shopping session con be considered as sepsate estade -> static since ent ilens ovalleble in environet donot charge ->. Not continue as oction taken by agent is discrete and not out continously overtime -) Agent architecture best for this is goal based agent. The agest goal is to find and perchase item that user wants optimizing for price, stock ovailability and shipping times. Agent will intact with environment by searching for ikms, adoling them to were cort and

Question # 04 Playing Socres & P: Score more than operent in specified time

E: Field, Two team 22 players with each team 11 ball, goal, referree As Player body ports, felits, legs, heads Exploring substitute of Araban sea:
Po Exploring ocean & successfully and gathering relent E: underwater ecosystem & marine life At Underwater sismerers & vehicle and remote devices. 8% corneral to take images and serisoss to deket oxygen, pressive & kmporatie Shopping for used AI Books on Inkinet: P: Finding & purchasing desired book under budget

E: Online market place platform.

A: computer or mobile device. 9% screen to view, input devices quehals keyboard and mais

Playing a tennk match: Po Scoring more points then openent E: Tennie court, two players, net, lank ball A: Player body pertx. S: Eyes to see ball & players. Practicing tennis against wall: P: Improve tennis skill through and: E: court with wall: A: Player body perts B: Eyes to see ball & vall: Oueston # 058: (3) False Some environment are interestly unpredictable which and rendom elements to make impossible for my agent pertectly rational such ax rack paper Scissor game. (4)	
Es Tennis cout, two players, net, lennis ball A: Player body pertice S: Eyes to see ball & players Practicing tennis against wall: P: Improve tennis skill through orill: E: court with wall: A: Player body parts B: Eyes to see ball & wall: Oueston # 058 (3) False Some environment are intrently impredictable which and rendom elements to make impossible for any agent pertectly rational such as rack paper Scissor game.	Playing a tenns match:
A: Played body perter. S: Eyes to see ball & players. Practicing tennis against wall: P: Improved tennis akill through ornill: E: court with wall: A: Player body parts. B: Eyes to see ball & wall: Question # 058 (3) False Some environment are introntly impredictable which and rendom elements to make impossible for my agent pertectly rational such as rack paper. Scisso I game.	Ps scoring more points then openent
So Eyes to see ball & players. Practicing tennis against wall: Pos Improved tennis akill through orill: Es court with wall: As Player body parts: Bog Eyes to see ball & wall: Oueston # 0558 Call Expenditure of the impossible for my agant perfectly national such as nake paper. (4)	E: Tennie court two players, net tennis ball
Practicing tennis against wall: P: Improve tennis akill through drill: E: court with wall: P: Player body parts: 8; Eyes to see ball & wall: Oueston # 055; False Some environment are intrently unpredictable with and rendom elements to make impossible for my agent perfectly rational such as rack paper. Scissor game.	A: Player body perts.
Practicing tennis against wall: P: Improve tennis akill through drill: E: court with wall: P: Player body parts: 8; Eyes to see ball & wall: Oueston # 055; False Some environment are intrently unpredictable with and rendom elements to make impossible for my agent perfectly rational such as rack paper. Scissor game.	S: Eyes to see ball & dayers-
P: Improve tennis skill through drill: E: court with wall: A: Player body parts: B: Eyes to see ball & wall: Question # 058 (3) False Some environment are inhorently unpredictable which and rendom elements to make impossible his my agent perfectly rational such ax rack paper. Scissor game. (4)	
P: Improve tennis skill through drill: E: court with wall: A: Player body parts: B: Eyes to see ball & wall: Question # 058 (3) False Some environment are inhorently unpredictable which and rendom elements to make impossible his my agent perfectly rational such ax rack paper. Scissor game. (4)	Practicing tennis against wall:
E: court with wall. As Player body parts. Bis Eyes to see ball & wall. Question # 0568 (3) False Some environment are introntly unpredictable which and rendom elements to make impossible for any agant perfectly rational such as make paper. Scissor game. (4)	P: Improved tennis skill through on!!
A & Player body parts 8 & Eyes to see ball & wall Oueston # 058 (3) False Some environment are inhorently unpredictable which end rendom elements to make impossible his my agant perfectly rational such as rack paper Scissor game. (4)	
Oueston # 058 Calse Some environment are inhorently unpredictable which end vardom elements to make impossible for my agant perfectly rational such as make paper. Scissor game. (4)	^ ^
Oueston # 058 (3) False Some environment are inhorally unpredictable which and rendom elements to make impossible for my agent perfectly rational such as rack paper. Scissor game.	83 Eyes to see ball & wall
False Some environment are inharently unpredictable which and vandom elements to make impossible for my agent perfectly varional such as make paper. Scissor game. (4)	
False Some environment are inharently unpredictable which and vandom elements to make impossible for my agent perfectly varional such as make paper. Scissor game. (4)	Question # 0458
False Some environment are inhorally unpredictable which and vardom elements to make impossible for my agent perfectly rational such as make paper. Scissor game.	
Some environment are inhorally unpredictable which and rendom elements to make impossible too may agent perfectly rational such as rack paper. Scissor game. (4)	(3)
agent perfectly rational such as rock paper. Scissor game. (4)	False
agent perfectly rational such as rock paper. Scissor game. (4)	some environment are inharmly unpredictable which
scissor game.	and random elements to make impossible for my
(4)	agent perfectly rational such as rack paper
(4)	Scisso o game.
Falso.	(4)
	False
Agent program not only include current percept	Agent program not only include current percept

but also past memory as well as steiles that agent has . Agent Aurchion takes entire history of perapts & actions as input.

(5)

theoretically every agent thereton on be implemented by some program / mechine but some eigent firsten theoret complex requiring some eigent firsten theoret complex requiring too much computational pavel court be pratically implemented by current technology

(6)

For example flipping a con receives remade it heads and no newed it touts the optimal strategy is whose head or tell with equal probability equality to choose moderaly

(7)

If two task environment have some optimal policy shehal showtest path.