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	* Aim: To understand the concept of Agent studying definition of Rational Agent, Age	ut envionment
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	* Theory:- An Artifical Intelligence (AI), system	m is cornposed
	anything that	
	enviornment through sensors and acts upor	that enviorance
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	Human agent: has sensory organi such as	
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	- Acent enverure can be viewed as a combina	won at Agen
9"	anchitecture and Agent program. Agent are	himme relies
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	AT Agent with Enviornment.	

simple Reflex agents choose autions only based on the current

percept only. They are rational any of a correct decision

is made only on the basis of correct percept

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	a sent A yativrel agent
	- An AT agent is referred to as Ruthmal Agent. A rational agent
	always performs night action, where the night action means
The same of the sa	alleng from the agent to be most successful it
-	always performs night albon, where
	given parcept sequence. The problem the agent solver is
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	- Another important place of four environment the agent needs
	properses while anadying
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1.5	and limited number of care
	crearry defined truty of the environment, the inviornment is
	dis conte: attenuise it is continuous
1	Observable or Parkally observable It is possible to determin
	Observable or farkally observable
	the complete state of the enviornment at each time point from
	as presents it is observable notherwise it is only garrally.
3.	cations punamic 2R the enviorament does not change white
	an nature is outing, then it is static; otherwise it is dynamic
Ų	. Reterminitie or Non determinitie It the next state of onen
	viornment is completely determined by the current state or
	the attions of the agent, then the environment.
5.	Episodic or sequential Inon episodic enviornment, each ep
and the second	ade at events consists of the agent percieving and alting
	The quality of its oution depends upon the episode itself
	laintie en inne ent dans anat al arra harrant et anne
	Episodic enviornment are must simpler because the regent
	does not to think ahead.
6.	Accessible or Inquessible It the agent's rensory apprours "
	have alless to the complete state of enviornment, then the
	enviornment is quisble to that agent.

Page No. ; K.G.C.E. Date: Karjat - Raigad * working Autonomous Lunar Pour Deep Blue chew playing computer Eliza the natural language processing by roseph we izen bamy 4. Automatic PortPolio management Sophia is a social lumanuid what descripted bouted company Hanson Robotice 6. Alpha Go is a computer program that ho. It was developed by Alphabet In a Deep Apples virtual cuirtance ciris 3. Endurance: A companion Por Dementio Patients 9. carper: Helping Insomanian get Kng marrel ! huarding the halaxy with cure island coliner Blue Ches playing computer Penformance measure: Din / lose I chart, rapkty of ches, pieces of king piece, noul move, im Gor each more board, cheis pieces , soven upo

Task enviornment: Discrete, Fully Observable

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Page No.: Date: ELIZA My NEP warputer program creased from 1364 to PY/SC 1966 at the mail parking should gence laboratory by Joeph welzenbamm Performance measure: Understanding user, maintaining (in versation anvior noveut: ext input, Risa, rexts, output window. ACTUATORS :- Jests Tak enviornment properties: un knibus, Fully measure hie Jensors: - wer texts inputs static, pereministre soquential, single aigent, heresibie 3. Tophia II a social humanid mobile denotoped by trongkong based company Hanson posoxa tertornance measure: understanding naintaing conversation could apperents, response time primment - Human, abject, ... PITUCULUS: Asms , nouth, legs, speaker Gensors: lyes, cons, mic, andiv sensors Take enviornment properties: continuous, Fully objective Dynamic, Determinitio, sequential, single Agent, Accerible