PAURAVI UDAY NAGARKAR. W1650209

	*(1030 201)
6	Channel 11= 1
	Assignment No: 1
	deline in
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	town your coun words the following
	agent, agent function,
-	define in your avon words the following terms: agent, agent function, agent proopeam, performance measure, rational agent.
	rallonal agent.
	The second secon
	1] Igent:
~	agent is just samething Someone who acts.
-	1) agent is just Samething Someone who acts. 1) all computer program do Samething, but
,	all computer agent do something More, i.e.
1. 2. 2. 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1	capitale autonomously, perceive their inveronment.
-	I so agent in complicational loom can be
	defended as a drything that can be
1 5.	defenced as a shrything that can be viewed as percieving it environment through
	sensors and acting upon that enveronment
Paris 1	theorian actualore.
\rightarrow	© Example human as a agent has eyes, nows and other Sinsony organs as actualor through which he can get information of
,	and other sensory organs as actualor
	theough which he can get enformation of
1.27	the enveronment ar can person action
A. A.	in Inveranment
->	(3) kapolic agent might have cameras and
Marine of the sale	unseated large finder box lensoes and
e la	unseased searge junder por Sensaes and various mators por actualor
->	6) for a software agent file content,
The property of	network packet act as sensory enpuls
	and action herbarmed at alikeauna into
The second of th	of screen
4	A gent need sleans lonse of percept i.e noent
CA	I agent need slowing sense of percept i.e agent 's chaice of action depends on percent
	Sequence appeared to date.

3 Agent function

> we say that agents behaveour in described by agent function.

> agent function is the one which maps any agent function is agent to an action.

> agent function for a xandom agent would be set of injurite data unless we restrict it has some base. to some base.

I agent function is an abstract mathematical description. ** Example : soe vaccum cleaner the agent function is bound to Square 1 & Square 2.

El diet is detected, clean the diet else move eight one lost.

Thus agent is someone who acts based on agent mis function of agent function is action token hased on percept. Agent program is described as concrete implementation, surring within some physical → agent program is cade wellen in a programing language to find the pollow the Sequence Eg soe vaccum cleance the actions of cleaning f moveng to lest or write are written in a progreamming language. ra

Despormance measure

→ The rollies of descrability is captured by

performance measure that evaluates any

given Sequence of enveronment states

→ when an agent is plunked down in enveronment

it generates Sequence of states.

→ if sequence is descrable, then agent has

performed well.

Hopp is not one sured performance measure - there is not one fixed performance measure for all lasks and agents

typically designer will devese one appropriate

to circumstance > Example for vaccum cleaner de may measure pleparmance by amount of diet cleaned up in single stript maximize the performance measure ore worth actually worth in overconment. 3 Rational Agent - the agent for each possible percent sequence selects an action that is expected to maximize its performance measure, given the evedence provided by rescept sequence and whatever built in knowledge agent has the rationality at given time depends on Jour Hungs

(1) preformance measure that defines certains of Suci (2) agent's prior knowledge of inveronment (3) action that agent can perform (4) agent's percept sequence to data four things

100	
y:	2. give the task enveranment description of following Scenarios (gully observable Vs partially observable) Delerministic Vs Stocastic Prisodic Vs Sequential Static Vs dynamic/Semi dynamic ? Liscrete Vs Continous ? Single Vs multi agent Taxi Driving
	Octobraciós (gully observable Vs partialles
S . Myen.	pereministic Vs stacastic Episadic Vs socialistic)
	du dynamic / Semi dynamic ?
	suscelle Vs confinais? Single Vs multiplicate
_	tare During
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, ikan	SIOCILONIC
	Sequential Market Control of
¥ 5	Dynamic Brahaman A
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	> multiagent
) () () ()	
	Playing Socrate
To VIN	July dissimile
	> Steategic
	-> Sequential
	→ Dynamic
The state of the s	> Continuous
1 24 6	→ multiagent
	Backgamman
	→ gully absorvable > Stochastic
The state of the s	
	-> Sequential his
	-> Static
	- Descrete minimum diagram
	-> multi agent.
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