

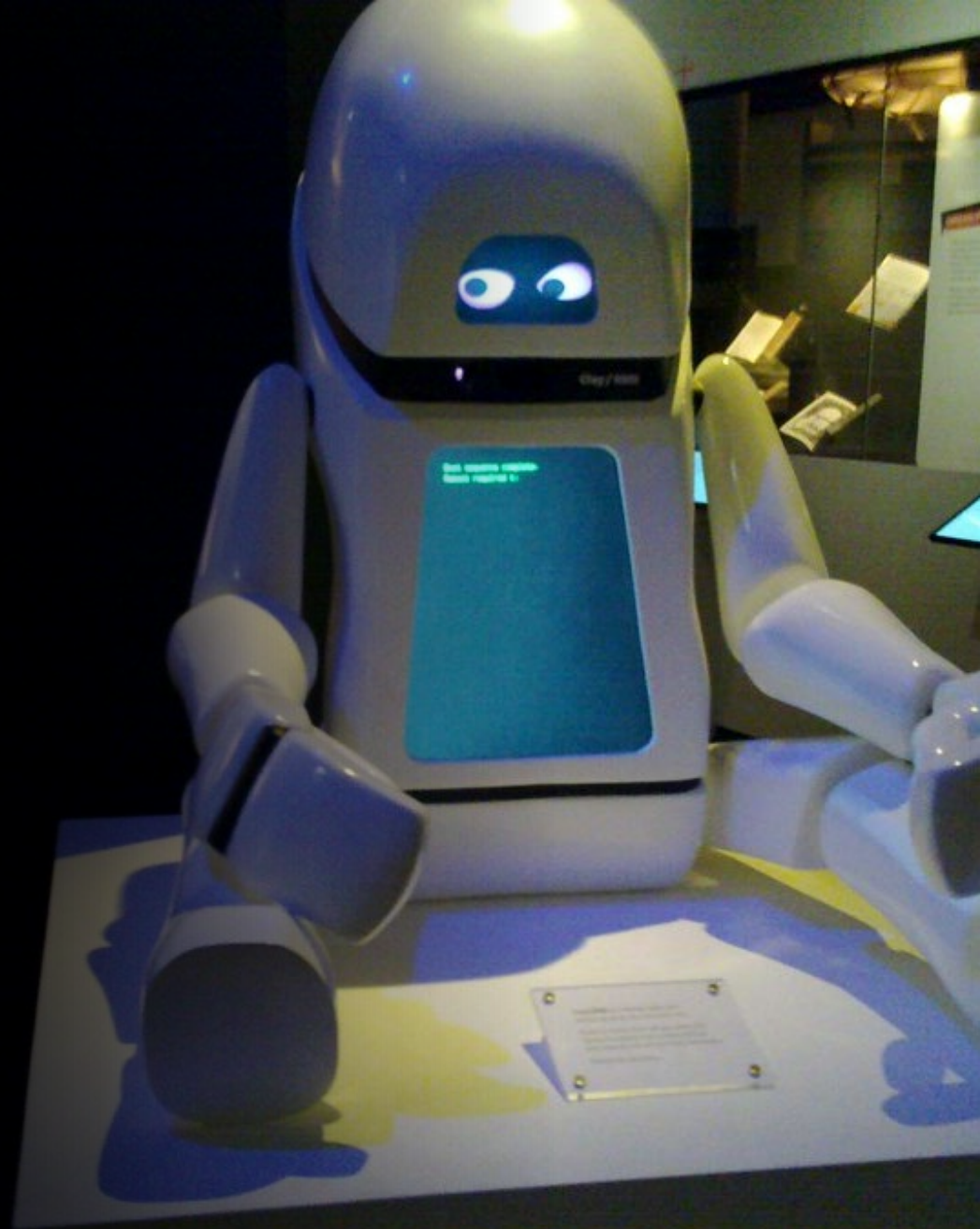
# Discussion

CS 5/7320  
Artificial  
Intelligence

Intelligent Agents  
AIMA Chapter 2

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Slides by Michael Hahsler  
with figures from the AIMA textbook.



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Image: "Robot at the British Library Science Fiction Exhibition"  
by BadgerGravling

# Self-driving Cars

## SAE Automation Levels

- Level 1 - Driver Assistance (“hands on”)
- Level 2 - Partial Automation (“hands off”)
- Level 3 - Conditional Automation
- Level 4 - High Automation
- Level 5 - Full Automation (“steering wheel optional”)

## Components

- Sensing
- Maps
- Path planning
- Controlling the vehicle

## Why is this so hard?





# A Self-Driving Car as a Rational Agents

**Rule:** Pick the action that maximize the expected utility

$$a = \operatorname{argmax}_{a \in A} E(U \mid a)$$

Answer the following questions:

- If we have two cars and one provides more (expected) utility. Which car is rational?
- Can a rational self-driving car be involved in an accident?
- How would a self-driving car explore and learn?
- What does bounded rationality mean for a self-driving car?



# PEAS Description of the Environment of a Self-Driving Car



Complete the PEAS description.

Performance measure	Environment	Actuators	Sensors

# Percepts and States: Self-Driving Car



Describe percepts and states.

**Percepts**

**States**

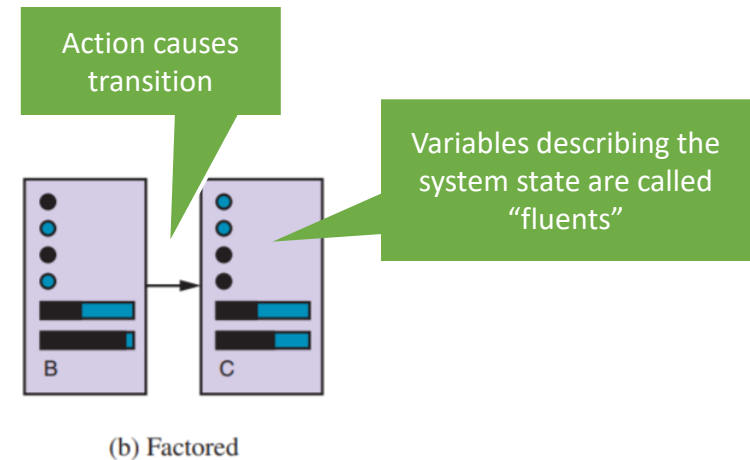


# State Representation: Self-Driving Car

States help to keep track of the environment and the agent in the environment.

Design a structured representation for the state of a self-driving car.

- a) What fluents should it contain?
- b) What actions can cause transitions?
- c) Draw a small transition diagram.





# Environment for a Self-Driving Car

- ☐ **Fully observable:** The agent's sensors always show the whole **state**.

vs.

- ☐ **Partially observable:** The agent only perceives part of the **state** and needs to remember or infer the rest.

## Deterministic:

- ☐ a) **Percepts** are 100% reliable
- ☐ b) Changes in the environment are completely determined by the current **state** of the environment and the agent's **action**.

vs.

## Stochastic:

- ☐ a) **Percepts** are unreliable (noise distribution, sensor failure probability, etc.). This is called a stochastic sensor model.
- ☐ b) The **transition function** is stochastic leading to transition probabilities and a Markov process.

- ☐ **Known:** The agent knows the **transition function**.

vs.

- ☐ **Unknown:** The agent needs to **learn the transition function** by trying actions.



Check what applies and explain what it means for a self-driving car.

# What Type of Intelligent Agent is a Self-Driving Car?



☐ Is it learning?

☐ Utility-based agents

☐ Goal-based agents

☐ Model-based reflex agents

☐ Simple reflex agents

Does it collect utility over time? How would the utility for each state be defined?

Does it have a goal state?

Does it store state information. How would they be defined (atomic/factored)?

Does it use simple rules based on the current percepts?



Check what applies



# Self-driving Cars

## Why is this so hard?

- Self-driving cars operate in a very complicated partially observable, stochastic, and dynamic environment.
- Can only use bounded rationality because of limits with sensors and computational power.
- Require a set of different agents that cooperate.

