Agents / Intelligent Agents		
Agent -> sense / Perception -> Action		
(corrent + History)		actuator
	P	-) Performance
Goals of Agents.	E	-> Environment
	A	-> Actions
Optimized Result	5	> sensors
Optimized Result	-5	morrous -
Rational Actio	か	agon n
		car
Right		2 ovsed 2 EAS

T. a a d
lypes
i) simple Reflex Agent
ii) model based Reflex
III) Goal-based Agents
iv) Utility based Agents
v) Learning Agents
Instantly a Current History
Simple Reflex Agent
- War backgrow & MISSING Signed ELF
- Act only on The basis
of current perception
-> 9+ follows condition-action rule.
-) Ignore the rest of
percept history
person
-> Bossed on 17-Then Rules
Dased on 17- men paces
> Environment it ald to
JEnvironment should be fully observable
- fully observable
Tenvironment. Juin-on AC
- Emilizonment. Then
101.01.01
1/4/2 in 6 20 1/3 1/3
percept (sense)
V II-Then
Current Situation If-Then
Action

what my actions (9 c/ we silvention 12 we be

· Loft Goal B

GPS -> Multiple routes -62m11Alternatives & Agout 1 che (Mais jour In) Utility - based Agants -> Focus on Utility not goal - Utility Function - Deals with happy and uhappy state. State F --- Sensors E What The world you the is like now world evolves what it will R What my actions be 17 9 do action A Ν M How happy 9 will be in Utility such a state What actions Tailuators 9 should take By why future win bush is 1 & 1 Pontially Obserable

- in wine

Learning Agents

A learn from past experiences -> start to ail with basic knowledge and then be able to ail by adaptive learning.

Components:

learning Element

From environment

-) Citric

-) Cheek agent working and give feedback

Problem generalor

+ Suggest The tasks to taken and gain

information

performance Element

-> select The actions to perform

Le li de de working & Dist CITRIC

NO Date Agent perception Sensore E N 1 CITRIC R Per formance Feedback 0 knowledge N Learning M Elemen E N Leaning Goals T Effectors problem action Generator