

Inteligência Artificial e Sistemas Cognitivos  
Instituto Superior de Engenharia de Lisboa

# Arquitetura - Objetivo 3

Docente: Eng.º Luís Morgado

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# Agente

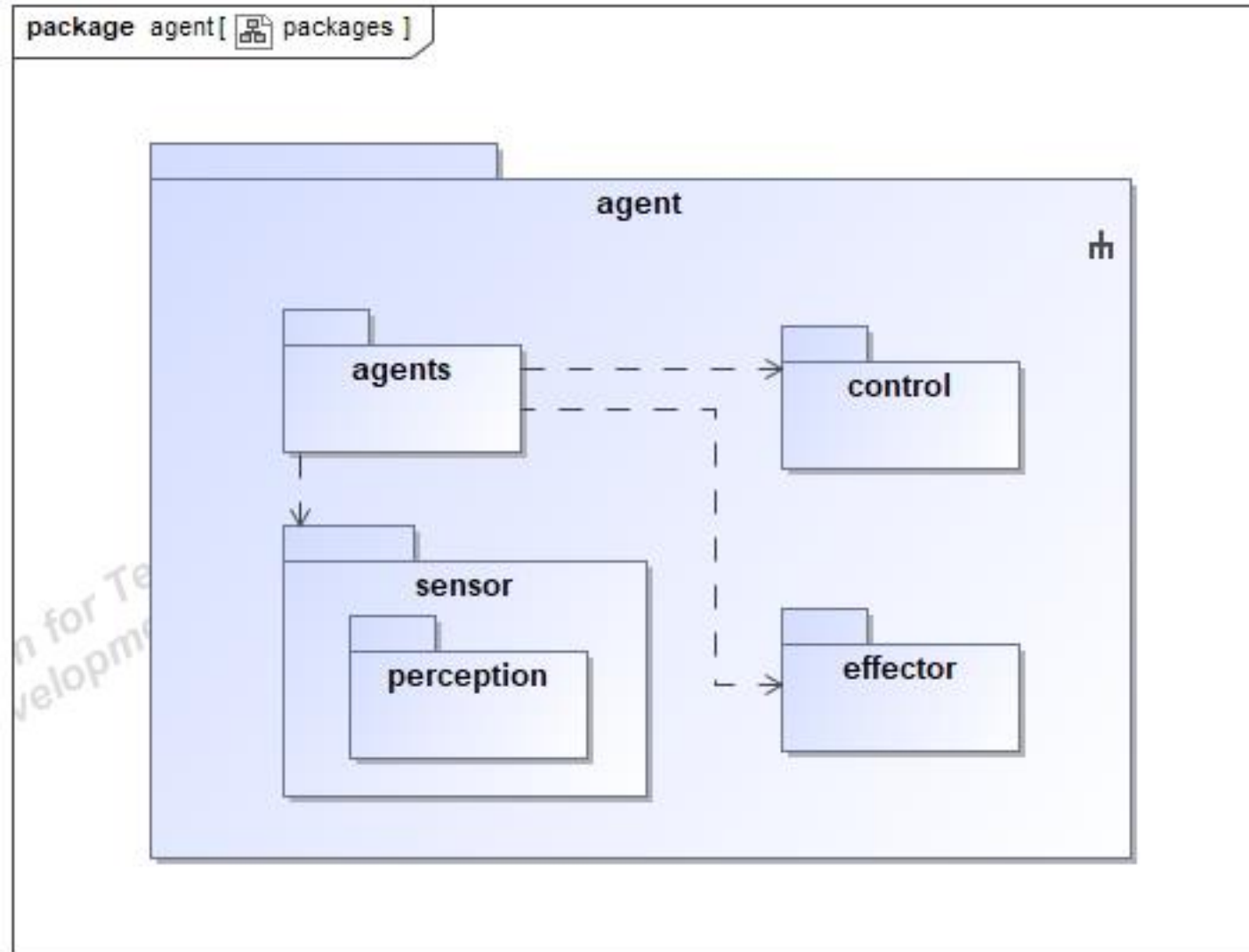


Diagrama de pacotes - Agente

# Implementação do Agente

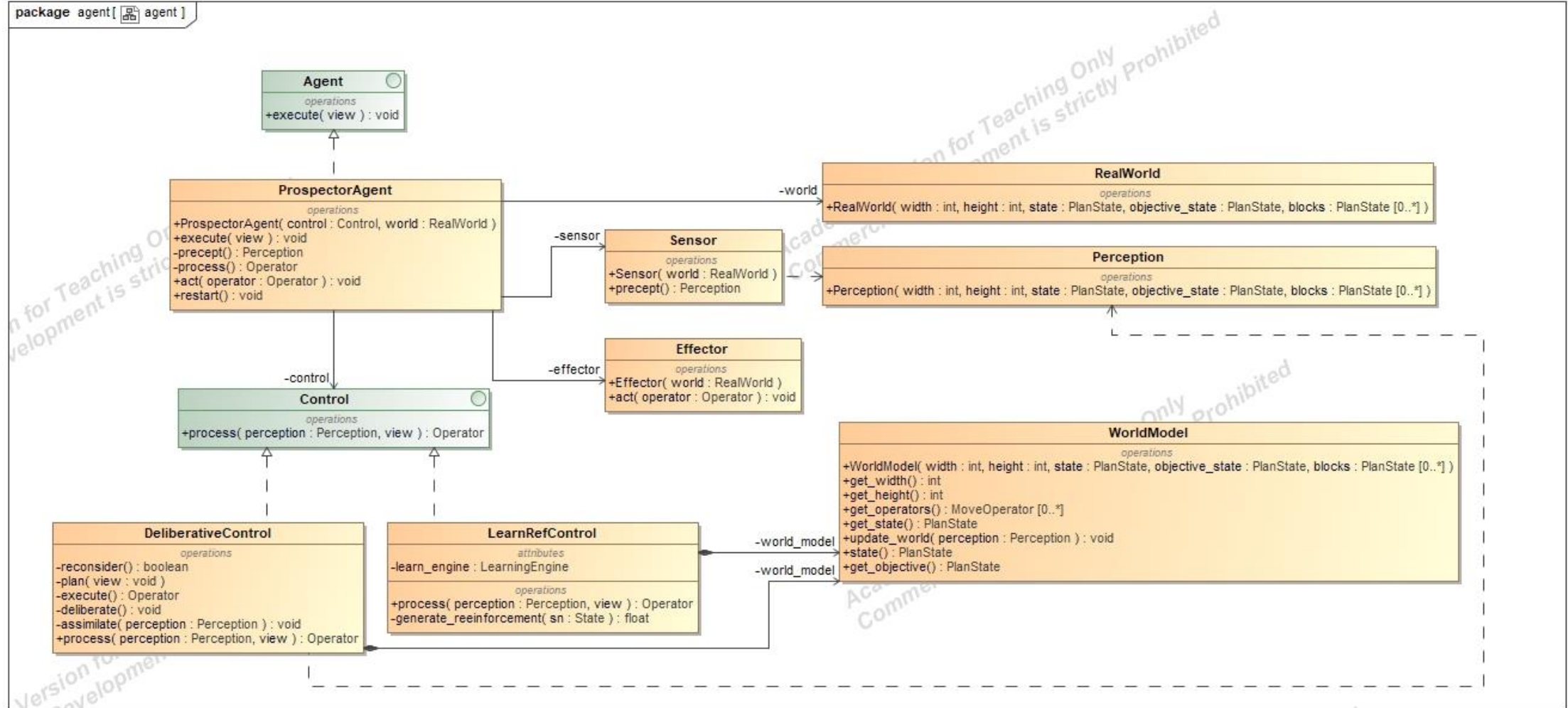


Diagrama de UML - Agente

# Procura em espaços de estados

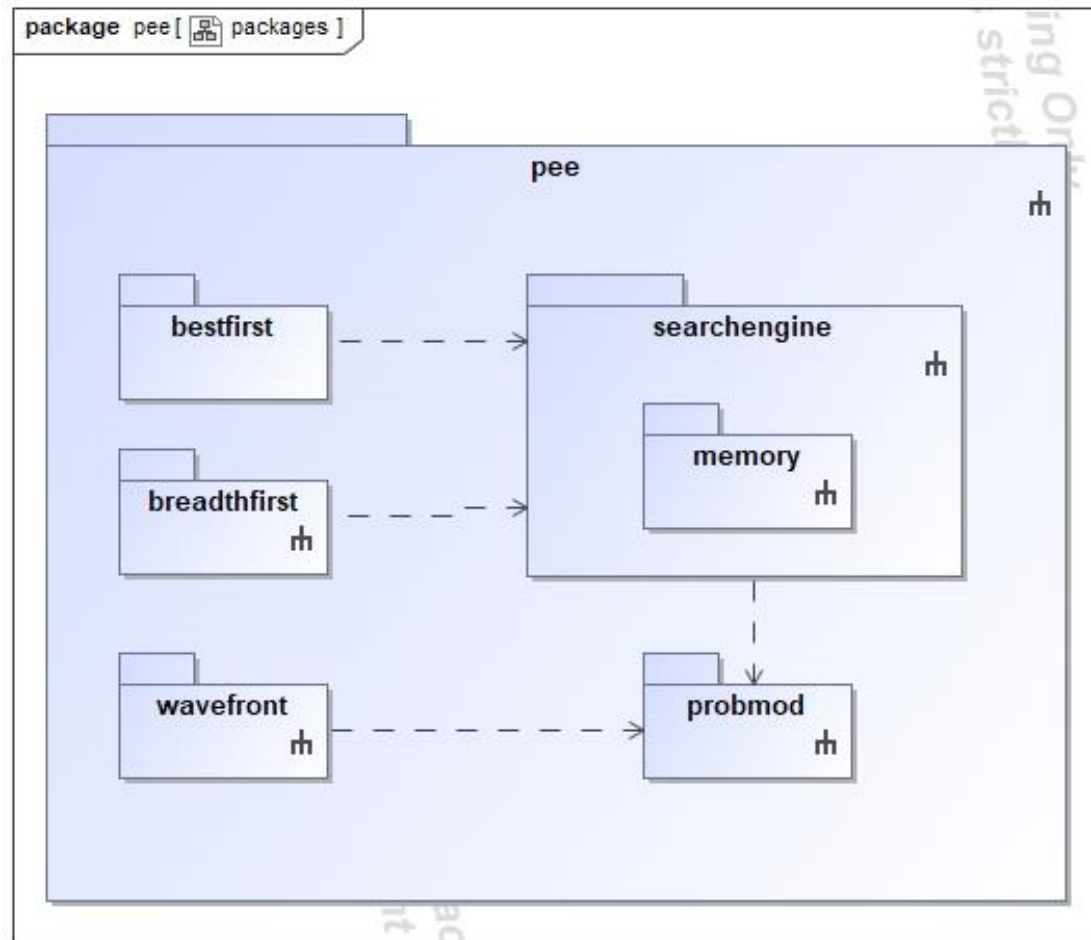


Diagrama de pacotes – Procura em espaço de estados

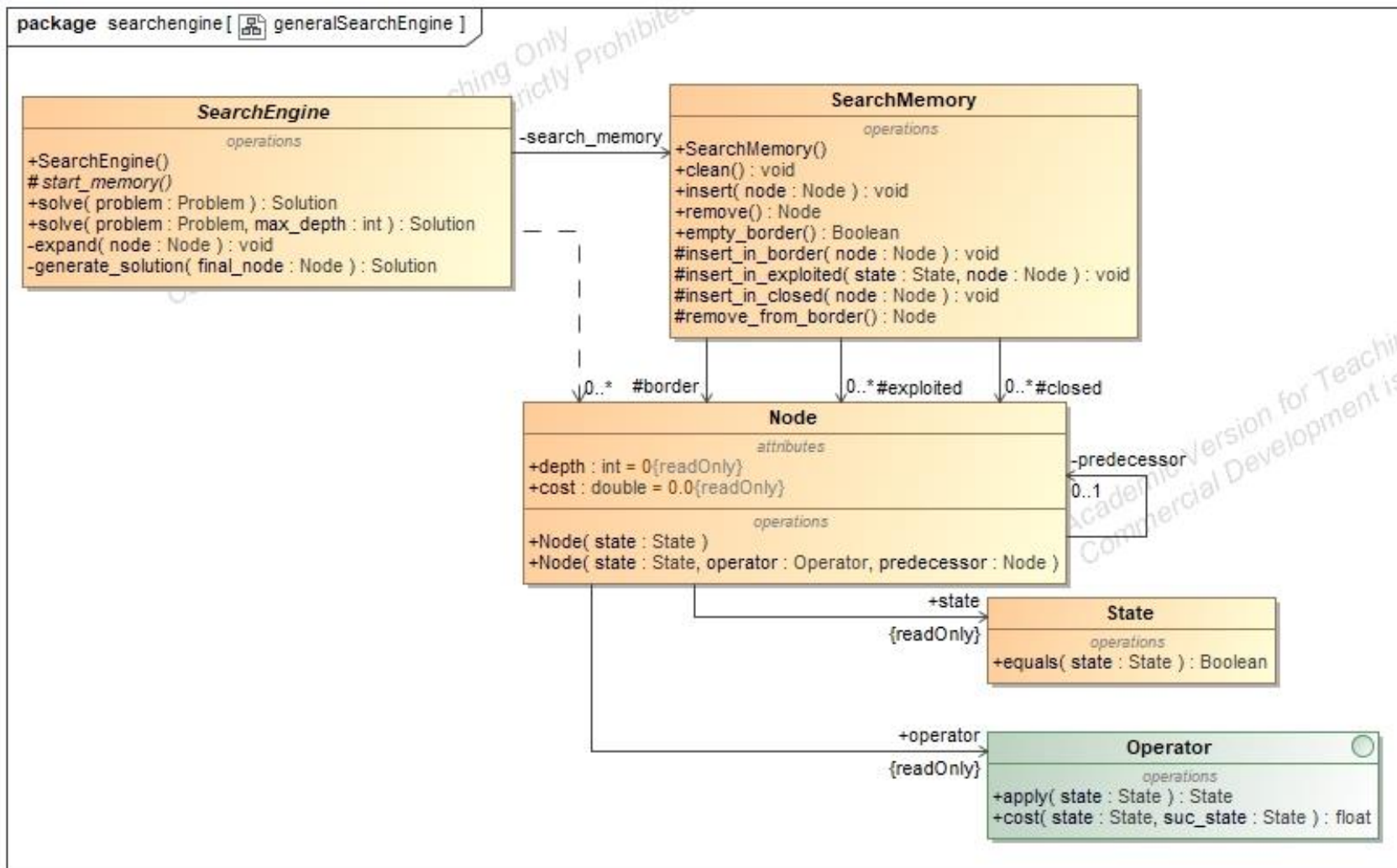


Diagrama UML – Mecanismo de procura

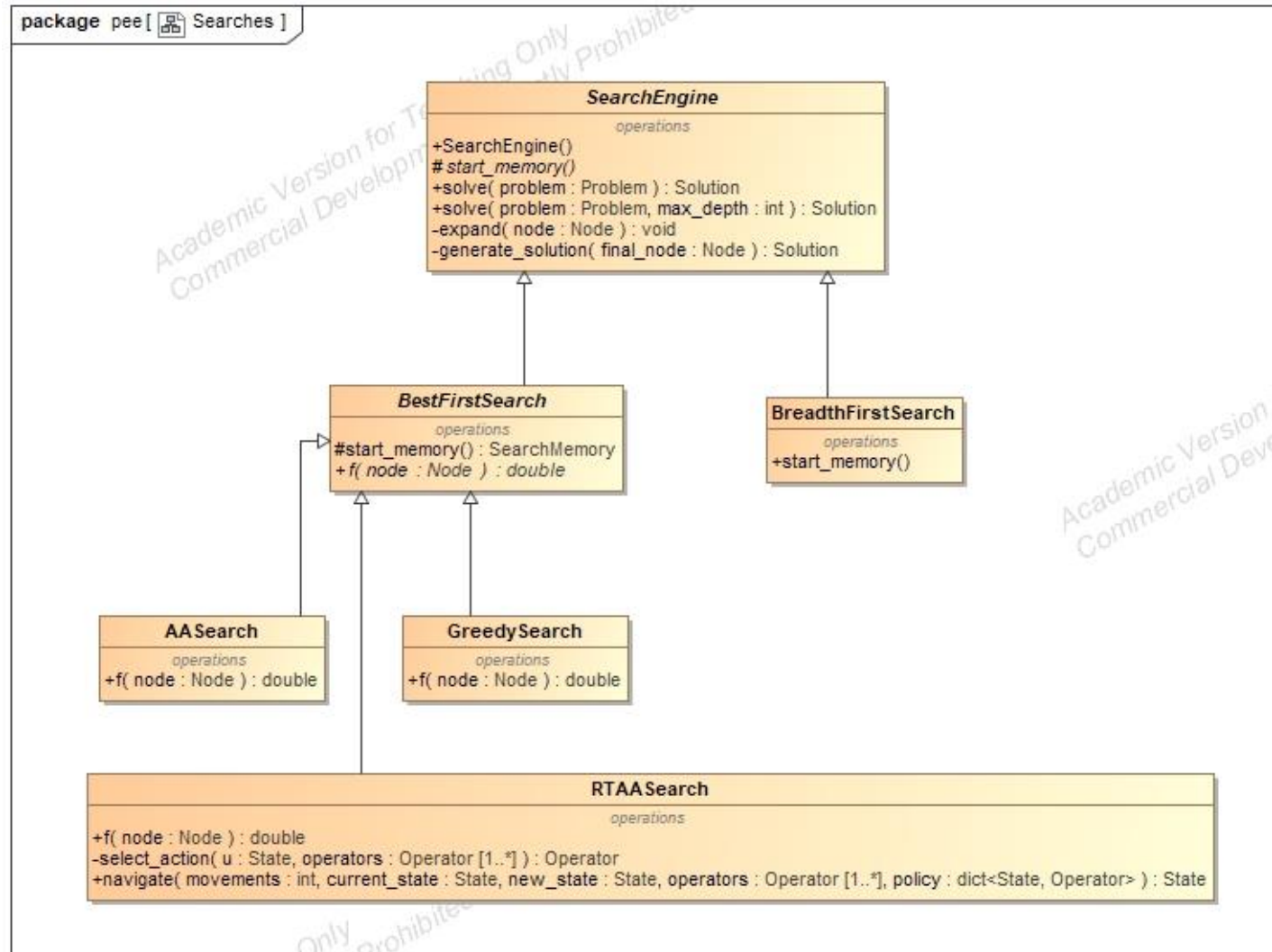


Diagrama de UML – Tipos de procura

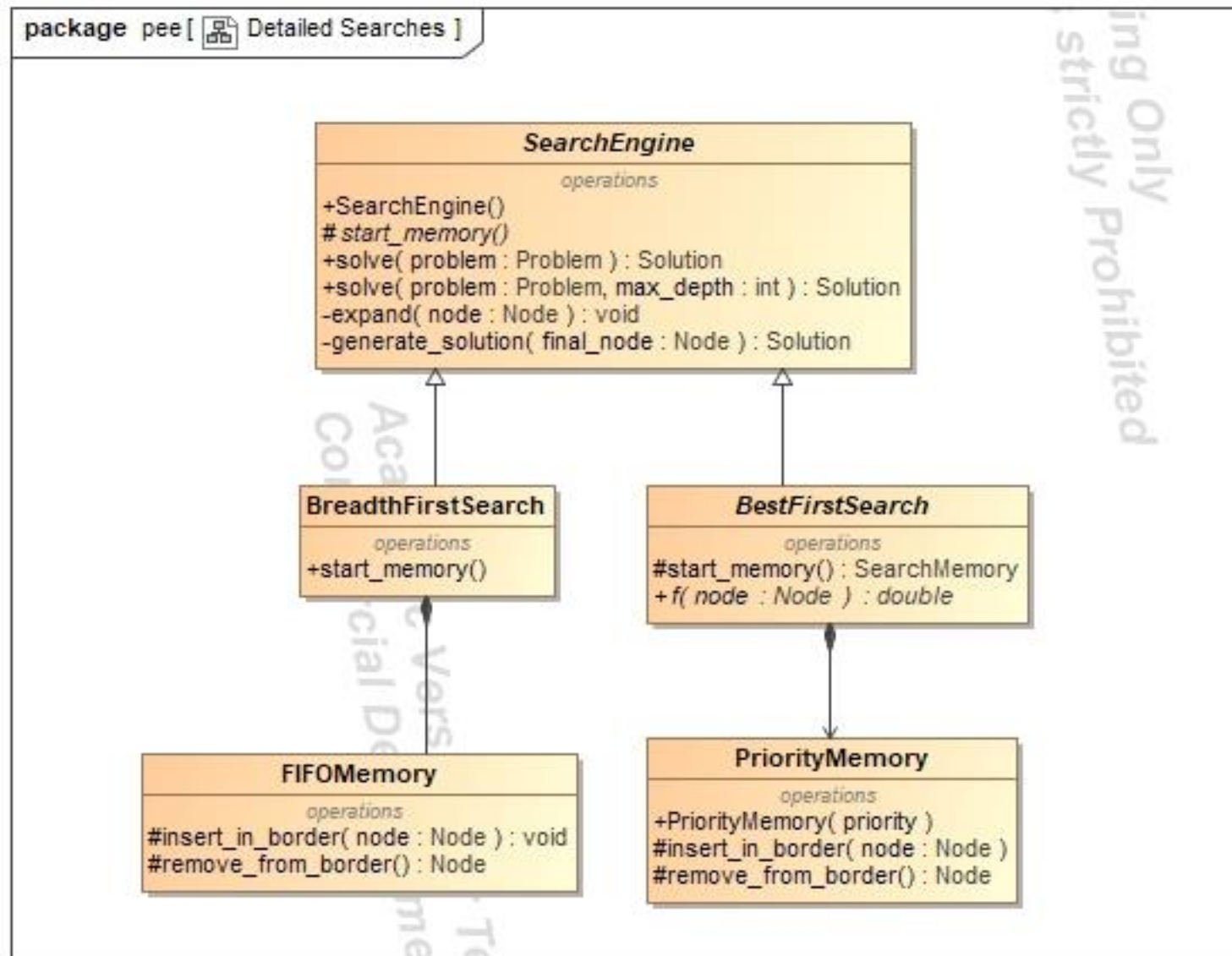


Diagrama de UML – Detalhes de procura



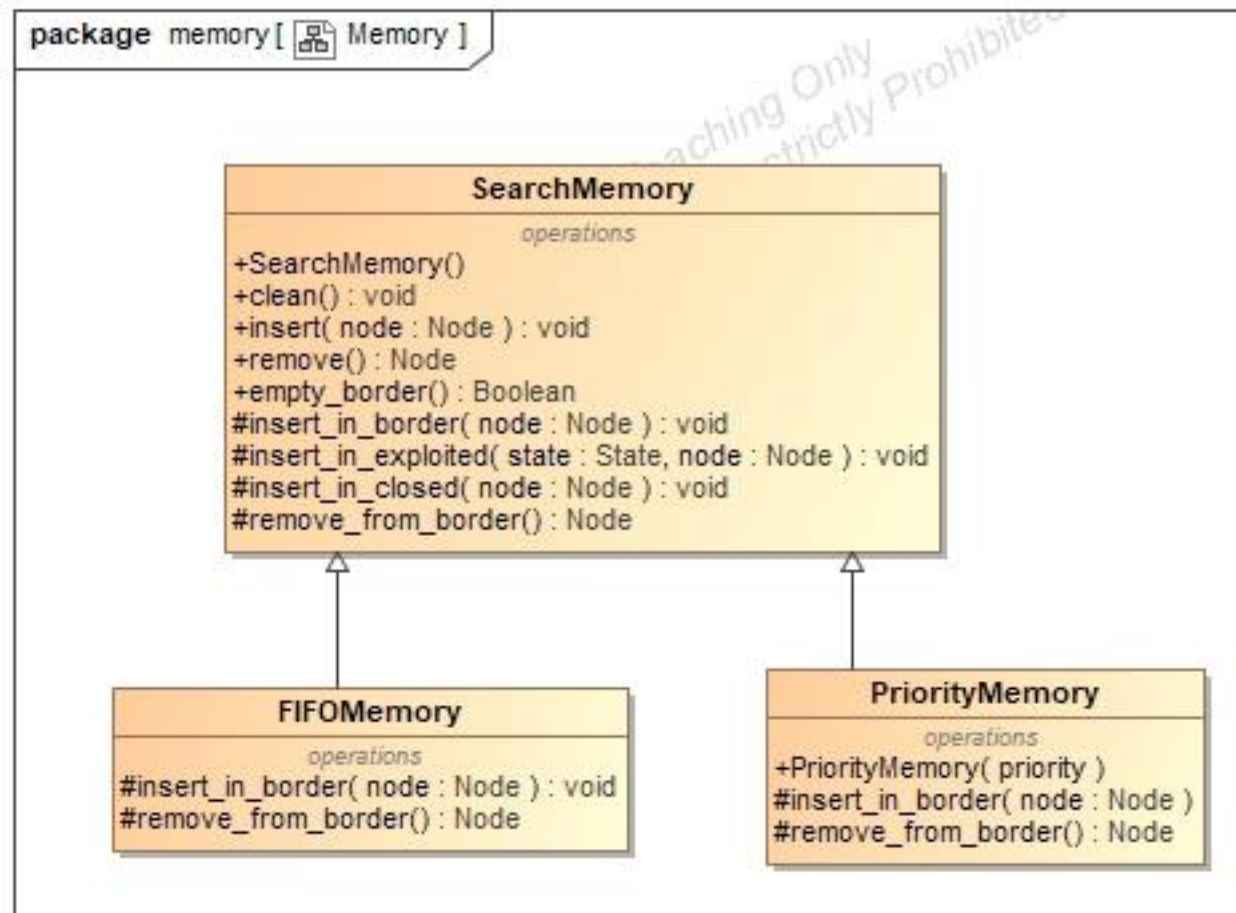


Diagrama UML – Tipos de memória



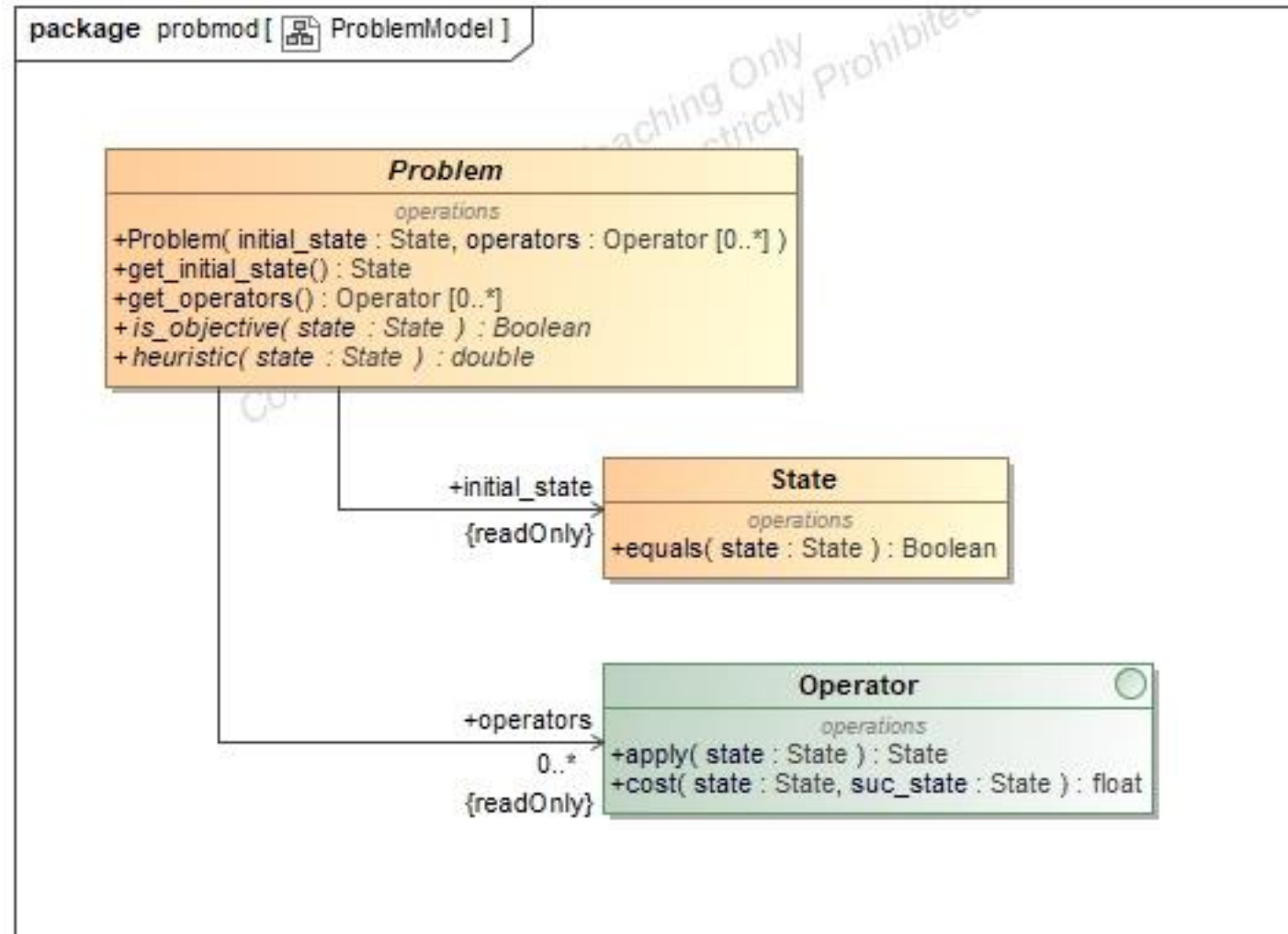


Diagrama de UML – Modelo do problema

# Planeador

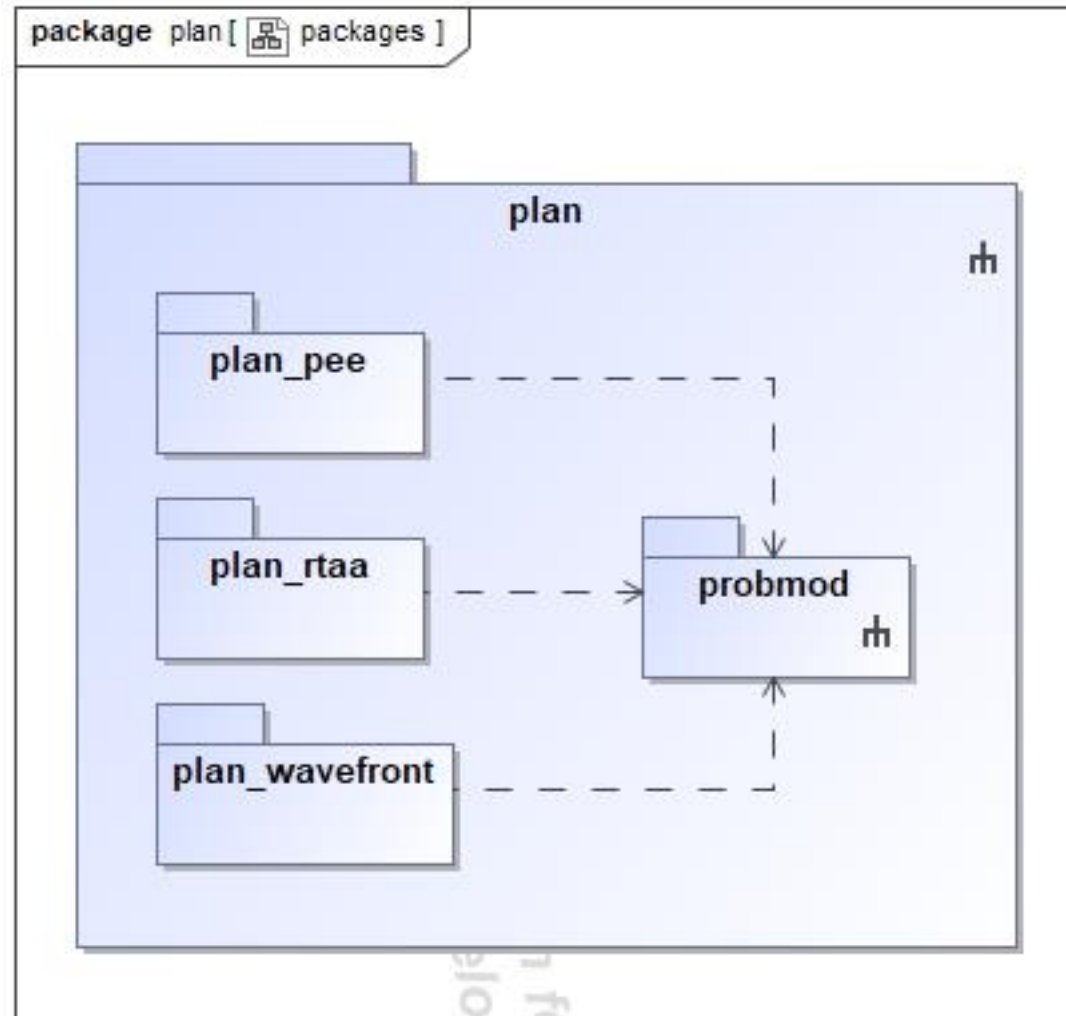


Diagrama de pacotes – Planeador

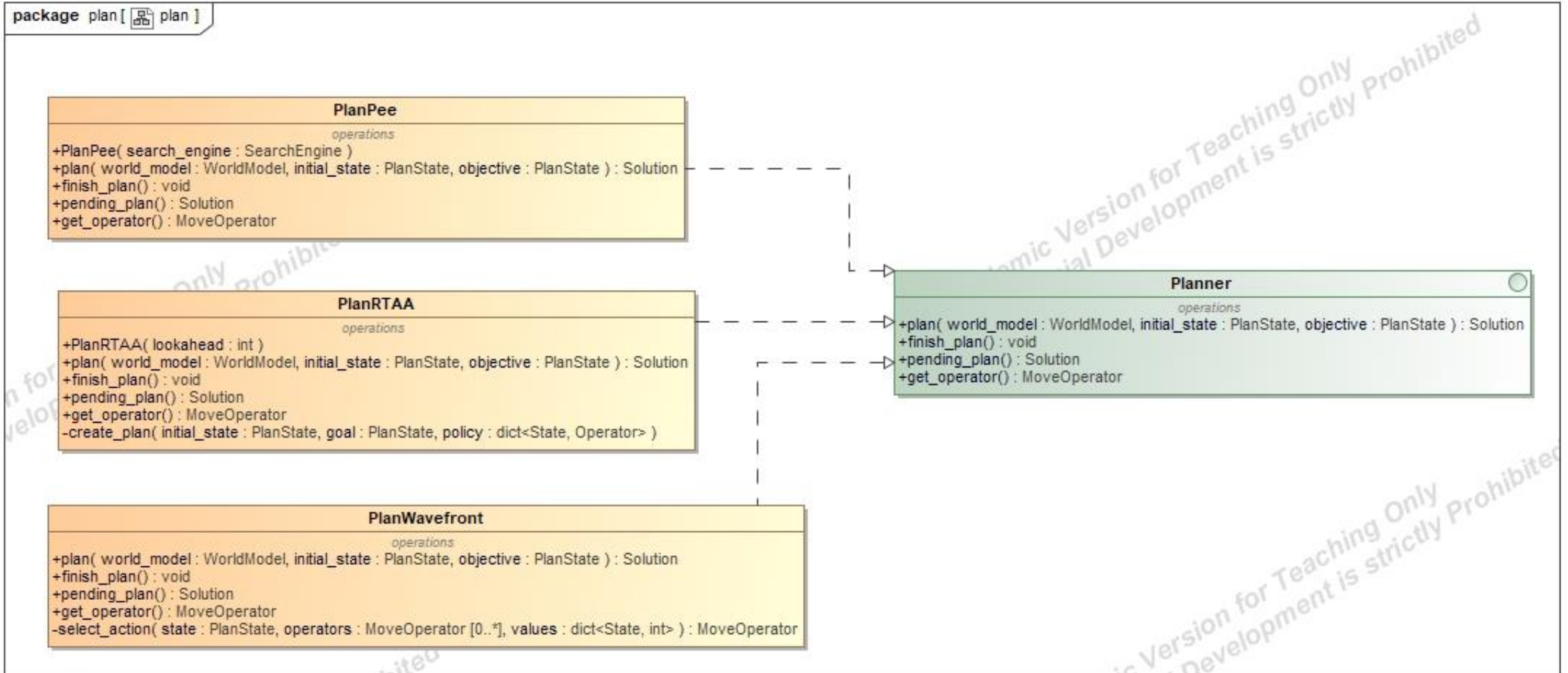


Diagrama de UML – Planeadores implementados

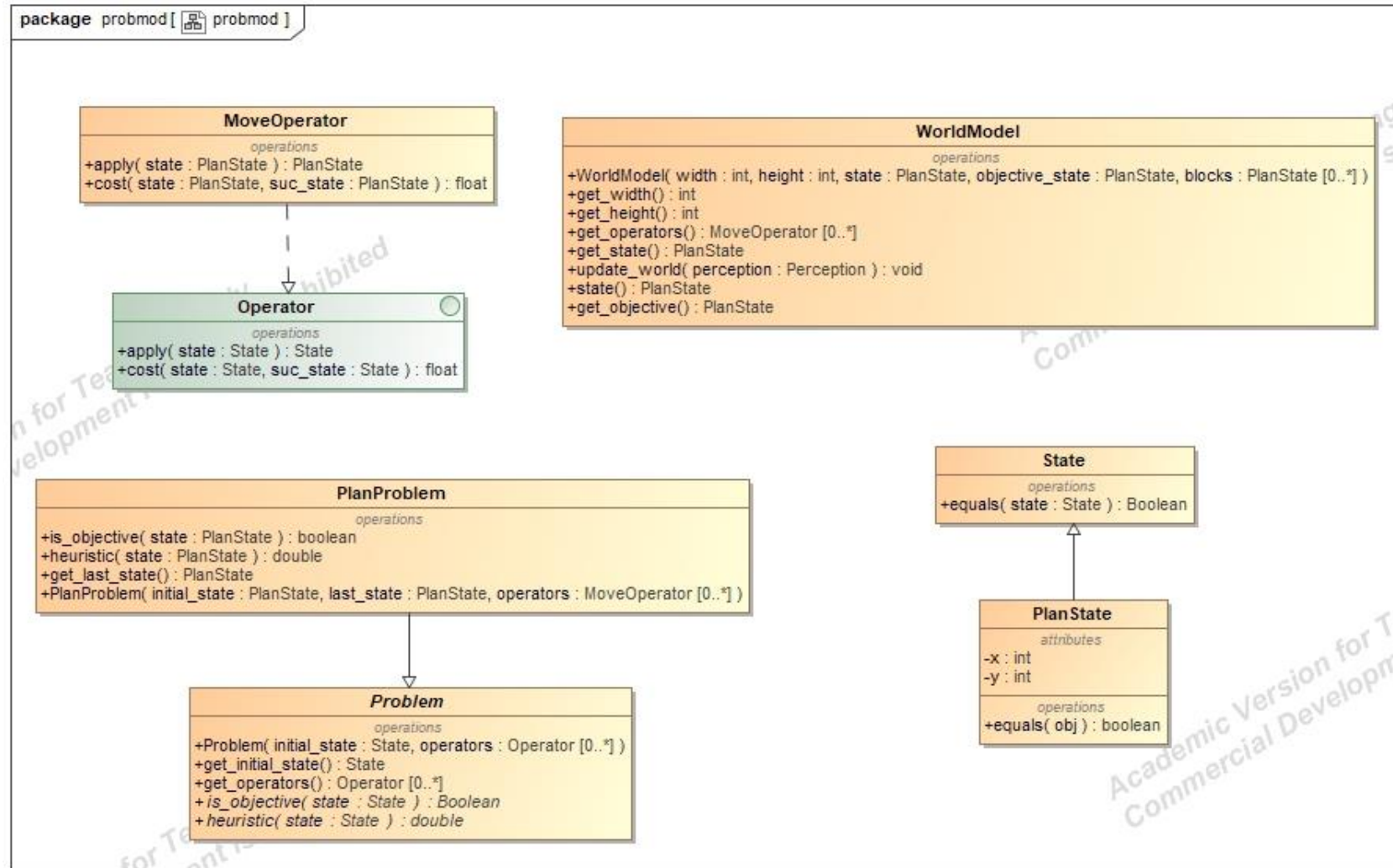


Diagrama de UML – Definição do modelo do problema

# Aprendizagem por reforço

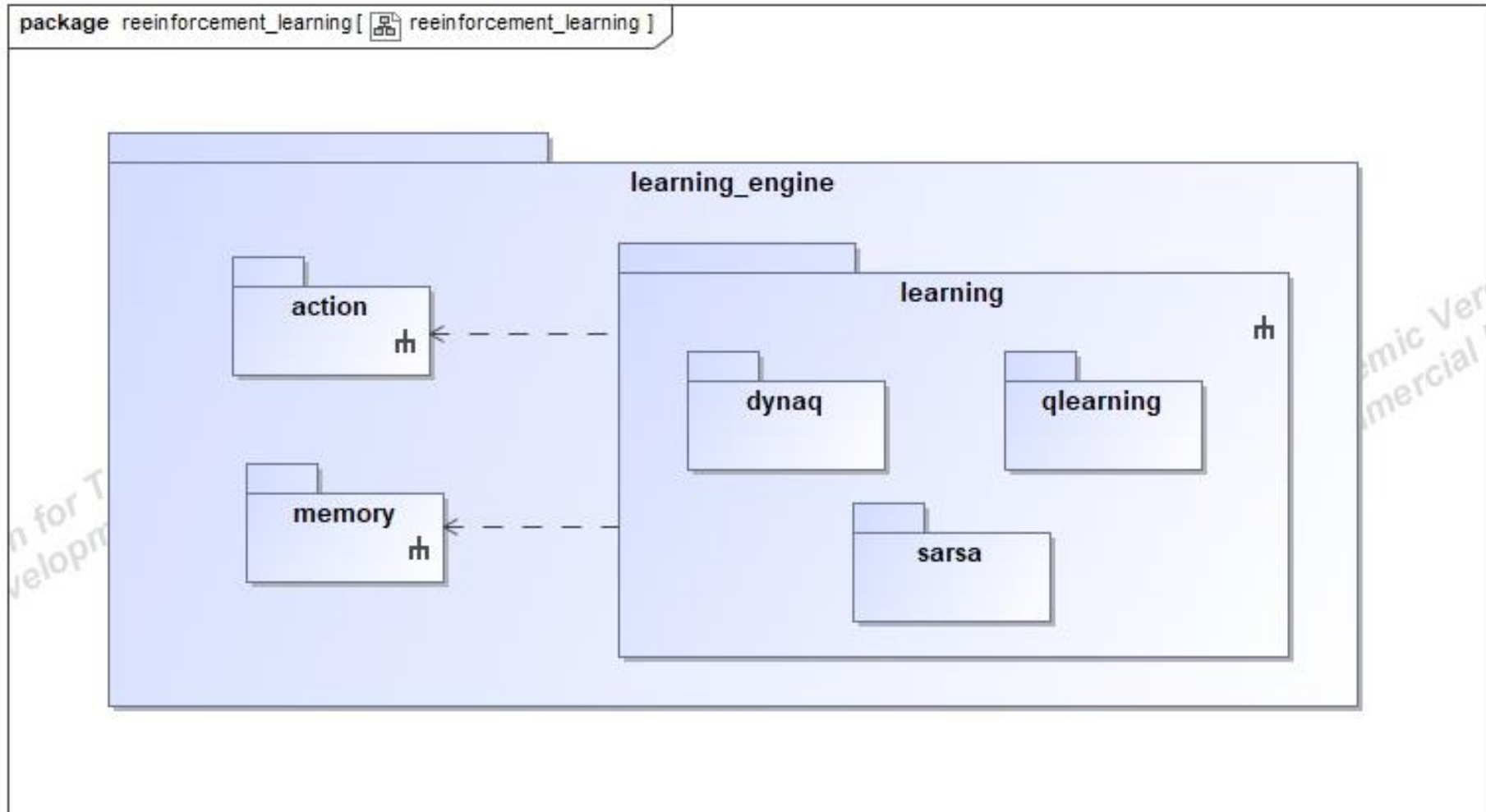


Diagrama de pacotes – Aprendizagem por reforço

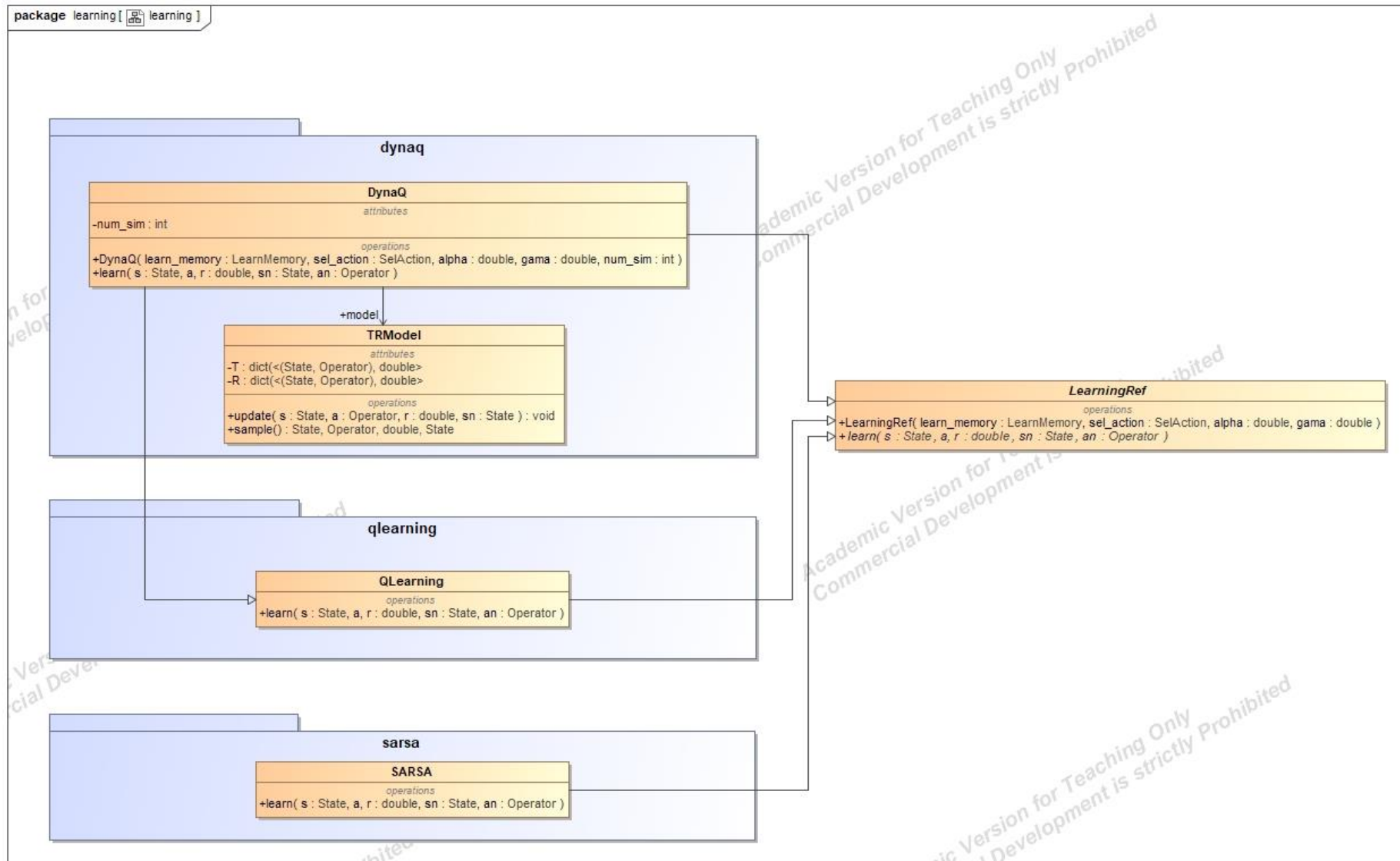


Diagrama de UML – Algoritmos de aprendizagem

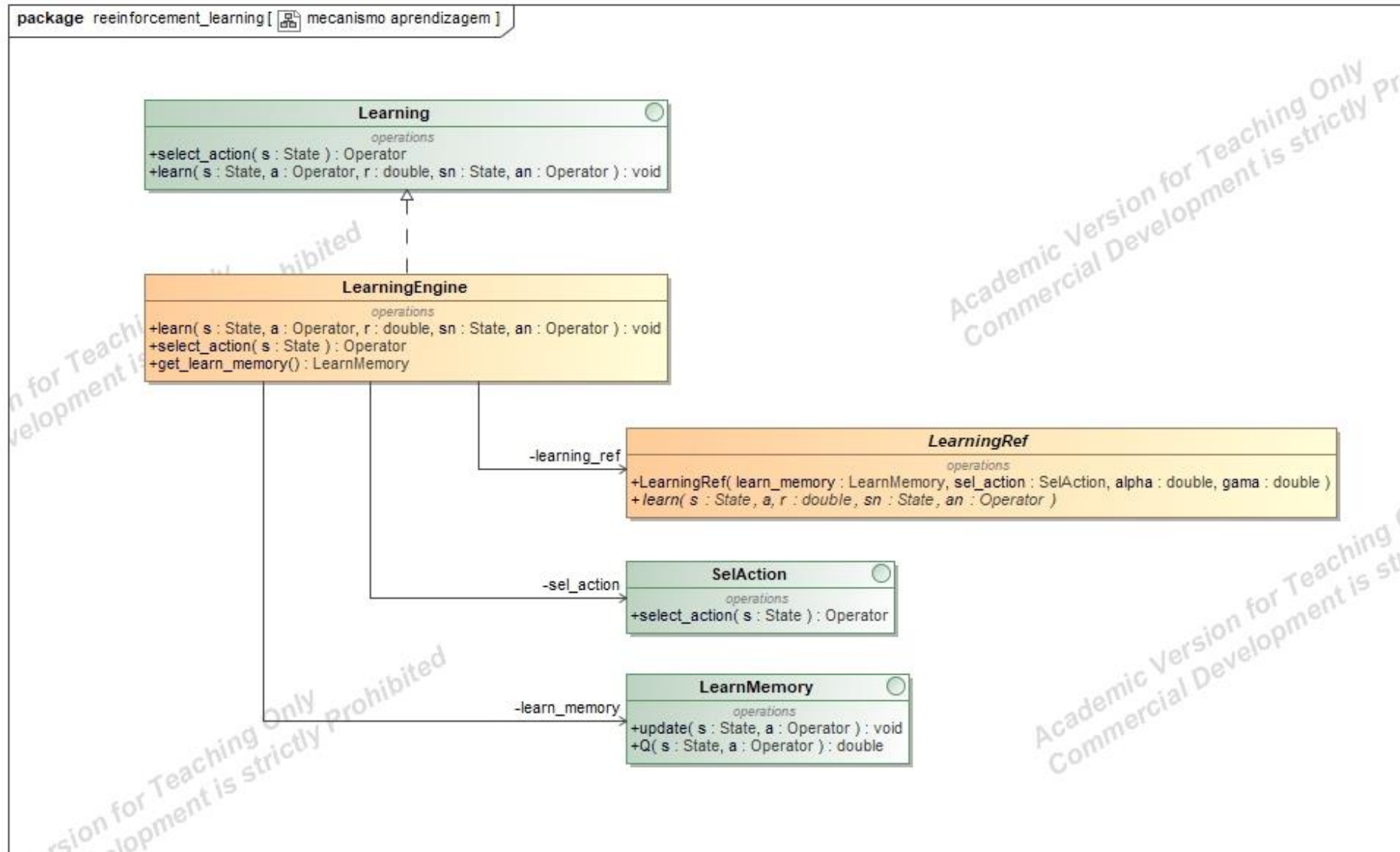


Diagrama de UML – Mecanismo de aprendizagem



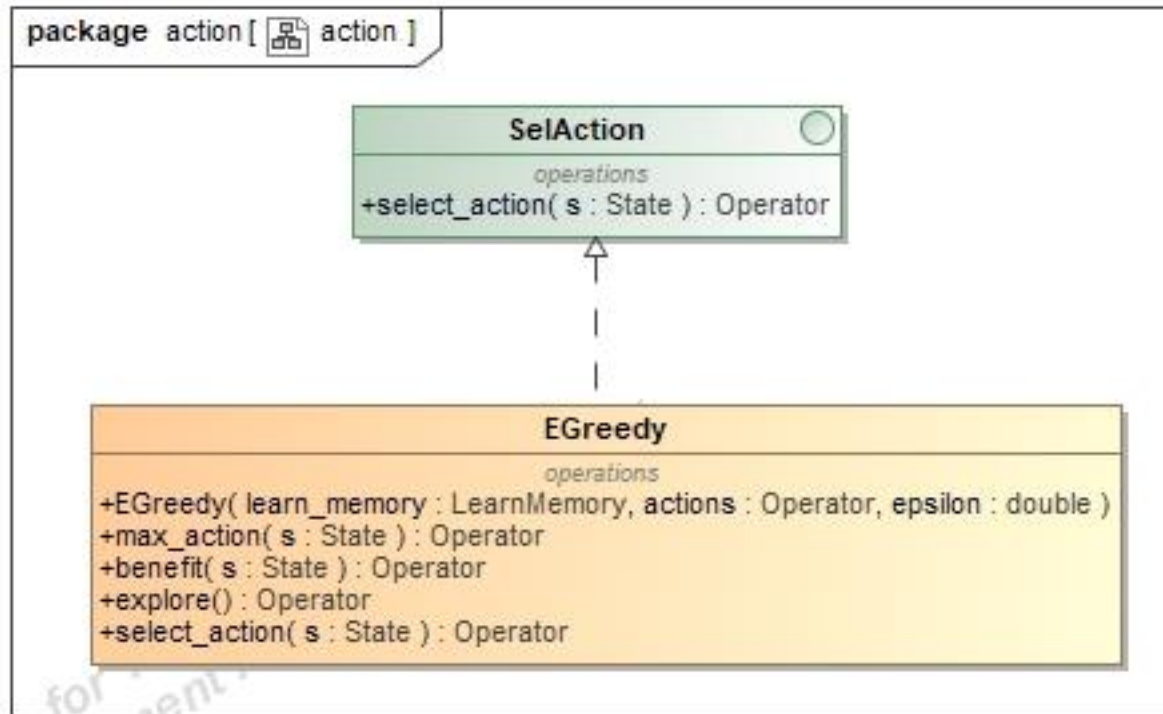


Diagrama de UML – Seleções de ação

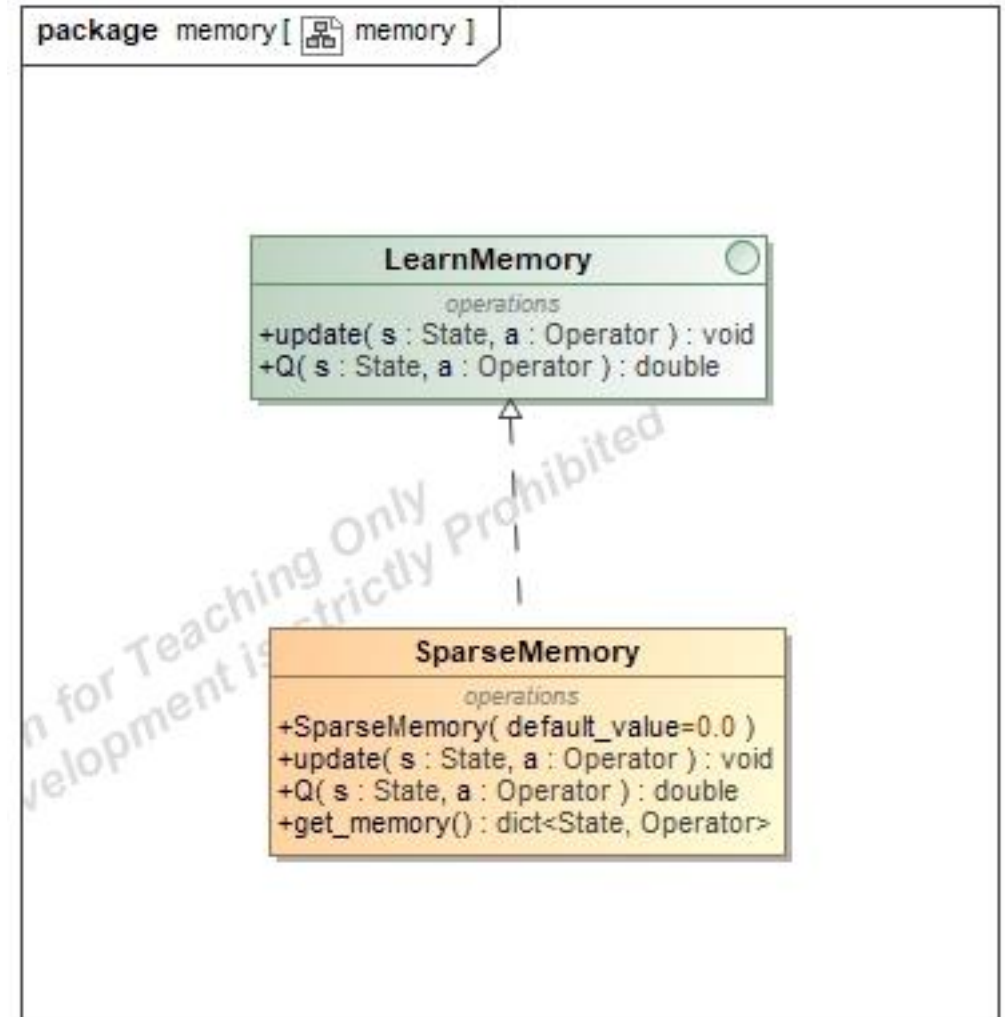


Diagrama de UML – Memória