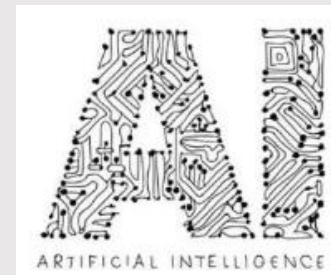


人工智能 Artificial Intelligence

第二章 智能体 Intelligent Agents

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教学目的

- Overview several approaches for AI.

纵览AI的各种研究途径。

- Discuss the nature of intelligent agents, the diversity of environments, and the resulting menagerie of agent types.

★讨论智能体的性质、环境的多样性、以及由此产生的各种类型的智能体。

Outline 提纲

1

纵览AI的各种研究途径

2

理性Agent

3

任务环境

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Agent的结构

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智能体的主要类别



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1 Approaches for Artificial Intelligence

纵览AI的各种研究途径

- | | |
|--------------------------------------|-----------|
| 1.1 Cybernetics and brain simulation | 控制论和大脑仿真 |
| 1.2 Symbolic vs. Sub-symbolic | 符号与亚符号 |
| 1.3 Logic-based vs. Anti-logic | 基于逻辑与反逻辑 |
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| 1.6 Intelligent agent paradigm | 智能体范式 |



1.1 Cybernetics and brain simulation 控制论和大脑仿真

- ❑ In 1940s and 1950s, a number of researchers explored the connection between neurology, information theory, and cybernetics.
1940年代至1950年代，许多研究者探索神经学、信息论和控制论之间的关系。
- ❑ Some of them built machines that used electronic networks to exhibit rudimentary intelligence.
他们当中有些人采用电子网络打造机器来展现初步的智能。
- ❑ Many of these researchers gathered for meetings of the Teleological Society at Princeton University and the Ratio Club in England.
许多研究者聚集在普林斯都大学和英国Ratio俱乐部，召开了目的论学会的会议。
- ❑ By 1960, this approach was largely abandoned, although elements of it would be revived in the 1980s.
到了1960年，这种途径基本上被抛弃了，尽管有些要素于1980年代复活。



1.2 Symbolic vs. Sub-symbolic

符号与亚符号

Symbolic AI

符号AI

- Symbolic AI is based on high-level “symbolic” (human-readable) representations of problems, logic and search.

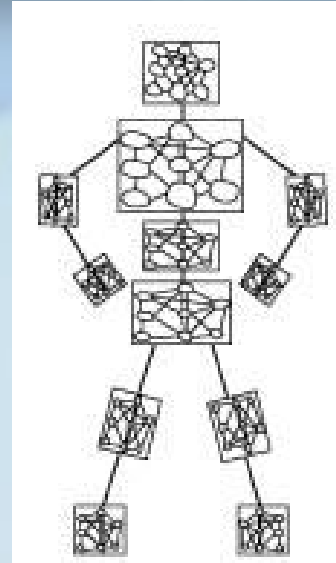
符号AI是基于人类易懂的高级“符号”来表现问题、逻辑和搜索。

- The approach is based on the assumption that many aspects of intelligence can be achieved by the manipulation of symbols.

该方式是基于这样一种假设：智能的许多方面能够通过符号操作来获得。

- The most successful form of symbolic AI is expert systems, it processes the rules to make deductions and to determine what additional information it needs, i.e. what questions to ask, using human-readable symbols.

符号AI最成功的形式是专家系统，它对规则进行操作来进行推断和确定需要什么附加信息，即采用人类易懂的符号询问一些问题。



Symbolic



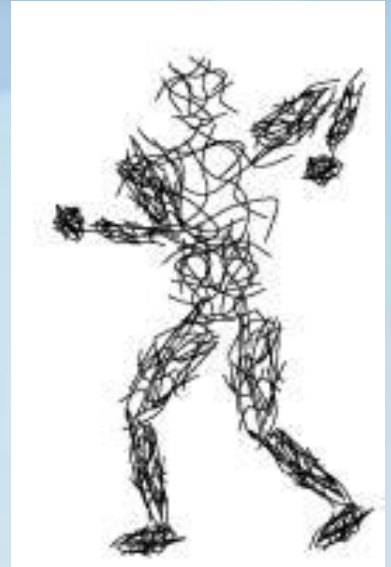
Sub-Symbolic AI 亚符号AI

- ❑ By the 1980s, many researchers believed that symbolic systems would never be able to imitate all the processes of human cognition, especially perception, robotics, learning and pattern recognition.

到了1980年代，许多研究者已确信，符号系统将永远无法模仿人类认知的全部过程，尤其是感知、机器人技术、学习和模式识别。

- ❑ A number of researchers began to look into “sub-symbolic” approaches, based on neural networks, statistics, numerical optimization, etc..

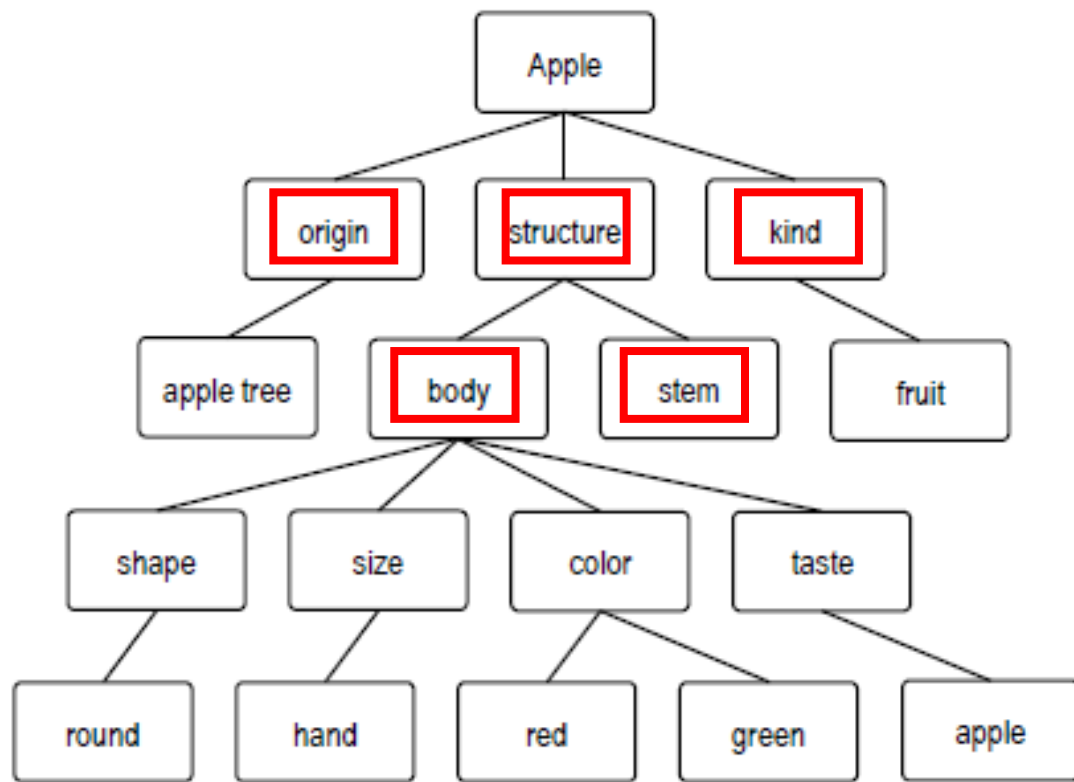
一些研究者开始关注“亚符号”方式，以神经网络、统计学、数值优化等为基础。



Sub-Symbolic

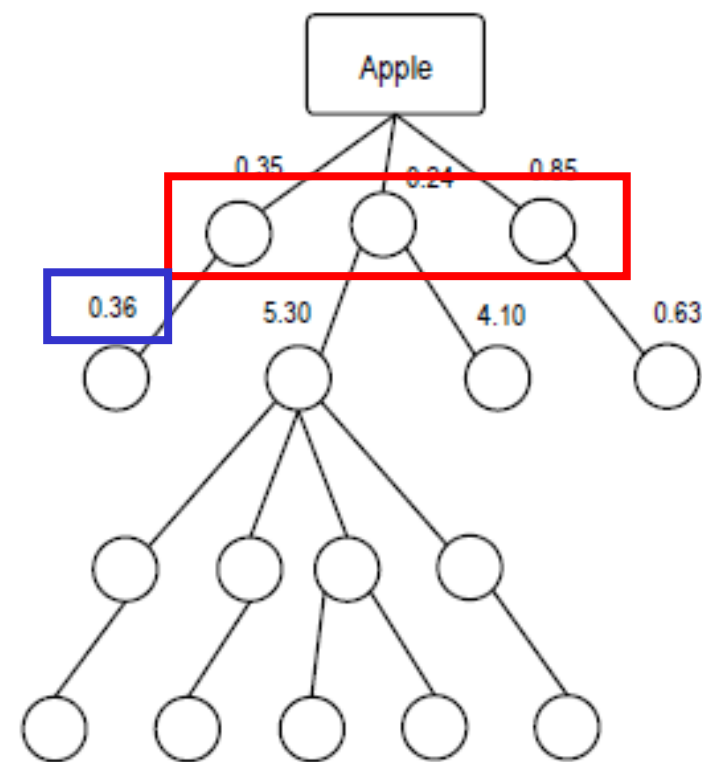


Examples: Symbolic vs. Sub-symbolic AI 符号与亚符号AI



Symbolic Apple

符号化苹果



Sub-symbolic Apple

亚符号化苹果

1.3 Logic-based vs. Anti-logic 基于逻辑与反逻辑

Logic-based 基于逻辑

- Unlike Newell and Simon, John McCarthy felt that machines did not need to simulate human thought, but should instead try to find the essence of abstract reasoning and problem solving, regardless of whether people used the same algorithms.

与纽厄尔和西蒙不同，麦卡锡觉得机器无需仿真人类的思考，反倒应该试图去发现抽象推理和问题求解的本质，不管人们是否使用同样的算法。

- His AI laboratory at Stanford (SAIL) focused on using formal logic to solve a wide variety of problems, including knowledge representation, planning and learning.

他的斯坦福大学AI实验室（SAIL）专注于用使用形式逻辑来解决各种问题，包括知识表征、规划和学习。

- Logic was also the focus of the work in Europe, which led to the development of the programming language Prolog and the science of logic programming.

逻辑也被欧洲的研究工作所专注，导致编程语言Prolog和逻辑编程科学的发展。

1.3 Logic-based vs. Anti-logic 基于逻辑与反逻辑

Anti-Logic 反逻辑

- ❑ Researchers at MIT (such as Marvin Minsky) found that solving difficult problems in vision and natural language processing required ad-hoc solutions.

MIT的研究者（比如明斯基）发现，解决视觉和自然语言处理的难题需要特别的解决办法。

- ❑ They argued, there was no simple and general principle (like logic) to capture all the aspects of AI.

他们主张，没有简单和通用的原理（如logic）能涵盖AI的所有方面。

- ❑ Roger Schank described their “anti-logic” approaches as “scruffy”, as opposed to the “neat” paradigms at CMU and Stanford.

罗杰·尚克描述他们的反逻辑方式属于“不整齐”，与CMU和斯坦福的“整齐”范式形成对照。

- ❑ Commonsense knowledge bases are an example of “scruffy” AI, since they must be built by hand, one complicated concept at a time.

常识知识库就是“不整齐”AI的示例，因为它们必须用手工构建，每次一个复杂的概念。

1.3 Logic-based vs. Anti-logic 基于逻辑与反逻辑

Knowledge-based 基于知识

- Around 1970, researchers began to build knowledge into AI applications..

1970年前后，研究者开始在AI应用中构建知识。

- This “**knowledge revolution**” led to the development and deployment of expert systems, the first truly successful form of AI software.

这场“**知识革命**”导致专家系统的开发和部署，这是第一个真正成功的AI软件形式。

- Expert systems was introduced by Edward Feigenbaum at Stanford University, often called the “father of expert systems”.

专家系统是由斯坦福大学的爱德华·费根鲍姆提出的，人们通常称他为“专家系统之父”

- The knowledge revolution was also driven by the realization that enormous amounts of knowledge would be required by many simple AI applications.

知识革命也是由这样的实现所驱动的，许多简单的AI应用需要庞大的知识。

1.4 Symbolism vs. Connectionism

符号主义与联结主义

Symbolist AI 符号主义AI

- ❑ It represents information through symbols and their relationships.

符号AI凭借符号及他们之间的关系来表征信息。

- ❑ Specific algorithms are used to process these symbols to solve problems or deduce new knowledge.

特定算法用于处理这些符号来解决问题和推导新的知识。

Connectionist AI 联结主义AI

- ❑ It represents information in a distributed form within a network.

联结主义AI用网络内部的一种分布式形式来表征信息。

- ❑ It imitates biological processes underlying learning, task performance, and problem solving.

模仿生物学过程的基础学习、任务功效和问题求解。

1.5 Statistical Approach 统计方法

□ In 1990s, AI researchers developed sophisticated **mathematical** tools to solve specific sub-problems. Stuart Russell and Peter Norvig describe this movement (statistical approach) as “the victory of the **neats**” .

1990年代，AI研究者开发了复杂的**数学**工具来解决**特定的子问题**。斯图尔特·罗素和彼得·诺维格描述这个动向（统计方法）为“**整齐**观点的胜利”。

□ Critics argue that these techniques are too focused on particular problems and have failed to address the long term goal of general intelligence.

批评者认为，这种技巧过于关注**特定的问题**、并且未能解决通用智能的长期目标。

□ There is an ongoing debate about the validity of statistical approaches in AI, exemplified in part by exchanges between Peter Norvig and Noam Chomsky.

关于AI统计学方式相关性和有效性的辩论一直在进行，部分体现在彼得·诺维格和诺姆·乔姆斯基之间的交锋。

1.6 Intelligent Agent Paradigm 智能体范式

❑ Operate autonomously

自主操作

❑ Perceive their environment

感知环境

❑ Persist over a prolonged time period

持续动作

❑ Adapt to change

适应变化

❑ Create and pursue goals

实现目标

❑ The best outcome, or the best expected outcome (when there is uncertainty).

最佳结果，或最佳预期结果（存在不确定性时）。

一个有动作能力的
something

一个理智的智能体

What is an Intelligent Agent 什么是智能体

Broadly, an agent is anything that can be viewed as

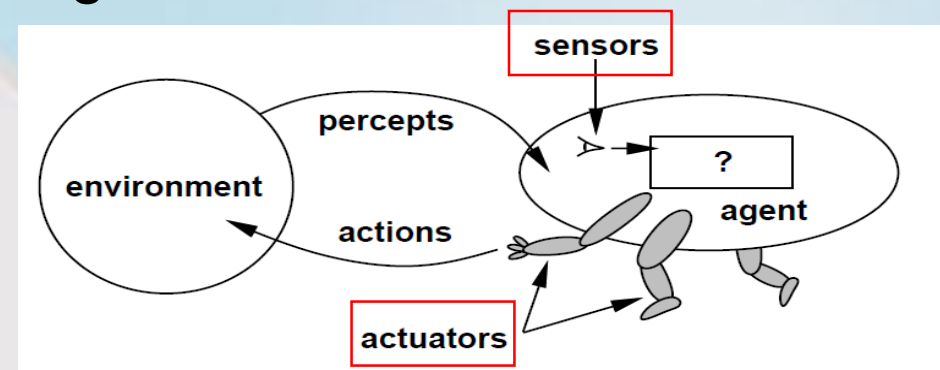
概括地说，一个智能体可以被看作具有如下功能的任何事物：

- Perceiving its environment through **sensors**, and **acting** upon that environment through **actuators**.

通过**感受器****感知**外部环境，并且通过**执行器**作用于外部环境。

- May also learn or use knowledge to achieve their goals.

还可以通过学习或者应用知识来实现其目标。



Q: Which one could be better, Why? 哪种方法较好，为什么？

❑ Cybernetics and brain simulation

控制论和大脑仿真

❑ Symbolic vs. Sub-symbolic

符号与亚符号

❑ Logic-based vs. Anti-logic

基于逻辑与反逻辑

❑ Symbolism vs. Connectionism

符号主义与联结主义

❑ Statistical approach

统计方法

❑ Intelligent agent paradigm

智能体范式

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Here we concentrate on general principles of rational agents and on components for constructing them.

我们在此专注于理性智能体的一般原理和构造智能体的组件。

本教材

Why rational agent 为什么采用理性智能体

- ❑ More general than the “thinking/acting humanly” approaches, because correct inference is just one of several possible mechanisms for achieving rationality.

与“类人的思考/动作”方式相比更通用，因为正确推理只是为了获得理性的可行机制之一。

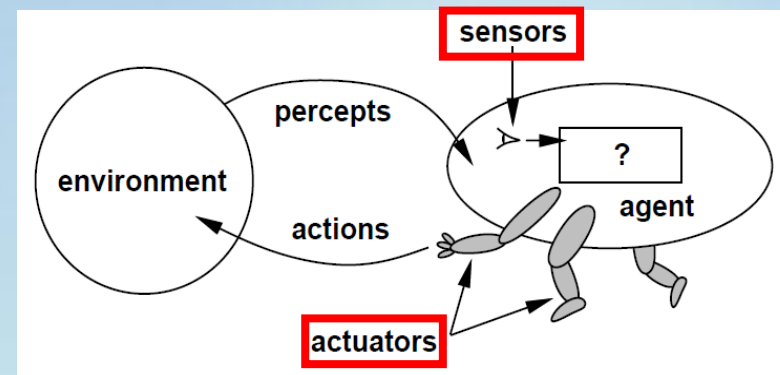
- ❑ More amenable to scientific development than the “thinking/acting humanly” approaches.

与“类人的思考/动作”方式相比更顺应科技的发展。

Agent 举例 智能体指任何能通过传感器感知环境和通过执行器作用于环境的实体。

□ A human agent 人类智能体

- sensors: eyes, ears, and other organs.
感受器：眼、耳、和其它器官。
- actuators: hands, legs, vocal tract, and so on.
执行器：手、脚、声道、如此等等。



□ A robotic agent (robot) 机器智能体（机器人）

- sensors: cameras, infrared range finders.
感受器：摄像头、红外测距仪。
- actuators: various motors.
执行器：各种马达。



□ A software agent (softbot) 软件智能体（软件机器人）

- sensors: keystrokes, file contents, and network packets.
- actuators: display on screen, write files, and send network packets..





Abstract Intelligent Agents 抽象智能体

- Intelligent agents are often described schematically as an abstract functional system similar to a computer program.

智能体经常被大致地描述成一个类似于计算机程序的抽象功能系统。

- They are sometimes called **abstract intelligent agents** to distinguish them from their real world ones as computer systems, biological systems, or organizations.

它们有时被称为**抽象智能体**，将其与现实世界的计算机系统、生物系统、或组织机构加以区别。

- Some definitions of intelligent agents emphasize their autonomy, and so prefer the term **autonomous intelligent agents**.

某些智能体的定义强调其自主性，因而喜欢**自主智能体**这个术语

- Still others considered goal-directed behavior as the essence of intelligence, and so prefer a term borrowed from economics, **rational agent**.

其他人仍然将目标导向行为作为智能的本质，故而喜欢从经济学借用的术语，**理性智能体**。



A Variety of Definitions 各种定义

- ❑ Accommodate new problem solving rules incrementally.
逐渐顺应新的问题求解规则。
- ❑ Adapt online and in real time.
适合在线与实时。
- ❑ Able to analyze itself in terms of behavior, error and success.
能够从行为、错误与成功方面进行自我分析。
- ❑ Learn and improve through interaction with the environment.
通过与环境交互进行学习 & 改善。
- ❑ Learn quickly from large amounts of data.
迅速从大量的数据中学习。
- ❑ Have memory-based exemplar storage and retrieval capacities.
具有基于内存的样本存储和检索能力。
- ❑ Have parameters to represent short and long term memory, forgetting, etc.
具有表示短期和长期记忆、遗忘等参数。

Example: Vacuum-cleaner world 举例：真空吸尘器智能体



- A vacuum-cleaner world with just two locations: squares A and B.

一个仅仅有两个地点的真空吸尘器世界：方形区域A和B。

- The vacuum agent perceives which square it is in and whether there is dirt in the square. It can choose to move left, move right, suck up the dirt, or do nothing. i.e.,

该吸尘器智能体感知它在那个方形区域，以及该方形区域是否有灰尘。它可以选择左行、右行、吸尘、或者空操作。即：

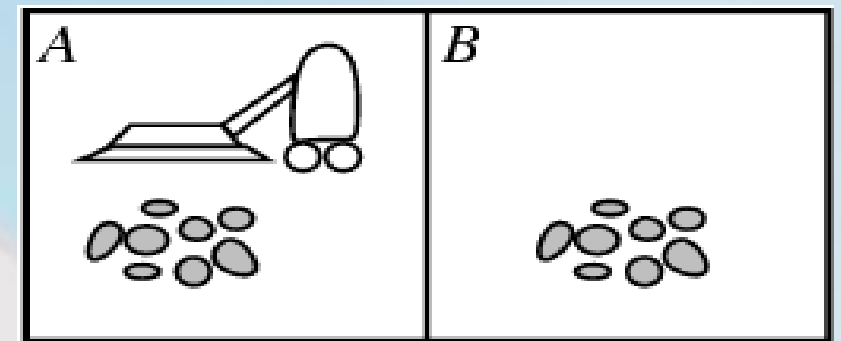
- Percepts:

location and contents, e. g., [A, Dirty]

感知：位置和内容，例如：[A, 脏]

- Actions:

动作：向左移动，向右移动，吸尘，停止。

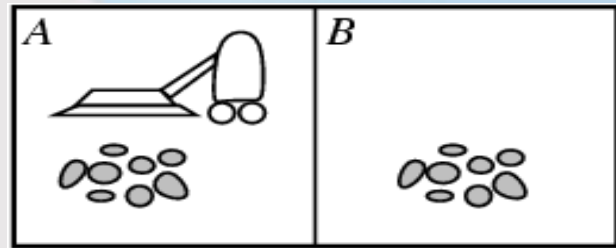


A vacuum-cleaner world with just two locations



Example: Vacuum-cleaner world

- What is the right function?
正确的功能是什么？
- Can it be implemented in a small agent program?
能用一个小智能体程序实现吗？



Partial tabulation of a simple agent function
一个简单智能体功能的部分列表

Percept	Action
[A, Clean]	Right
[A, Dirty]	Suck
[B, Clean]	Left
[B, Dirty]	Suck
...	...

```
function REFLEX-VACUUM-AGENT(location, status) returns an action
if status = Dirty then return Suck
else if location = A then return Right
else if location = B then return Left
```

The agent program for a simple reflex agent in the two-state vacuum environment.
This program implements the agent function in upper right table.

两状态吸尘器环境下一个简单反射智能体的程序。该程序实现右上表的智能体功能。



What is a Rational Agent 什么是理性智能体？

- ❑ It is one that does the right thing — every entry in the table for the agent function is filled out correctly.

是一个有正确行为的智能体—— 该功能表中的每个条目都正确填写。

What is a Rational Agent 什么是正确的行为？

- ❑ An agent in an environment generates a sequence of actions according to the percepts.

一个智能体在一个环境中依据感知生成一系列动作。

- ❑ Those actions causes the environment to go through a sequence of states.

这些动作经由一系列状态而引起环境发生变化。

- ❑ If the sequence is desirable, then the agent has performed well.

如果该系列变化是所期望的，则该智能体表现良好。

Concept of Rationality 理性的概念

Rationality depends on four things .

理性依赖于四件事：

- ❑ The performance measure that defines the criterion of **success**.

定义**成功**标准的性能指标。

- ❑ The agent's **prior knowledge** of the environment.

智能体对环境的**先验**知识。

- ❑ The actions that the agent can perform.

智能体能够完成的动作。

- ❑ The agent's percept sequence to date.

智能体最新的感知序列。

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任务环境的规范描述——智能体PEAS描述

- 在设计智能体时须首先明确的四大要素，简称PEAS：
 - 性能度量 (Performance measure)
 - 环境 (Environment)
 - 执行器 (Actuators)
 - 传感器 (Sensors)



自动出租车智能体PEAS

- 性能度量：安全、快速、合法、舒适、利润最大化
- 环 境：道路、其他交通工具、行人、顾客
- 执 行 器：方向盘、油门、刹车、信号、喇叭
- 传 感 器：摄像机、声纳、测速仪、GPS、里程表、
发动机传感器、键盘



任务环境的性质

- 完全可观察 vs. 部分可观察 Fully observable vs. partially observable
- 确定的 vs. 随机的(非确定性的) Deterministic vs. stochastic
- 片段式 vs. 延续式的 Episodic vs. sequential
- 静态的 vs. 动态的 Static vs. dynamic
- 离散的 vs. 连续的 Discrete vs. continuous
- 单Agent vs. 多Agent Single vs. multi-agent



任务环境的性质

	Puzzle	Backgammon	Internet shopping	Taxi
Observable??				
Deterministic??				
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

完全可观察 vs. 部分可观察

Fully observable vs. partially observable

	Puzzle	Backgammon	Internet shopping	Taxi
Observable??				
Deterministic??				
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

完全可观察 vs. 部分可观察

Fully observable vs. partially observable

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic??				
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

确定性的vs. 随机的

Deterministic vs. stochastic

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic??				
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

确定性的vs. 随机的

Deterministic vs. stochastic

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

片段式的vs.延续式的

Episodic vs. sequential

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic??				
Static??				
Discrete??				
Single-agent??				



任务环境的性质

片段式的vs.延续式的

Episodic vs. sequential

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static??				
Discrete??				
Single-agent??				



任务环境的性质

静态的vs.动态的: Static vs. dynamic

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static??				
Discrete??				
Single-agent??				



任务环境的性质

静态的vs.动态的: **Static vs. dynamic**

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static	YES	YES	SEMI	NO
Discrete??				
Single-agent??				



任务环境的性质

离散的vs.连续的

Discrete vs. continuous

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static	YES	YES	SEMI	NO
Discrete??				
Single-agent??				



任务环境的性质

离散的vs.连续的

Discrete vs. continuous

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static	YES	YES	SEMI	NO
Discrete	YES	YES	YES	NO
Single-agent??				

任务环境的性质

单智能体vs.多智能体

Single vs. multi-agent

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static	YES	YES	SEMI	NO
Discrete	YES	YES	YES	NO
Single-agent??				



任务环境的性质

单智能体vs.多智能体

Single vs. multi-agent

	Puzzle	Backgammon	Internet shopping	Taxi
Observable	FULL	FULL	PARTIAL	PARTIAL
Deterministic	YES	NO	YES	NO
Episodic	NO	NO	NO	NO
Static	YES	YES	SEMI	NO
Discrete	YES	YES	YES	NO
Single-agent	YES	NO	NO	NO



理想 与 现实

最简单的智能体

完全可观察

确定的

片段式

静态的

离散的

单Agent

vs. 大多数真实的情况

部分可观察

随机的(非确定性的)

延续式的

动态的

连续的

多Agent

内容

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纵览AI的各种研究途径

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任务环境 Task Environments

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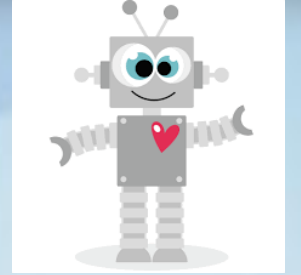
Agent的结构

5

智能体的主要类别



智能体函数和程序



- 一个智能体就是由一个由感知系列映射到动作的智能体函数来确定的。

$$f: \mathcal{P}^* \rightarrow \mathcal{A}$$

- 目标：找到实现理性智能体函数的方法。

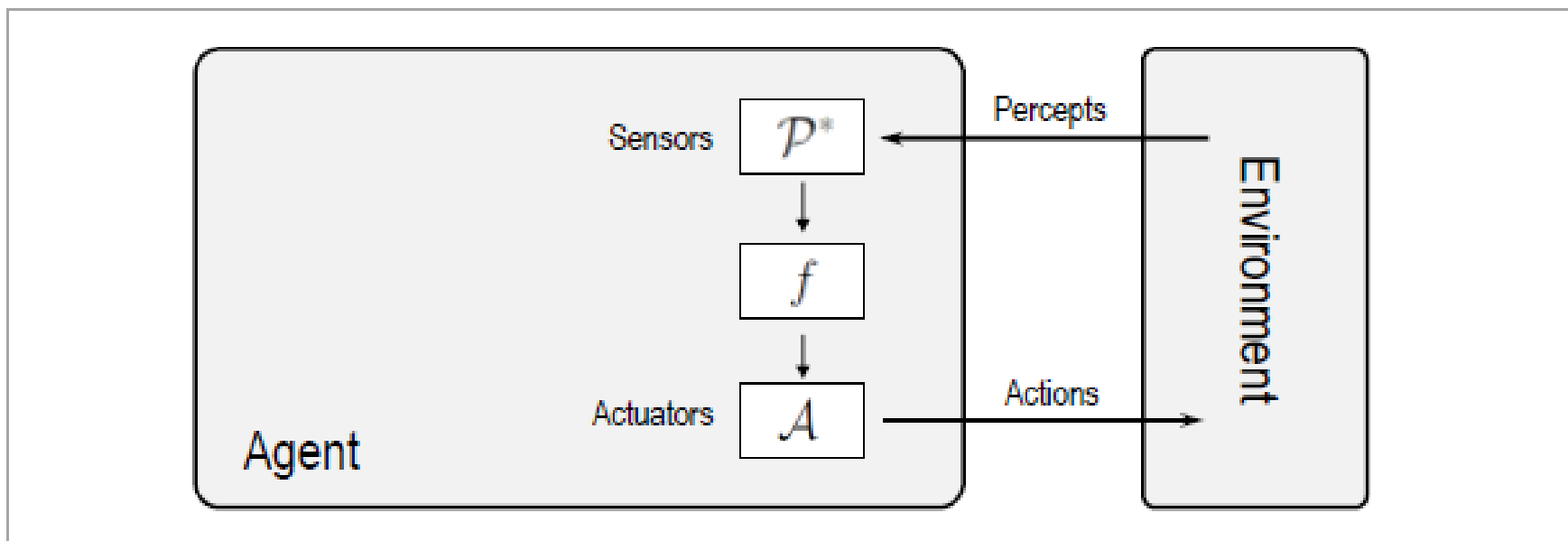


The Structure of Agents 智能体的结构

- An agent's behavior can be described mathematically by an **agent function** which maps every **percepts** to a **action**.

一个智能体的行为可以数学上被描述为一个智能体函数，将每个感知映射为动作。

$$f : \mathcal{P}^* \rightarrow \mathcal{A} \quad \text{where} \quad \mathcal{P}^* = \sum_{t=1}^T |\mathcal{P}|^t$$



Agent Function 智能体函数

- The agent function is an abstract concept, it could incorporate various principles of decision making:

智能体函数是一个抽象的概念，它可以包含将各种决策制定的原则：

- calculation of utility of individual options,

单个选项的效用计算

- deduction over logic rules,

贯穿逻辑规则的推论

- fuzzy logic,

模糊逻辑

- lookup table,

查找表

- etc.

Agent Programs 智能体程序

- It implements an agent function. It take the current percept as input from the sensors, and return an action to the actuators.

实现一个智能体功能。它将感受器的输入作为当前的感知，然后返回一个动作给执行器。

```
function TABLE-DRIVEN-AGENT(percept) returns an action
  persistent: percepts, a sequence, initially empty
               table, a table of actions, indexed by percept sequences, initially fully specified.
               action, the most recent action, initially none
  append percept to the end of percepts
  action ← LOOKUP(percepts, table)
  return action
```

The agent program returns an action by lookup table each time.

该智能体程序通过查找表返回一个动作。



The Structure of Agents 智能体的结构

$$\begin{aligned} \text{Agent} &= \text{platform} + \text{agent program} \\ \text{platform} &= \text{computing device} + \text{sensors} + \text{actuators} \\ \text{agent program} &\supset \text{agent function} \end{aligned}$$

□ Hierarchies of agents 智能体的层次

- Intelligent agents today are normally gathered in a hierarchical structure containing many “**sub-agents**”.

智能体通常表现为一个分层的结构，它包含许多“子智能体”。

- Intelligent sub-agents process and perform lower level functions.

子智能体处理和执行较低级的功能。

- Intelligent agent and sub-agents create a complete system that can accomplish difficult tasks with behaviors and responses.

智能体和子智能体构建一个完整的系统，它可以通过行为和反应来完成艰巨的任务。

Three ways to represent states for an agent 表征智能体状态的三种方式

□ Atomic 原子式

each state is a black box with no internal structure.

每个状态是个黑盒子，没有内部结构。

□ Factored 因子式

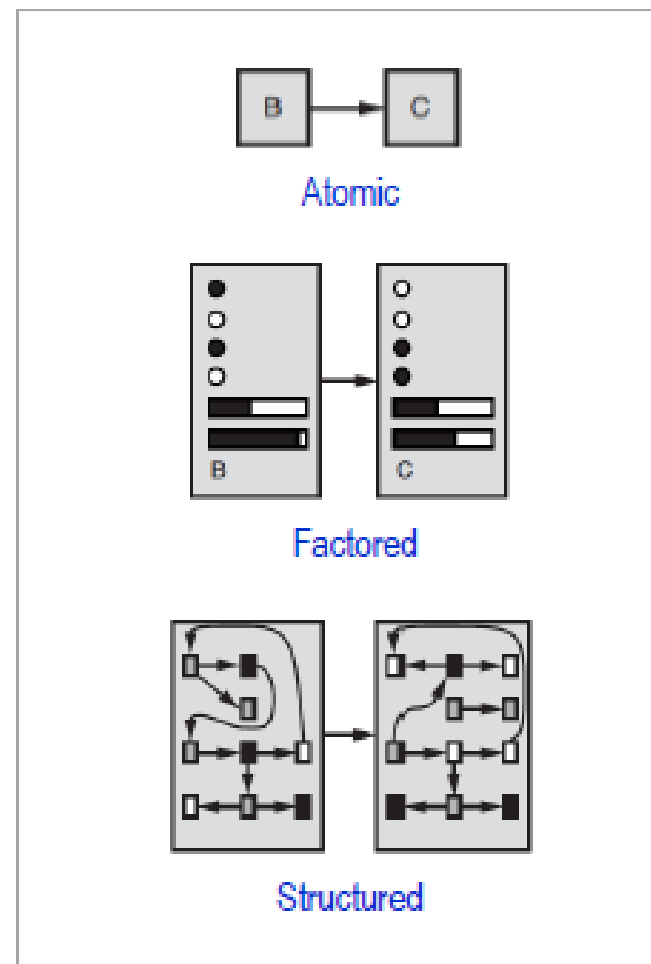
each state consists of a fixed set of attributes and values.

每个状态由一组固定的属性和值组成。

□ Structured 结构式

each state includes objects, each has attributes and relationships to other objects.

每个状态包含对象，每个具有属性以及与其它对象的关系。

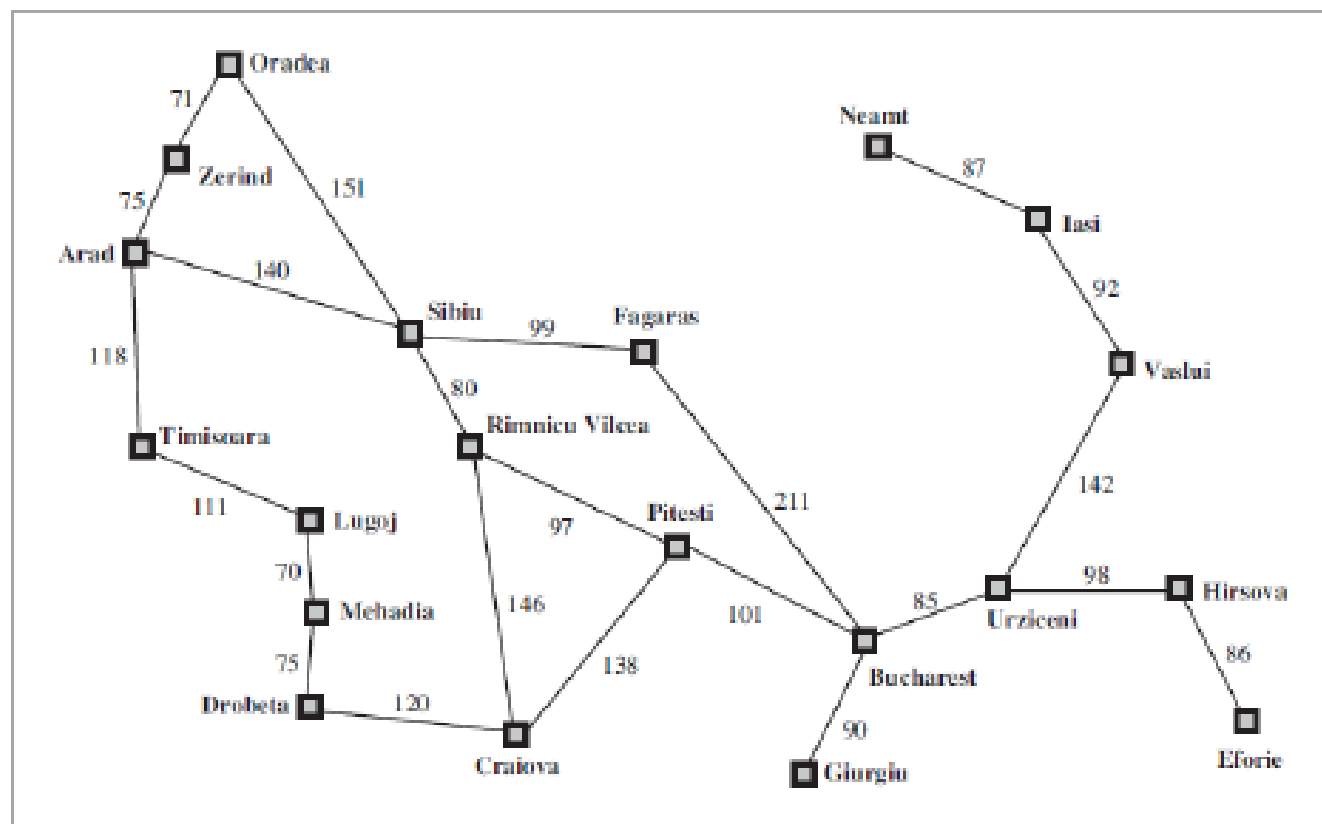


a) Atomic representation 原子式表征

□ Each state is a black box with no internal structure.
每个状态是个黑盒子，没有内部结构。

□ E.g. the problem of finding a driving route from one end of a country to the other via some sequence of cities.

例如，寻找驾驶路径问题，从某个国家的一端到另一端，经过一系列城市。



A simplified road map of part of Romania.

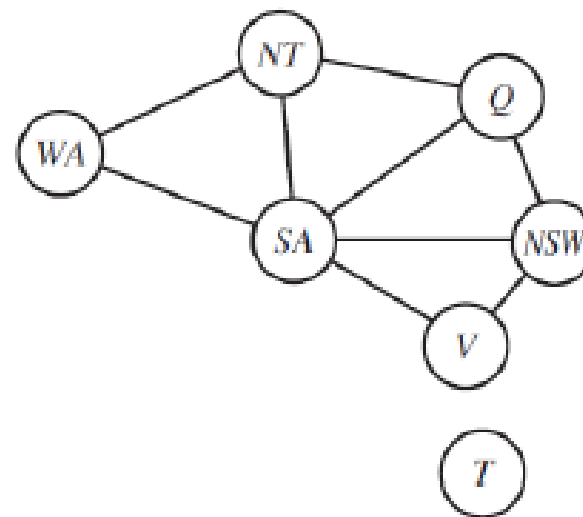
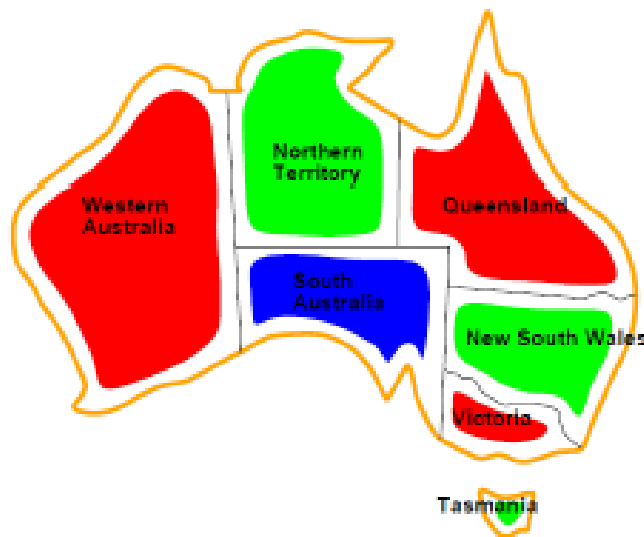
一个简化的罗马尼亚部分公路交通图



b) Factored representation 因子式表征

□ Each state consists of a fixed set of attributes and values.

每个状态由一组固定的属性和值组成。



constraint graph
约束图

Many possible solutions to this problem, e.g.,

该问题可能的解决方案，例如：

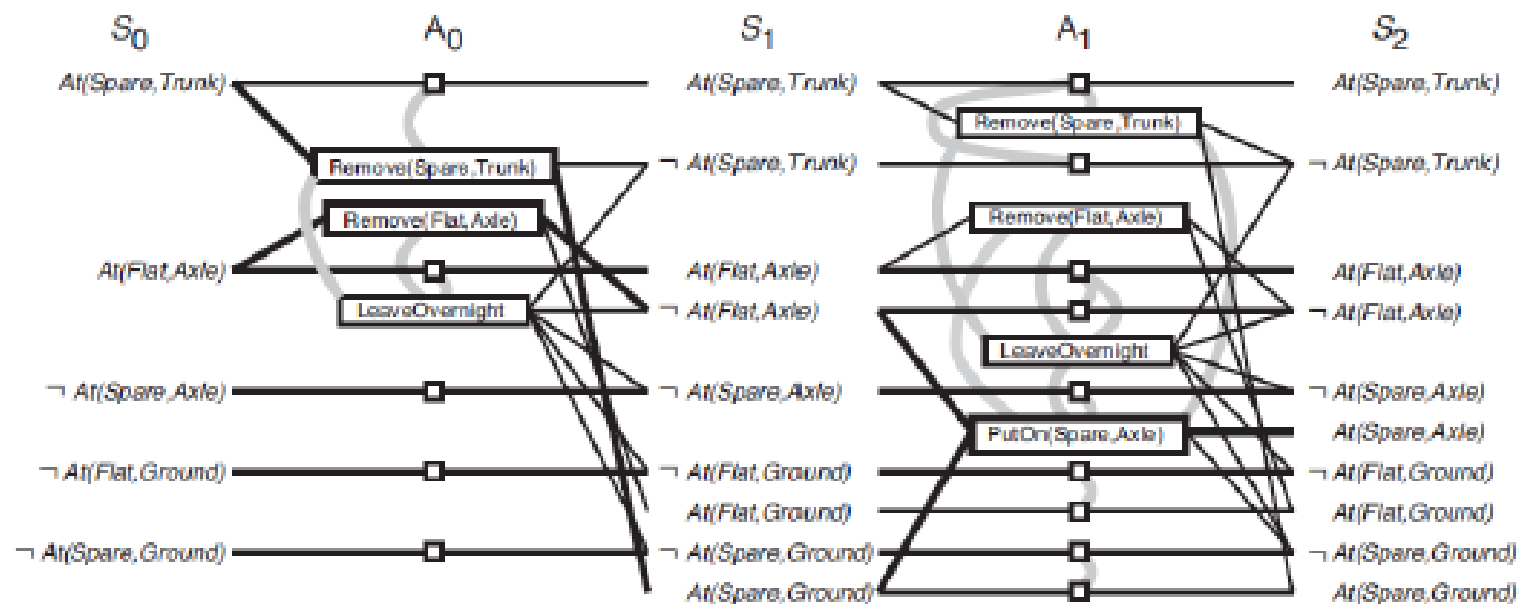
$\{WA = red, NT = green, Q = red, NSW = green, V = red, SA = blue, T = red\}.$



c) Structured representation 结构式表征

- Each state includes objects, each object has attributes and relationships to other objects.

每个状态包含对象，每个对象具有属性和与其它对象的关系。



A sample of structured representation of states

一个状态结构化表示的示例

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智能体的主要类别



Typical Classes of Agents 智能体的主要类别

□ The classification is based on their degree of perceived intelligence and capability.
该分类是基于他们感知的智能和能力的程度。

□ Here we will introduce five kinds of agents that embody the principles underlying almost all intelligent systems.

这里我们将介绍5种类型的智能体，体现几乎所有智能系统的基本原理。

Simple reflex agents

■ 简单反射智能体

Model-based reflex agents

■ 基于模型的反射智能体

Goal-based agents

■ 基于目标的智能体

Utility-based agents

■ 基于效用的智能体

Learning agents

■ 学习智能体

附（科普）：世界上的知识抽象为以下三大类：

（1）叙述性知识

形式：是.....

（2）过程性知识

形式： **if then**

（3）控制性知识

关于问题求解步骤、技巧性的知识、
如何选择——**冲突消解**

**“任务”则是如何将以上三方面的知识有效的组织起来，
形成一个系统，以便实现计算机自动解题。**



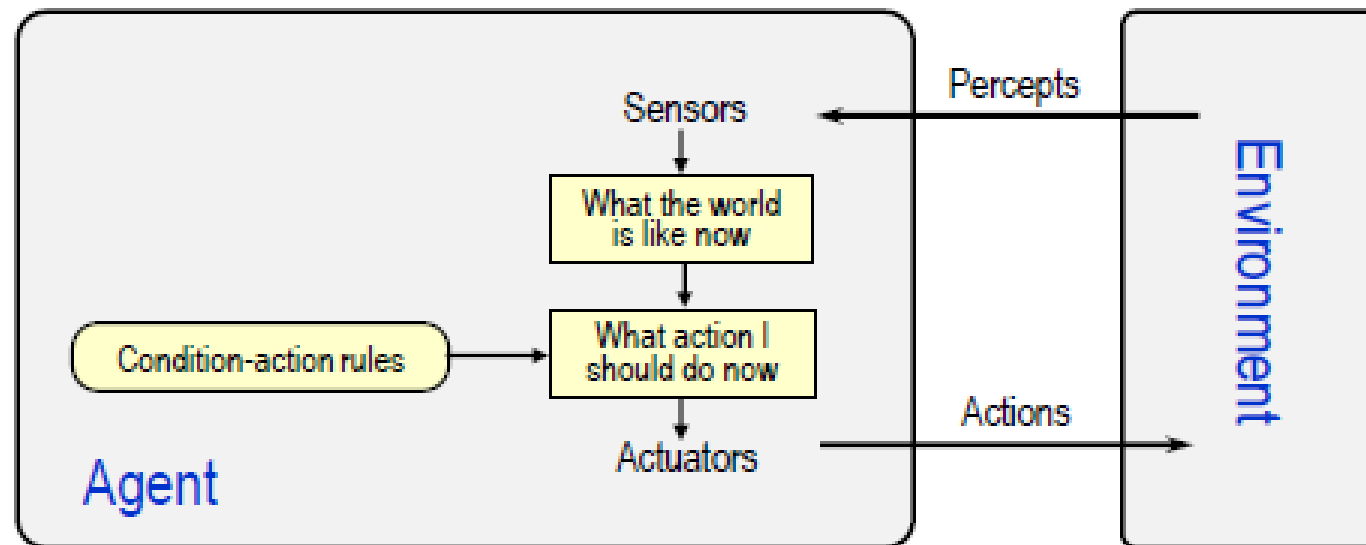
Structure of Simple Reflex Agents 简单智能体的结构

- Simple reflex agents act only on the basis of the current percept, ignoring the rest of the percept history.

简单反射智能体仅仅在当前感知的基础上动作，忽略其余的感知历史。

- Agent function is based on **condition-action rule**: *if condition then action*.

智能体功能是基于条件动作规则：*if 条件 then 动作*。



About Simple Reflex Agents 关于简单智能体

- ❑ This agent function only succeeds when the environment is fully observable.
仅当外部环境为完全可观测时，该智能体的功能才能发挥。
- ❑ Some reflex agents can also contain information on their current state which allows them to disregard conditions whose actuators are already triggered.
某些反射智能体也可以包含关于其当前状态的信息，允许它们忽视执行器已被触发的条件。
- ❑ Infinite loops are often unavoidable for agents operating in partially observable environments.
智能体在部分可观测环境下运行时，无限循环往往是无法避免的。
- ❑ Note: If the agent can randomize its actions, it may be possible to escape from infinite loops.
注意：如果智能体可以随机产生其动作，有可能从无限循环中摆脱出来。

简单反射型智能体程序

function SIMPLE-REFLEX-AGENT(*percept*) **returns** an action

persistent: *state*, the agent's current conception of the world state

rules, a set of condition–action rules

action, the most recent action, initially none

state \leftarrow INTERPRET-INPUT(*percept*)

rule \leftarrow RULE-MATCH(*state*, *rule*)

action \leftarrow RULE-ACTION[*rule*]

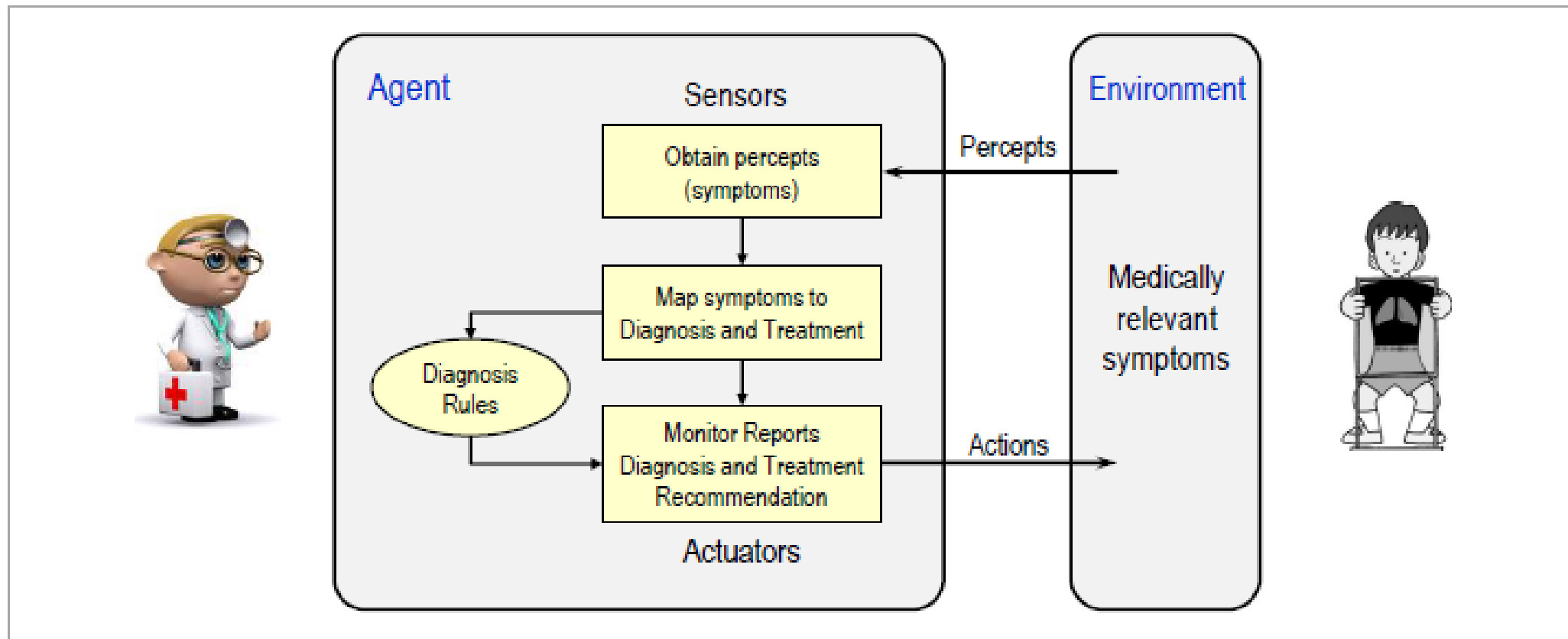
return *action*



❑ 一个简单反射智能体。它按照规则动作，其条件匹配由感知所定义的当前状态。

❑ 只有在环境完全可见的情况下才能工作，否则可能会出现无限循环！！
(有时可以采用随机化来避免)

Example: A Simple Reflex Agent 一个简单智能体

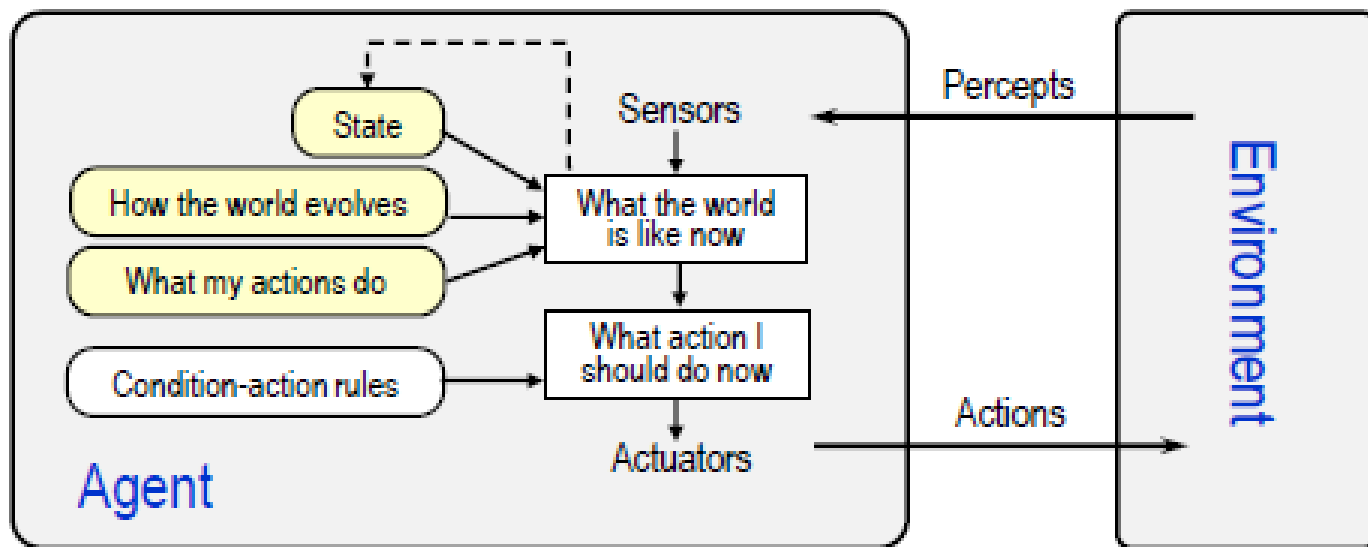


Structure of a simple reflex agent for medical diagnosis and treatment recommendation

一个用于医学诊断和治疗建议的简单反射智能体结构

Structure of Model-based Reflex Agents 基于模型反射智能体的结构

- A model-based reflex agent can handle partially observable environment.
一个基于模型的反射智能体可以处理部分可观测环境。
- Its current state is stored inside the agent maintaining some kind of structure which describes the part of the world which cannot be seen.
其当前状态存储在智能体中，维护某种结构，它描述不可见外部环境的一部分。



About Model-based Reflex Agents 关于基于模型反射智能体

- This knowledge about "how the world works" is called a model of the world, hence the name "model-based agent".
关于“外部环境如何运作”的知识被称为一个外部环境模型，由此得名“基于模型的智能体”。
- A model-based reflex agent should maintain some sort of internal model.
基于模型的反射智能体将保持某种内部模型。
- The internal model depends on the percept history and thereby reflects at least some of the unobserved aspects of the current state.
内部模型依赖于感知的历史，因此至少反射某些当前状态无法观测的方面。
- It then chooses an action in the same way as the reflex agent.
然后它作为反射智能体以某种方式选择动作。

基于模型的反射型智能体程序

function MODEL-BASED-REFLEX-AGENT(*percept*) returns an **action**

persistent: *state*, the agent's current conception of the world state

model, a description of how the next state depends on
current state and action

rules, a set of condition-action rules

action, the most recent action, initially none

state \leftarrow **UPDATE-STATE**(*state*, *action*, *percept*, *model*)

rule \leftarrow **RULE-MATCH**(*state*, *rule*)

action \leftarrow **RULE-ACTION**[*rule*]

return **action**

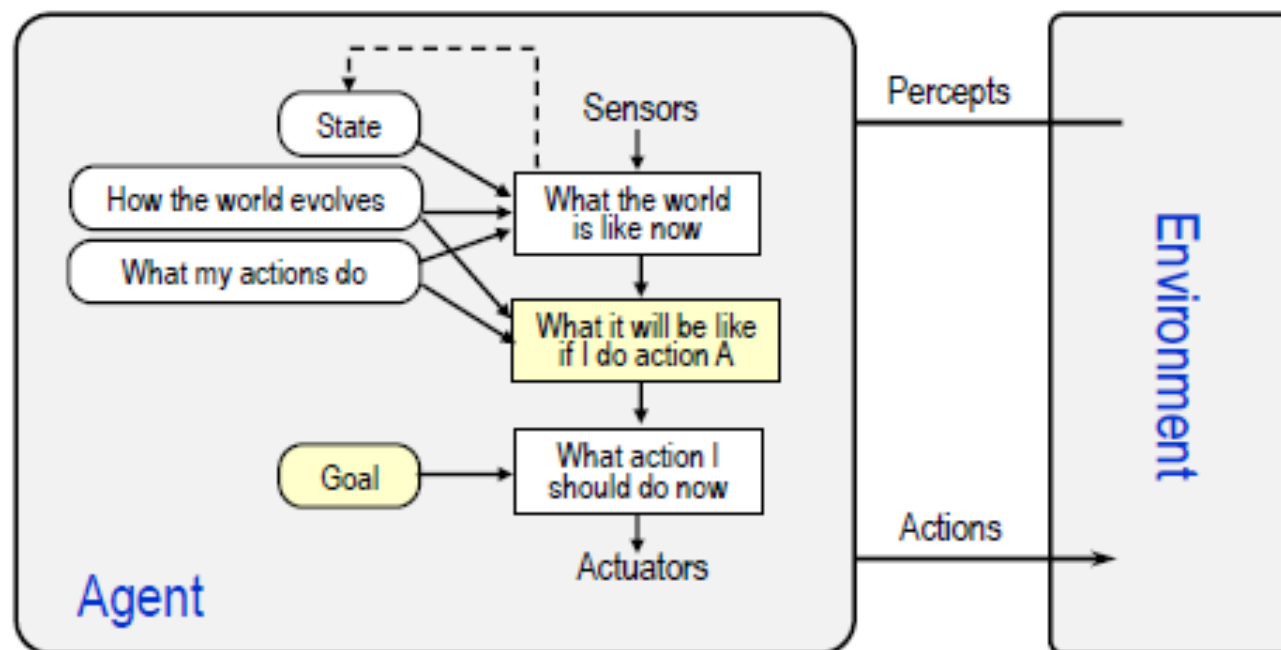


一个基于模型的反射智能体算法。它采用一个内部模型来保持当前外部环境状态的轨迹。然后用等同于简单反射智能体的方式选择一个动作。

Structure of Goal-based Agents 基于目标智能体的结构

- Goal-based agents further expand on the capabilities of the model-based agents, by using “goal” information.

通过利用“目标”信息，基于目标的智能体进一步扩展了基于模型的智能体的功能。





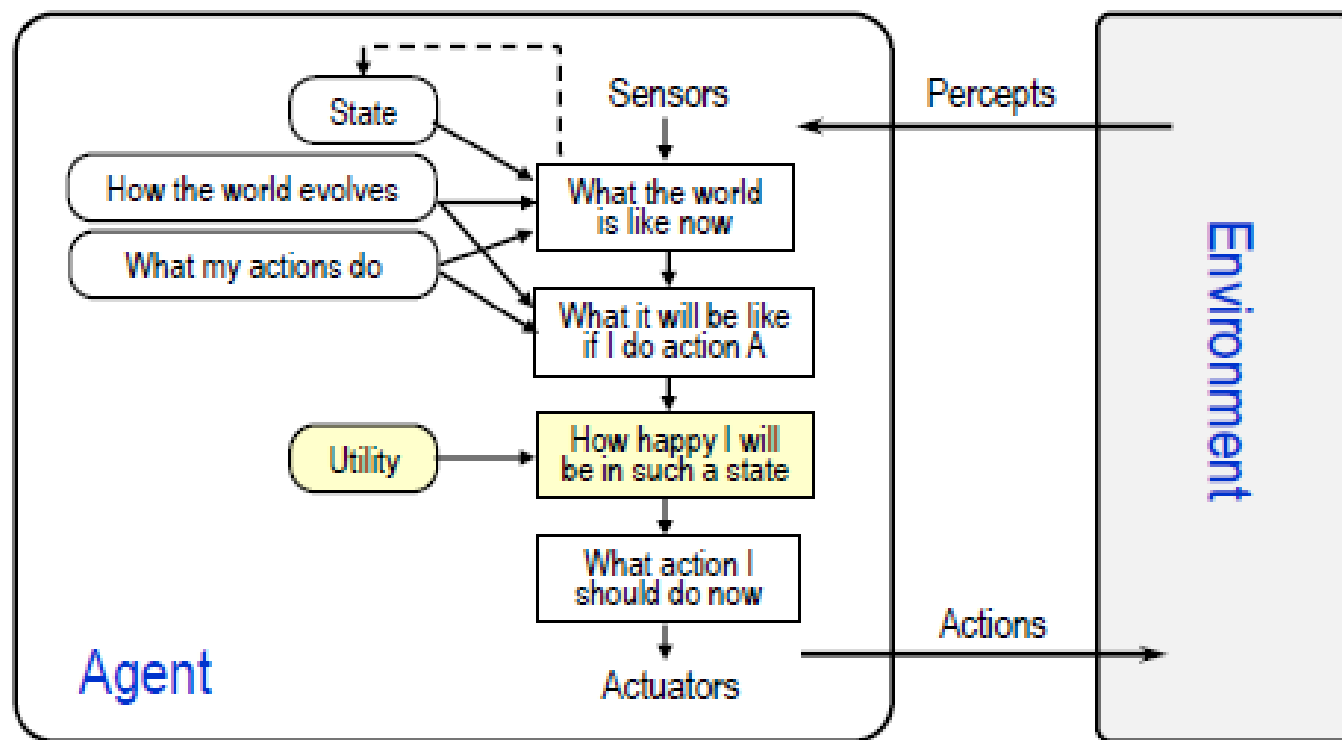
About Goal-based Agents 关于基于目标智能体

- ☐ Goal information describes situations that are desirable.
目标信息描述所希望的情形。
- ☐ This allows the agent a way to choose among multiple possibilities, selecting the one which reaches a goal state.
它允许智能体在多个可能性之间选择一种方式，挑选出达到目标状态的那一个。
- ☐ Search and planning are the subfields of artificial intelligence devoted to finding action sequences that achieve the agent's goals.
搜索和规划是人工智能的子领域，致力于发现达到智能体目标的动作序列。
- ☐ In some instances the goal-based agent appears to be less efficient.
在某些情况下，基于目标的智能体似乎不太有效。
- ☐ But it is more flexible because the knowledge that supports its decisions is represented explicitly and can be modified.
但它更灵活，因为这种支持其决策的知识明显地展示出来，并且可以被修改。

Structure of Utility-based Agents 基于效用智能体的结构

- A particular state can be obtained by a *utility function* which maps a state to a measure of the utility of the state.

一个特殊的状态可通过一个效用函数得到，该函数将一个状态映射到一个该状态效用的度量。



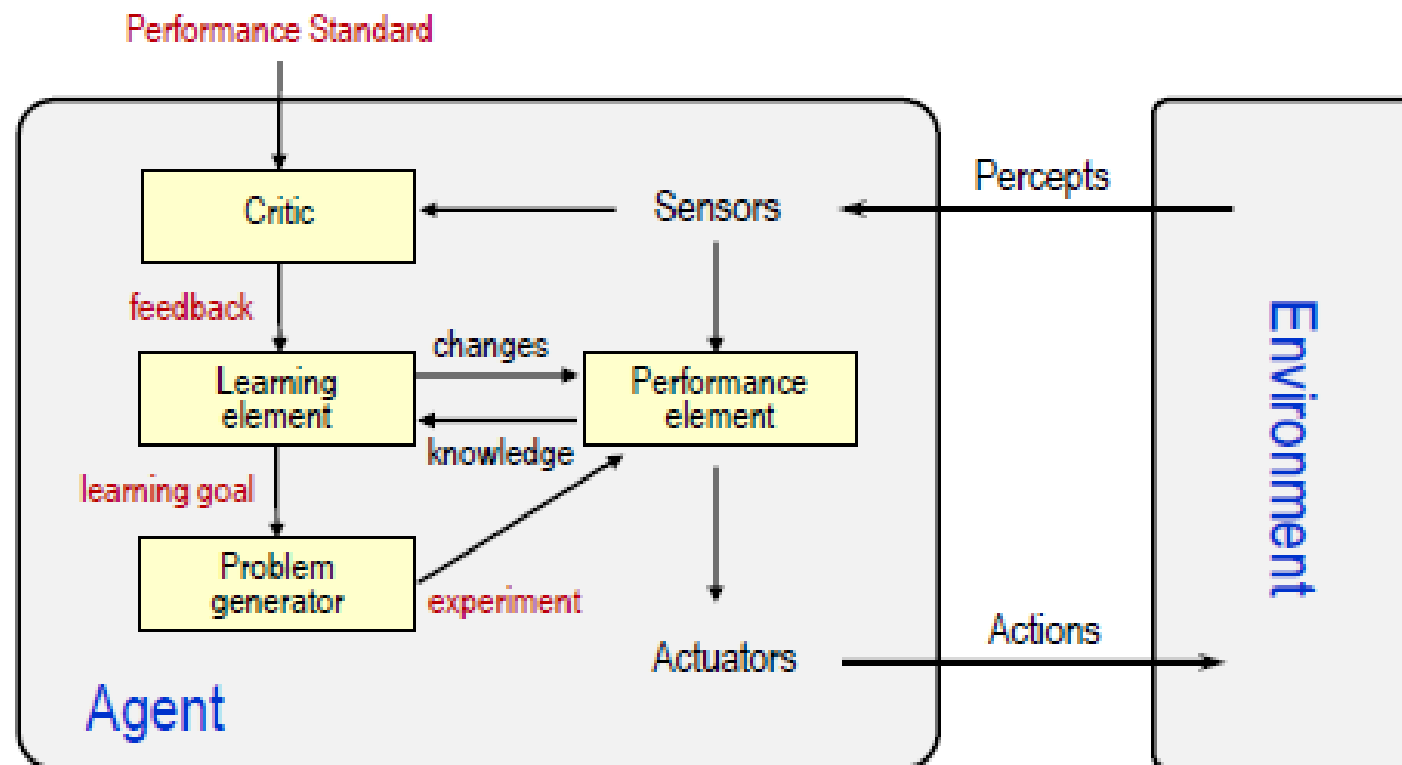
About Utility-based Agents 关于基于效用智能体

- A more general performance measure should allow a comparison of different world states according to exactly how “happy” they would make the agent.
一种更通用的性能度量，应该根据他们使得智能体多么“高兴”的程度，允许对不同的外部环境状态进行比较。
- The term utility, can be used to describe how happy the agent is.
效用这个术语，可用于描述智能体是多么高兴。
- A rational utility-based agent chooses the action that maximizes the expected utility of the action outcomes.
一个理性的基于效用的智能体选择动作，将动作结果的期待效应最大化。
- A utility-based agent has to model and keep track of its environment, tasks that have involved a great deal of research on perception, representation, reasoning, and learning.
一个基于效用的智能体需要建模并记录环境、任务的轨迹，这涉及大量的感知、表征、推理、和学习的研究。

Structure of Learning Agents 学习智能体的结构

- Learning allows the agents to initially operate in unknown environments and to become more competent than its initial knowledge.

学习允许智能体最初在未知的环境中运行，并且与其最初的知识相比，会变得越来越胜任。





About Learning Agents 关于学习智能体

□ Learning element 学习要素

It uses feedback from the “Critic” on how the agent is doing, and determines how the performance element should be modified to do better in the future.

它利用评论者对智能体如何动作的反馈，然后决定应该如何修改性能要素以便未来做得更好。

□ Performance element 性能要素

It is what we have previously considered to be the entire agent: it takes in percepts and decides on actions.

它是我们曾考虑过的什么是完整的智能体：它获得感知并且决定动作。

□ Problem generator 问题发生器

It is responsible for suggesting actions that will lead to new experiences.

它对推荐的动作负责，这将形成新的经验。

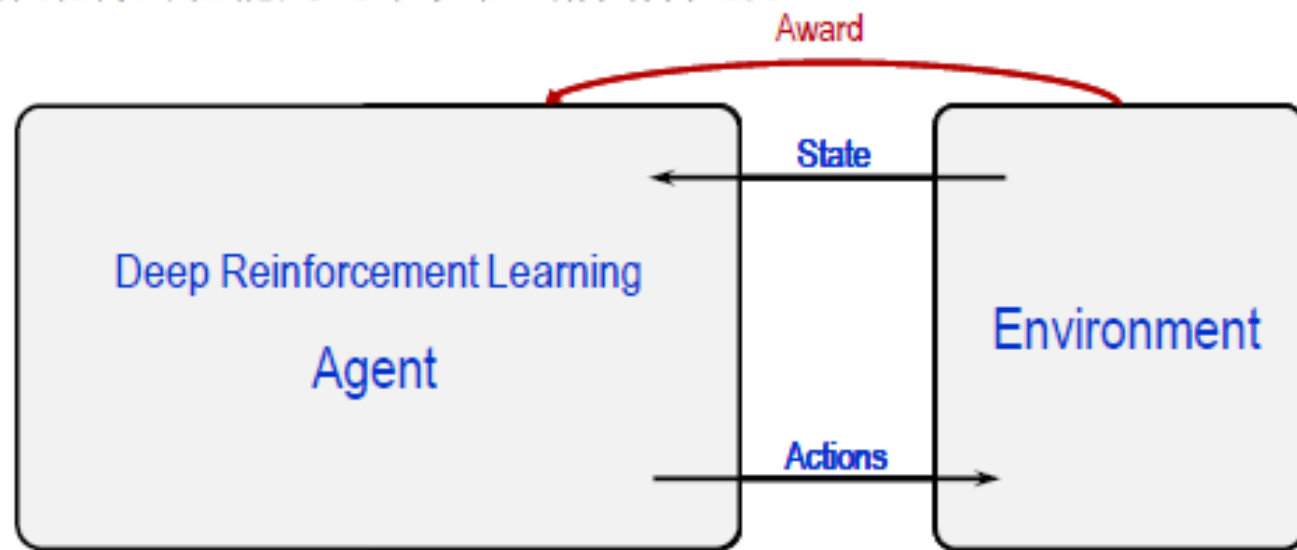
Example: Deep Reinforcement Learning 深度强化学习

- DeepMind has been getting superhuman performance on certain Atari games, by deep reinforcement learning.

DeepMind采用深度强化学习的方法，在某些Atari游戏上，已超过人类玩家的水平。

- Their new agent architecture outperforms all previous approaches.

他们新的智能体架构的性能超过了以往的所有方法。





Other Intelligent Agents 其它智能体

Some of the sub-agents not already mentioned above may be a part of an intelligent agent or a complete intelligent agent:

前面尚未介绍的某些子智能体也许是智能体的一部分，或者是一个完整的智能体：

- ☐ **Decision Agents** 决策智能体
geared to decision making.
与决策制定相关。
- ☐ **Input Agents** 输入智能体
process and make sense of sensor inputs.
处理和理解感受器的输入。
- ☐ **Processing Agents** 处理智能体
solve a problem like speech recognition.
解决诸如语音识别的问题。



Other Intelligent Agents 其它智能体

☐ Spatial Agents 空间智能体

relate to the physical real-world.

与物理现实世界相关联。

☐ Temporal Agents 时间智能体

may use time based stored information to offer instructions (or data acts) to a computer program (or human being), and takes program inputs percepts to adjust its next behaviors.

可以使用基于时间的信息来提供指令（或数据动作）给计算机程序（或人类），然后接收程序输入感知来调整下一步行为。

☐ World Agents 世界智能体

incorporate a combination of all the other agents to allow autonomous behaviors.

并入所有其它智能体的组合以便允许自主行为。



Other Intelligent Agents 其它智能体

☐ Believable agents 可信智能体

exhibiting a personality via the use of an artificial character (the agent is embedded) for the interaction.

可信智能体：通过利用交互的（智能体所嵌入的）人工特性展示个性。

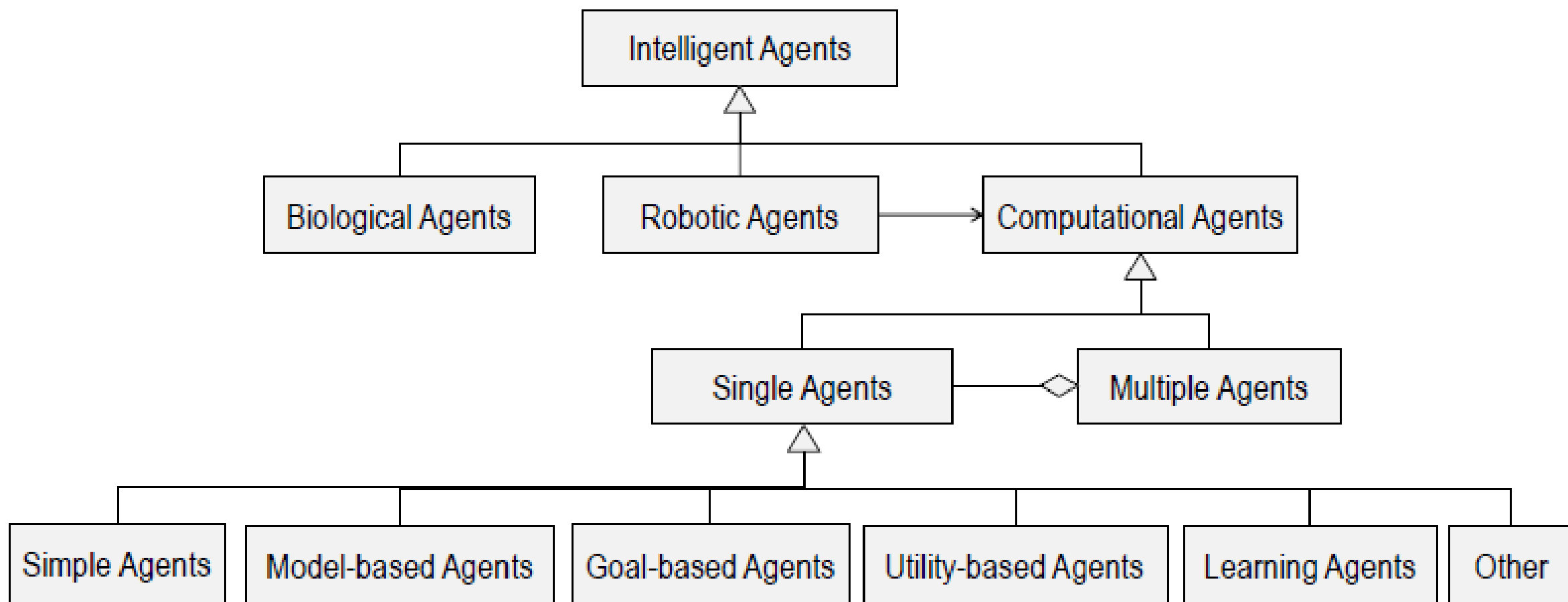
☐ Shopping Agent 购物智能体

☐ Customer Help Desk 客户服务台

☐ Personal Agent 个人智能体

☐ Data-mining Agent 数据挖掘智能体

A Taxonomy of Agents 智能体的分类法



思考题：

一、选择下列智能体的一个给出它PEAS描述，
以及其任务环境的性质：

- (1) 足球机器人
- (2) 扫地机器人
- (3) 网络购物助理

二、用你自己的理解定义以下术语：

- (1) 智能体
- (2) 理性智能体

三、五种Agent之间的差异分析。

