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| **function** GOAL-BASED-AGENT(percept) **returns** an action  **persistent**: state, the agent’s current conception of the world state goal, a description of what the agent would like to achieve rules, a set of condition-action rules action, the most recent action, initially none  state ← UPDATE-STATE (state, action, percept, goal)  rule ← RULE-MATCH (state, rules, goal)  action ← rule.ACTION  **return** action |

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| **function** UTILITY-BASED-AGENT(percept) **returns** an action  **persistent**: state, the agent’s current conception of the world state possible states, possible states that may maximize happiness rules, a set of condition-action rules action, the most recent action, initially none  state ← UPDATE-STATE (state, action, percept, possible states)  rule ← RULE-MATCH (state, rules, possible states)  action ← rule.ACTION  **return** action |