

Computational Intelligence



LMU Munich
winter term 2024/2025

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calendar overview

Week	Tuesday	Thursday
42	2024-10-15 Lecture #1	2024-10-17 Lecture #2
43	2024-10-22 —	2024-10-24 Lecture #3
44	2024-10-29 Python Tutorial	2024-10-31 Writing Exercise #1
45	2024-11-05 Lecture #4	2024-11-07 Reading Exercise #1

The Goal Class Hierarchy

Goal Class 5: State Values

Goal Class 4: Rewards and Costs

Goal Class 3: Goal Direction

Goal Class 2: Goal Valuation

Goal Class 1: Goal Predicate

Goal Class 0: No Goals

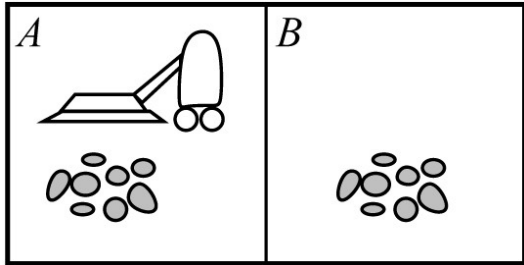
recap

Goal Class 1: Goal Predicate

"I know it is good when I see it!"

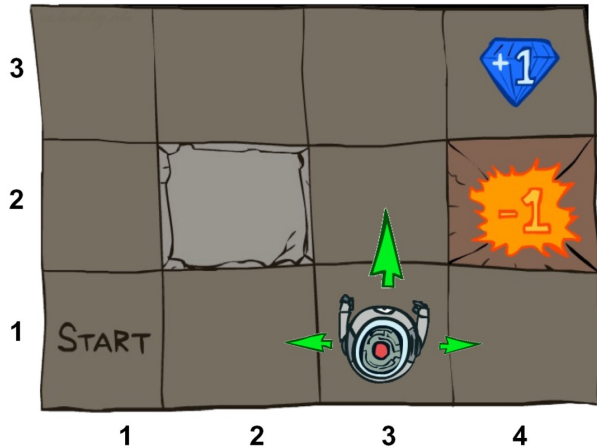
running example #1

The Vacuum World



running example #2

The Basic Grid World



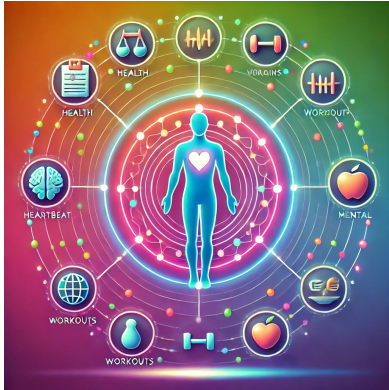
running example #3

Resource/Stock Trading



running example #4

Personal Life Assistant



encoding policies...

encoding policies...

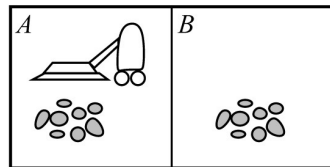
Arbitrary Functions

encoding policies...

Code in a Programming Language

```
from my_agent_library import *

while True:
    observation = receive_observation()
    if observation.room_is_clean:
        if observation.robot_current_position == "A":
            execute_action("move", "B")
        else:
            execute_action("move", "A")
    else:
        execute_action("clean")
```



encoding policies...

Process Notation

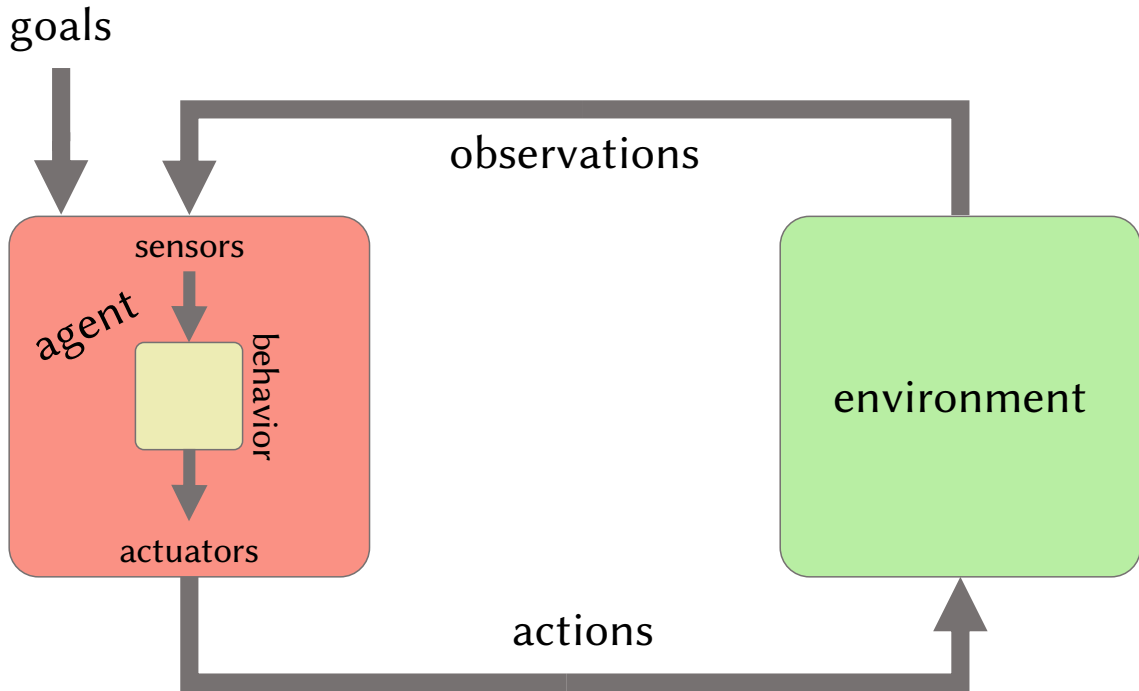
behavior for Robot { $is_clean(True). position("A"). \overline{move} \langle "B" \rangle . Robot$
 $is_clean(True). position("B"). \overline{move} \langle "A" \rangle . Robot$
 $is_clean(False). position("A"). \overline{clean} . Robot$
 $is_clean(False). position("B"). \overline{clean} . Robot$

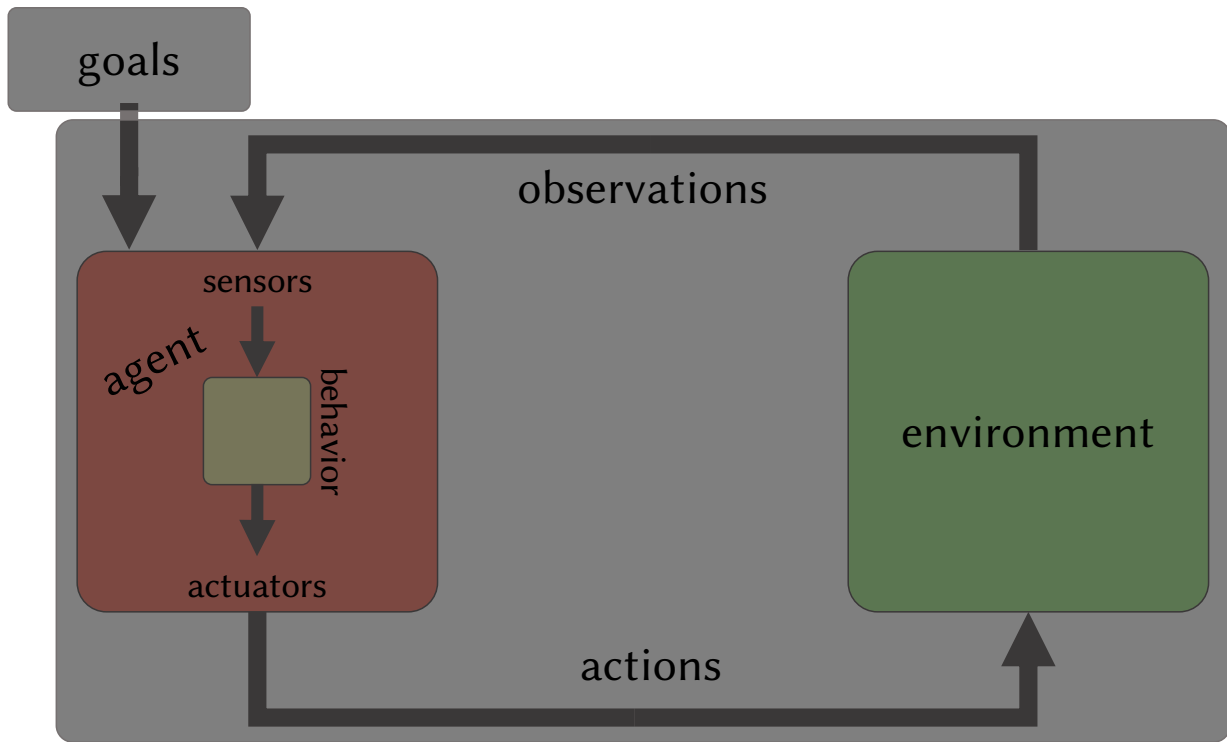
encoding policies...

Process Notation

$$\text{behavior for Robot} \left\{ \begin{array}{l} is_clean(True). position("A"). \overline{move} \langle "B" \rangle . Robot \\ is_clean(True). position("B"). \overline{move} \langle "A" \rangle . Robot \\ is_clean(False). position("A"). \overline{clean} . Robot \\ is_clean(False). position("B"). \overline{clean} . Robot \end{array} \right.$$

$$\begin{aligned} Robot = & is_clean(True). (position("A"). \overline{move} \langle "B" \rangle . Robot \\ & + position("B"). \overline{move} \langle "A" \rangle . Robot) \\ & + is_clean(False). position(_). \overline{clean} . Robot \end{aligned}$$





finding policies...

finding policies...

Algorithm 1 (brute force (policy)). Let \mathcal{A} be a set of actions. Let \mathcal{O} be a set of observations. Let $\Gamma \subseteq (\mathcal{O} \rightarrow \mathcal{A}) \rightarrow \mathbb{B}$ be a space of goal predicates on policy functions. Let $\gamma \in \Gamma$ be a goal predicate. We assume that the policy space $\Pi \subseteq \mathcal{O} \rightarrow \mathcal{A}$ is enumerable, i.e., $\Pi = \langle \pi_i \rangle_{i \in \mathbb{N}}$. Brute force starting from i is given via the function

$$b(i) = \begin{cases} \pi_i & \text{if } \gamma(\pi_i), \\ b(i+1) & \text{otherwise.} \end{cases}$$

If not further specified, the call to $b(0)$ is called brute force search for an agent policy. Usually, an additional termination condition is specified.

finding policies...

Algorithm 2 (random search (policy)). Let \mathcal{A} be a set of actions. Let \mathcal{O} be a set of observations. Let $\Gamma \subseteq (\mathcal{O} \rightarrow \mathcal{A}) \rightarrow \mathbb{B}$ be a space of goal predicates on policy functions. Let $\gamma \in \Gamma$ be a goal predicate. We assume that the policy space $\Pi \subseteq \mathcal{O} \rightarrow \mathcal{A}$ can be sampled from, i.e., $\pi \sim \Pi$ returns a random element from Π . Random search for n samples is given via the function

$$\rho(n) = \begin{cases} \emptyset & \text{if } n = 0, \\ \pi & \text{if } n > 0 \text{ and } \gamma(\pi) \text{ where } \pi \sim \Pi, \\ \rho(n-1) & \text{otherwise.} \end{cases}$$