

Name: \_\_\_\_\_ Class & Div. : \_\_\_\_\_ Page No.: \_\_\_\_\_

Subject: \_\_\_\_\_ Topic: \_\_\_\_\_ Date: \_\_\_\_\_

## TUTORIAL 3- DESIGN OF INTELLIGENT AGENT

NAME :- FAISAL H KHAN

CLASS :- B.E. IT.

ROLL NO :- 28

SUBJECT :- IS LAB

DOP

DOL

MARKS

STUN

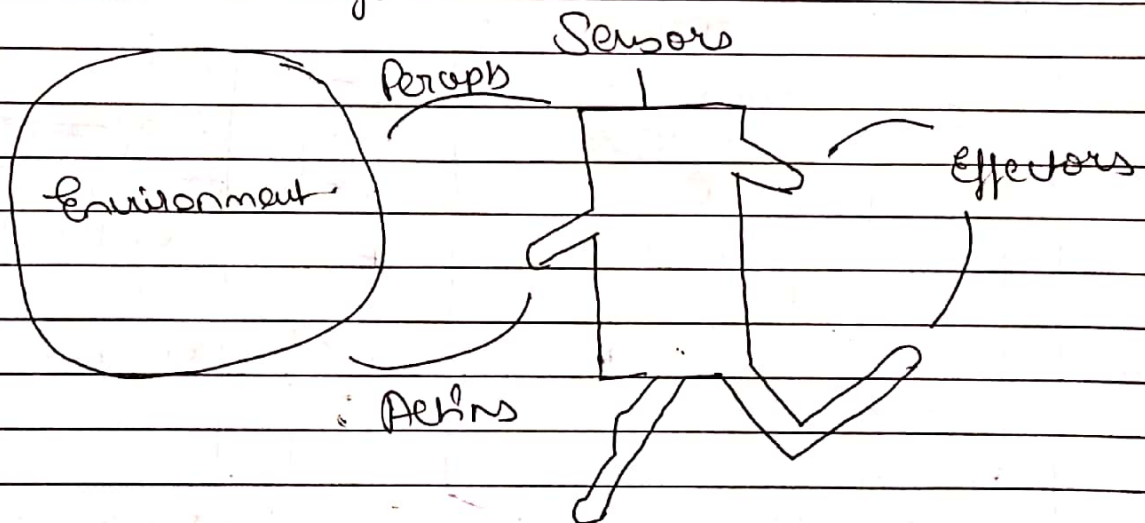
Name: \_\_\_\_\_ Class & Div.: \_\_\_\_\_ Page No.: \_\_\_\_\_

Subject: \_\_\_\_\_ Topic: \_\_\_\_\_ Date: \_\_\_\_\_

## Tutorial :- Design of Intelligent Agent

Aim: To Understand the Concept of Agent abstraction by studying definition of rational Agent, Agent Environment, Task Environment descriptors, Environment types.

Theory An Artificial intelligent (AI) System is composed of an agent and its environment. The agents act in their environment. An agent is anything that can perceive its environment through sensors and acts upon that environment through effectors. This can be clearly understood below figure.



Human agent has sensory organ such as eyes, ears, nose, tongue and skin parallel to the sensors, and other organs such as hands, legs, mouth, for effectors

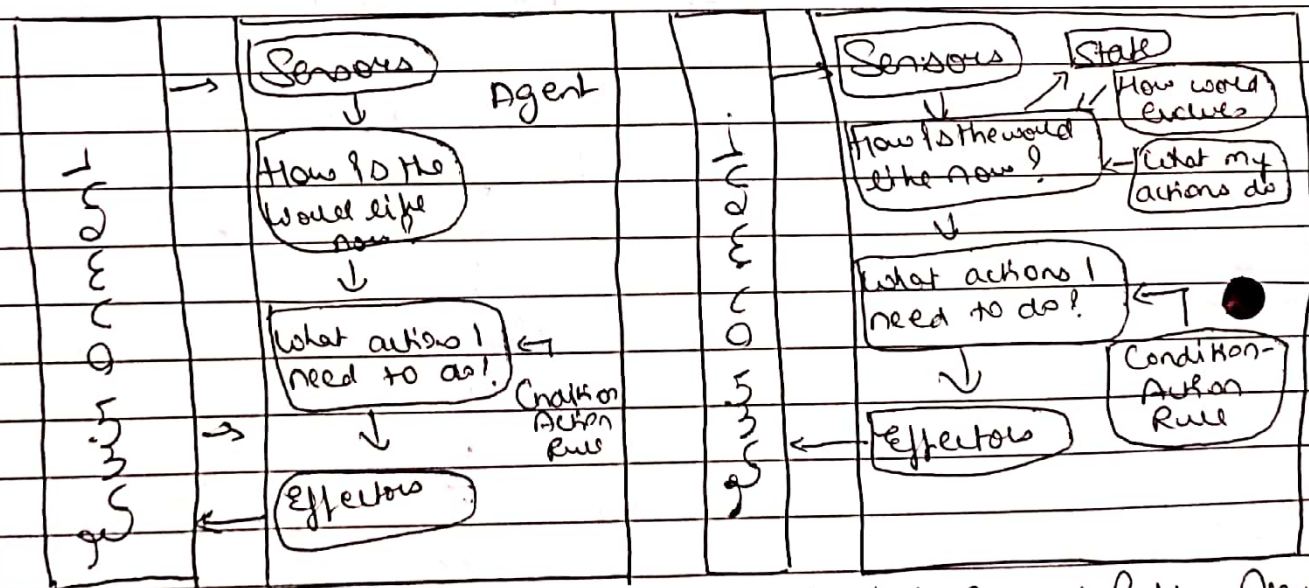
Robotic agent replaces cameras and infrared



range finders for the sensors, and various motors and actuators for effectors.

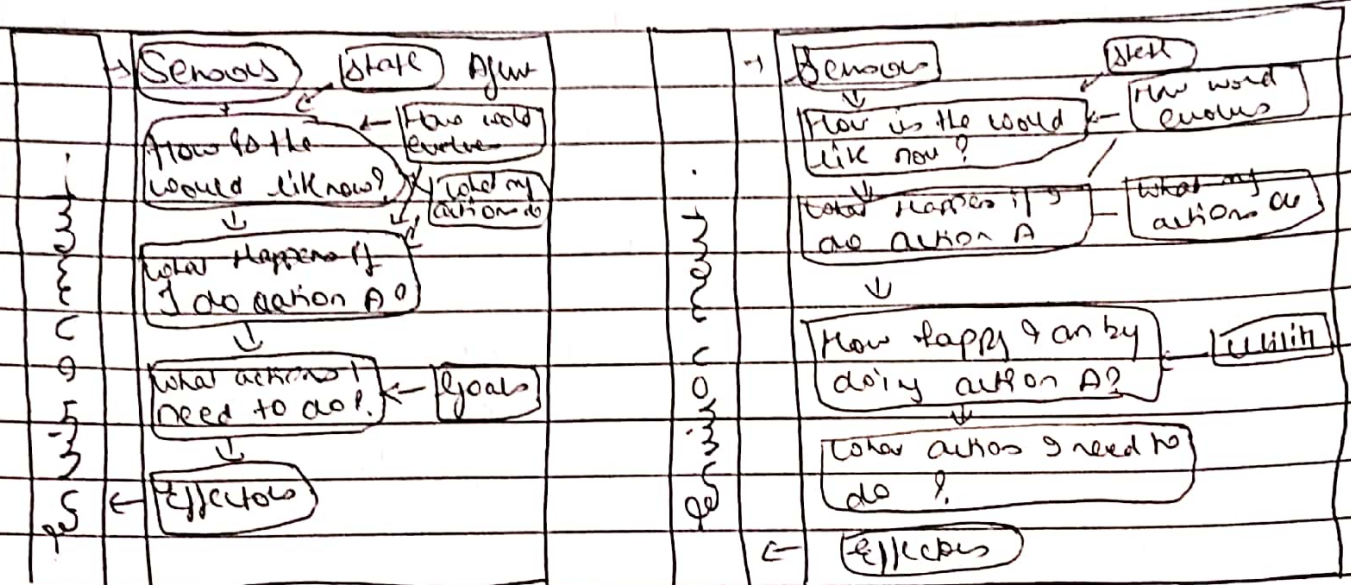
Software agent has encoded bit strings as its programs and actions.

Agent structure can be viewed as a combination of agent architecture and agent program. Agent architecture refers to the machinery that an agent executes on whereas agent program is an implementation of an agent function. Four important types of agent architectures.



### (a) Simple Reflex Agent

(b) Model Based Reflex Agent.



(a) Goal Based Agent

(b) Utility Based Agent

Simple Reflex agent choose actions only based on the current percept only. They are rational only if a correct decision is made only on the basis of current percept. Agent environment for such agents is fully observable. Model Based Reflex agents use a model of the world to choose their actions. They maintain an internal state as a persistent information. Here the model means knowledge about how the things happen in the world that is representation of unobserved aspects of current state depending on percept history. Agent take into account how its actions affect the world. Goal based agents, choose their actions in order to achieve goals. Goal-based approach is more flexible than reflex agent since the knowledge supporting a decision is explicitly modeled, thereby allowing for modifications. Goal is the description of desirable situations. Finally, the



Utility Based agents choose actions based on a preference (Utility) for each state. Goals are inadequate when there are conflicting goals, out of which only few can be achieved, goals have some uncertainty of being achieved and you need to weigh likelihood of success against the importance of a goal. On the other hand utility function objectively map how much being in a particular state is desirable.

An AI agent is referred to as Rational Agent. A rational agent always performs right action, where the right action means the action that causes the agent to be most successful in the given percept sequence. The problem the agent solves is characterized by performance Measure, Environment, Actuators, and Sensors (PEAS). These are collectively referred to as PEAS descriptors for the agent task environment. PEAS descriptors provide important info agent and the task environment it operates in. These insights are very useful in agent design.

Another important piece of information is task environment properties. While analysing task environment the agent architect needs to consider following properties:

➤ Discrete or Continuous - If there are limited



Name: \_\_\_\_\_ Class & Div. : \_\_\_\_\_ Page No.: \_\_\_\_\_

Subject: \_\_\_\_\_ Topic: \_\_\_\_\_ Date: \_\_\_\_\_

number of distinct, clearly defined, states of the environment, the environment is discrete (for example, chess); Otherwise it is continuous (for example automated driving).

2. Observable or Partially Observable If it is possible to determine the complete state of the environment at each time point from the precepts it is observable; otherwise it is only partially observable.

3. Static or Dynamic If the environment does not change while an agent is acting, then it is static; otherwise it is dynamic.

4. Deterministic or Non-deterministic If the next state of the environment is completely determined by the current state and the actions of the agent, then the environment is deterministic; otherwise it is non-deterministic.

5. Episodic or Sequential In an episodic environment, each episode or event consists of the agent perceiving and then acting. The quality of its action depends just on the episode itself. Subsequent episodes do not depend on the actions in the previous episodes. Episodic environments are much simpler because the agent does not need to think ahead e.g. part picking robots. Complementary to this is sequential environment where current action affects the future action.

6. Single Agent or Multiple agents The environment may contain single agent or other agents which may be of the same or different

**SIDDDHI**

(3)

kind as that of the agent. These agents may be co operating or competing with each other.

7. Accessible or Inaccessible If the agent's sensory apparatus can have access to the complete state of the environment, then the environment is accessible to that agent.

Working Search Internet for AI based applications in following scenarios and identify who is agent for that application. Further list out PEAS descriptors for agent environment in each of the case. Finally try to classify task environment properties like a list of attributes from above list of 7 task environment properties.

1> Autonomous Lunar Rover

2> Deep Blue Chess playing Computer Program  
3> Eliza the natural language processing computer program created 1964 to 1966 at the MIT Artificial Intelligence Laboratory by Joseph Weizenbaum.

4> Automatic Portfolio Management.

5> Sophia is a social humanoid robot developed by Hong Kong based Co. Hanson Robotics.

6> Alpha Go is a computer program that plays the board game Go. It was developed by Alphabet Inc DeepMind



lab in london.

7> Apples Virtual assistance Siri

8> Endurance: A Companion for Dementia patients

9> Casper: Helping Insomniacs get through the night

10> Marvel: Guarding the galaxy with comic - Book Crossovers.

11> Automated Group word solver.

12> Deep Blue Chess playing Computer program

Performance Measure: win/loss/draw, safety of chess pieces, safety of king piece, no. of moves, time for each move

Environment: Chess Board, Chess pieces

Actuators: Desktop screen, CPU

Sensor: Chess Board

Task environment properties: Discrete, Fully observable state, Deterministic, Sequential single agent, Accessible.

13> Eliza the NLP computer program created from 1964 to 1966 at the MIT Artificial Intelligence laboratory by Joseph Weizenbaum

Performance Measure: Understanding user, maintaining conversation environment

Environment: User, program keyboard, user text inputs.

Actuators: Text.



Sensors: User text inputs

Task environment properties: Continuous, Fully observable state, Deterministic, Sequential, Single agent, Accessible.

3> Sophia is a social humanoid robot developed by Hong Kong based Company Hanson Robotics.

Performance measure: Understanding user maintaining conversation, facial expressions, response time.

Environment: Humans, objects...

Actuators: Arms, mouth, legs, speaker

Sensors: Eyes (cameras), ears, mic, audio sensors.

Task environment properties: Continuous, Fully observable Dynamic, Deterministic, sequential, Single agent accessible.

4> Apple's virtual assistant Siri

Performance Measure: Understanding user text and speech, providing best results, summoning (trigger), response speed.

Environment: User, speech, text

Actuators: Mobile screen, speaker

Sensors: Mobile screen, mic, button

Task environment properties:

Continuous, Fully observable, state, Deterministic

Name: \_\_\_\_\_ Class & Div. : \_\_\_\_\_ Page No.: \_\_\_\_\_

Subject: \_\_\_\_\_ Topic: \_\_\_\_\_ Date: \_\_\_\_\_

It is, episodic single agent, Accessible.

### ➤ Automated Crossword Solver

Performance Measure : Understanding hint,  
Analysing hidden and visible letters,  
time to solve

Environment : Hint, visible letters, crossword board

Actuators : Desktop screen program  
Sensors : Crossword Board

Task Environment properties

Discrete, Fully observable, Static

Deterministic, episodic single Agent,  
Accessible.