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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