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STRUCTURE OF INTELLIGENT **AGENTS AGENT**=Architecture+program

A simple reflex agent. It works by finding a rule whose condition matches the current situation (as defined by the percept) and then doing the action associated with that rule the INTERPRET-INPUT function generates an abstracted description of the current state from the percept, and the RULE-MATCH function returns the first rule in the set of rules that matches the given state description **REFLEX** their range of applicability is very narrow keep track of the world function UPDATE-STATE MODEL needs some sort of goal information and explicit goals are defined Less efficient but far more flexible GOAL mapping a state to a real number functional with rational decisions and somtimes can also be translated into a set of goals UTILITY

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Braitenberg vehicle

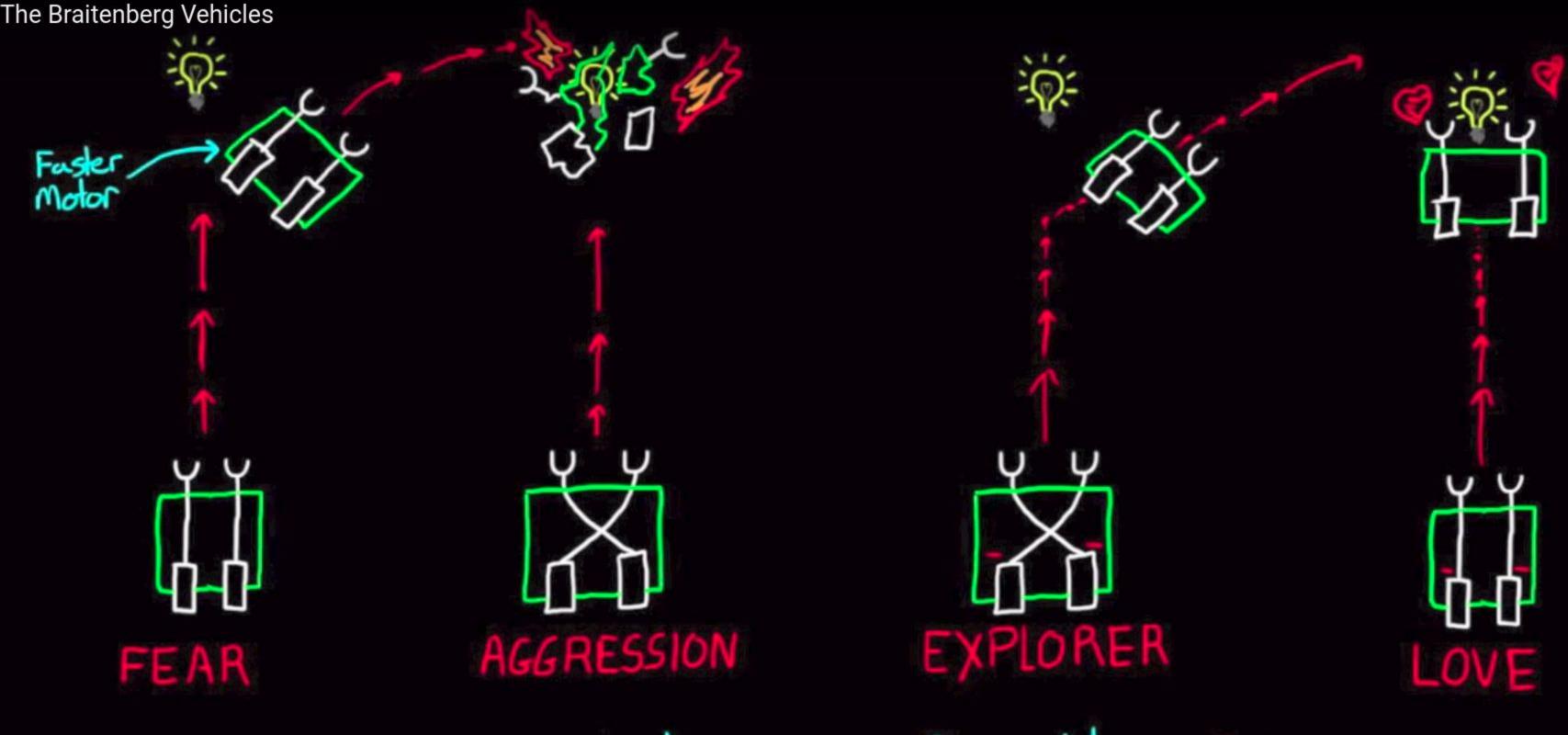
Braitenberg vehicles integrate sensors that directly coupled to the actuators (e.g., motors).

The sensors report external stimuli to the Engines that cause specific reactions trigger .



These system can have complexities in behaviour that can arrise from a simple neuron

These can be classified as goal based agents as they have a goal and are flexible



Simple machines can develop memory, foresight, egoism

missionaries and cannabils tabular solution

—m,с—	—m,с—	—m,с—
0,0	0,0	3,3
1,1	1,1	2,2
0,1	1,0	3,2
0,3	0,2	3,0
0,2	0,1	3,1
2,2	2,0	1,1
1,1	1,1	2,2
3,1	2,0	0,3
3,0	0,1	0,3
3,2	0,2	3,3
3,3	0,1	0,1
3,3	0,0	0,0