

## Week 0

### What is AI, Intelligent Agents

**Preliminary:** Introductory Lecture

#### Workshop

#### What is AI

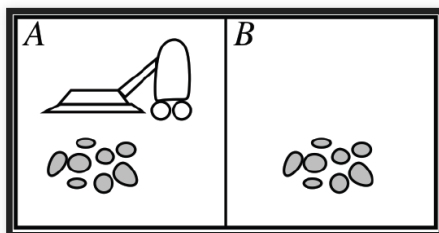
- 1) Study what the “Turing Test” is.
- 2) Study then summarize each of the following definitions.
  - a. Acting humanly
  - b. Thinking humanly (cognitive model)
  - c. Thinking rationally (the laws of thought)
  - d. Acting rationally (the rational agent)

#### 3) Rationality

To design a rational agent, we must specify the *task environment*, which consists of the following four things:

- Performance measure : the agent’s criterion for success
- Environment : the outside world interacting with the agent
- Actuators : how the agent controls its actions
- Sensors : how the agent perceives the outside world

Consider a VACUUM-CLEANER AGENT.



**Percepts:** location and contents, e.g. (A, Dirty)

**Actions:** Left, Right, Suck, NoOp

- a) Define a *performance measure*.
- b) Bear in mind that rational  $\neq$  successful, write a simple program for the VACUUM-CLEANER AGENT.

## ENVIRONMENT TYPES: DIMENSIONS OF COMPLEXITY

### ENVIRONMENT TYPES, EXAMPLES

	Chess (w. clock)	Poker	Driving	Image recognition
Observable?	<i>fully</i>	<i>partially</i>	<i>partially</i>	<i>fully</i>
Deterministic?	<i>determ.</i>	<i>stochastic</i>	<i>stochastic</i>	<i>determ.</i>
Episodic?	<i>sequential</i>	<i>sequential</i>	<i>sequential</i>	<i>episodic</i>
Static?	<i>semidyn.</i>	<i>static</i>	<i>dynamic</i>	<i>static</i>
Discrete?	<i>discrete</i>	<i>discrete</i>	<i>continuous</i>	<i>disc./cont.</i>
N:o agents	<i>multiple (compet.)</i>	<i>multiple (compet.)</i>	<i>multiple (cooper.)</i>	<i>single</i>

The real world is (of course):

*partially observable, stochastic, sequential, dynamic, continuous, multi-agent*

- 4) Study and discuss to understand every term in the above table.

## TYPES OF AGENTS

### TYPES OF AGENTS

Simple reflex agent	selects actions based on <i>current percept</i> — ignores history
Model-based reflex agent	maintains an <i>internal state</i> that depends on the percept history
Goal-based agent	has a <i>goal</i> that describes situations that are desirable
Utility-based agent	has a <i>utility function</i> that measures the performance
Learning agent	any of the above agents can be a learning agent — learning can be <i>online</i> or <i>offline</i>

- 5) Study and discuss to understand and distinguish each type of agent and what are required in order to develop each of them.