9559 JOEL NAZARETH AT Assignment decisione that marximize its expected utility or achieve its goods given the available in information and 2) Rationality is about moting the best possible decision are not ways perfect 3) Rotionality relates to the behavior of agents in the environment by quiding them to select ordions that load to desirable outcomes organis 4) An agent is considered internal if it consistends chooses orations that are expected to miscimize its utility or achieve its objectives 5) bocamples - A chess - playing agent A reational chass playing agent would choose moves that are expected to lead to victory or at least airoud defaut It evaluates potential moves based on its understanding of the game state and selects the one

- And), The ration of environments in which intelligent agents of revolution in is driverse and can very greatly depending on factors such as complexity, dynamics, observability determinicism and episodicity.
- Complexity environments con trange from swiftle, deter ministure environments with a few states and arctions to complex stochastic environments with countries possible states and actions
- 2) Dynamics invoconments may be static , where the agents actions do not change the state or dynamic, where the environment evolves even without the organis intervention
- 3) Observability: knivoronments can be fully observable where the agent has access to complete information about the current state or fractively observable where the agent has limited or incomplete information.
- a) Determinism enivorament nay be determinated, where the outcome of an action is fully determined by covered state and the action tokes or slochastic where theres is encontainty in outcome.

AN3) Intelligent orgents in artificial intelligence lypically consist of fur main components Perception = This component involves sering the environment to gother information Its about an agent perceive its swirpundings 2) Reasoning - Agents use reasoning mechanism have gathered this wirder processing and the data to come up with solution 3) Actuation - Once a decision act upon it. Actuatory are mechanisms through which the agent interests with environment to carrie if to knowledge: Agents posess knowledge or information environment, themselve and the tasks they not to perform. This to knowledge can be pre-def loavined or intered from hast experience 5) fearing - Intelligent agents carringpoore their for owners over time through leaving mechanisms. This or optionise retrainer based on feedback dryfer of intelligent age

Types of intelligent argents include (4)

- I simple reflex agents: These agents take actions trassed solely on a current percept without considering the thestory of fast percepts. An example is a thermostat that adjusts the temperature based on current resolving.
- 2) Model Based treflex A girls other mountain an internal as model of an environment and use it to make decision for example, a vacuum clearing robot that uses a map of moon to decide where to clear react.
- 3) Goal Based Agents: These agents have goods or dysolves that they own to achieve and take actions to move towards these goals. A example is a delivery drine that navigates to deliver packages to expectic locations

problem. solving ogents. solving agents operate independently making taking actions to orchieve desired These agents are designed to efficiently explore solutions. 3) Porollen-solving opents can adapt to changes Their environment or problem domain adjusting strategies to accompate new information constaints. in other can handle a wide range of problem types are complexities from simple fuzzeles to comp 2 conarias 2) Formulation of broblems 1) Peroblem formulation involves abstracting road scenarios vito a formal representation understood and processed by problem - solving agents leitreses estato tat pour o in a lorge that captures essential elements such as initial states goal states action Constraints