

**Name:** Shashwat Shah

**SAP-ID:** 60004220126

**TY BTECH DIV B, Batch : C22**

AIM: Select a Problem Statement relative to AI

- 1) Identify the problem
- 2) PEAS description
- 3) Problem formulation

PART A)

Write the problem faced in each one of them

- 1) **AGENT:** Chess playing with a clock
  - a. Performance Measure:**
    - i. Win:Lose ratio
    - ii. Speed
    - iii. Total game time
  - b. Environment:**
    - i. Chessboard
    - ii. Clock
  - c. Environment Type:**
    - i. Fully observable
    - ii. Discrete
  - d. Actuator:**
    - i. Pausing of the clock
    - ii. Movement of chess pieces
  - e. Sensors:**
    - i. Movement arm
    - ii. Servo Motors
    - iii. Location of chess pieces using reed switches.
  - f. Problem**
- 2) **AGENT:** Driving a car
  - a. Performance Measure:**
    - i. Speed
    - ii. Time Taken

- iii. Comfort
  - iv. Fuel Economy
- b. Environment:**
  - i. Car
  - ii. Road
  - iii. Traffic
  - iv. Signposts
  - v. Potholes
- c. Environment Type:**
  - i. Partially Observable
- d. Actuator:**
  - i. Steering Wheel
  - ii. Brake
  - iii. Accelerator
  - iv. Mirror
  - v. Gearstick
- e. Sensors:**
  - i. GPS
  - ii. Odometer
  - iii. Speedometer
  - iv. Fuel tank capacity meter
- f. Problem**

3) **AGENT:** Interactive English tutor

- a. Performance Measure:**
  - i. Language Improvement
  - ii. Increase in test score
  - iii. Number of errors made per paragraph
- b. Environment:**
  - i. Classroom
  - ii. Table
  - iii. Chair
  - iv. Students
  - v. Whiteboard
  - vi. Books
- c. Environment Type:**
  - i. Deterministic
- d. Actuator:**
  - i. Writing on whiteboard
  - ii. Opening and reading the books

- iii. Checking of test papers
- e. **Sensors:**
  - i. Eyes
  - ii. Ears
  - iii. Books
  - iv. Test Papers
- f. **Problem**

4) **AGENT:** Part picking robot

- a. **Performance Measure:**
  - i. % Efficiency of the robot
- b. **Environment:**
  - i. Parts
  - ii. Conveyer belt
- c. **Environment Type:**
  - i. Collaborative
- d. **Actuator:**
  - i. Picking up the parts
  - ii. Sorting the parts
- e. **Sensors:**
  - i. Camera
  - ii. Robot Arm
  - iii. Distance Sensor
  - iv. Servo motors
- f. **Problem**

5) **AGENT:** Satellite Image Analysis System

- a. **Performance Measure:**
  - i. % Correct Analysis
  - ii. Time taken
- b. **Environment:**
  - i. Camera
- c. **Environment Type:**
  - i. Dynamic
- d. **Actuator:**
  - i. Capturing of Images
  - ii. Movement of the satellite
- e. **Sensors:**
  - i. Camera
  - ii. Color Sensor

**f. Problem**

6) **AGENT: Medical Diagnosis System**

**a. Performance Measure:**

- i. % of correct diagnosis
- ii. Time taken
- iii. Systems correctly found
- iv. Number of lawsuits
- v. Cost

**b. Environment:**

- i. Patient
- ii. Hospital

**c. Environment Type:**

- i. Deterministic

**d. Actuator:**

- i. Asking questions
- ii. Recommending further tests
- iii. Printing reports
- iv. Dispensing medicines

**e. Sensors:**

- i. Camera
- ii. Microphone
- iii. Speaker
- iv. Printer

**f. Problem**

7) **AGENT: Refinery Controller**

**a. Performance Measure:**

- i. % Efficiency
- ii. Speed

**b. Environment:**

- i. Refinery workers
- ii. Machines

**c. Environment Type:**

- i. Collaborative

**d. Actuator:**

- i. Turn on/off systems
- ii. Adjust temperatures
- iii. Adjust pressures

**e. Sensors:**

- i. Temperature sensor
  - ii. Pressure sensor
  - iii. Proximity sensor
- f. **Problem**

8) **AGENT: Pokey playing**

- a. **Performance Measure:**
  - i. Rounds won
  - ii. Number of correct moves
- b. **Environment:**
  - i. Cards
  - ii. Humans
- c. **Environment Type:**
  - i. Discrete
- d. **Actuator:**
  - i. Dealing the cards
  - ii. Playing the cards
- e. **Sensors:**
  - i. Camera
  - ii. Color sensor
  - iii. Servo motor
  - iv. Movement Arm
- f. **Problem**

9) **AGENT: Chatbot**

- a. **Performance Measure:**
  - i. Time taken
  - ii. Grammatical accuracy
- b. **Environment:**
  - i. Chatbot
  - ii. Human
- c. **Environment Type:**
  - i. Continuous
- d. **Actuator:**
  - i. Displaying the questions
  - ii. Taking responses
- e. **Sensors:**
  - i. Keyboard
  - ii. Screen
- f. **Problem**

- 10)      **AGENT:** Soccer playing robot
- a. Performance Measure:**
    - i. Number of goals scored
    - ii. Number of goals saved
    - iii. Number of penalties
    - iv. Number of games won
  - b. Environment:**
    - i. Soccer field
    - ii. Goal posts
    - iii. Goat net
    - iv. Humans (Other players)
  - c. Environment Type:**
    - i. Continuous
  - d. Actuator:**
    - i. Movement of the ball
  - e. Sensors:**
    - i. Servo motors
    - ii. Proximity sensors
  - f. Problem**
- 11)      **AGENT:** Recommender system
- a. Performance Measure:**
    - i. % Efficiency
  - b. Environment:**
    - i. Dataset
    - ii. Input variables
  - c. Environment Type:**
    - i. Continuous
  - d. Actuator:**
    - i. Creating the algorithm
    - ii. Using the algorithm
  - e. Sensors:**
    - i. Keyboard
    - ii. Screen
  - f. Problem**