Tarea1_201503971

Agentes Inteligentes

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- 201503971
- IA1

HTML

JavaScript

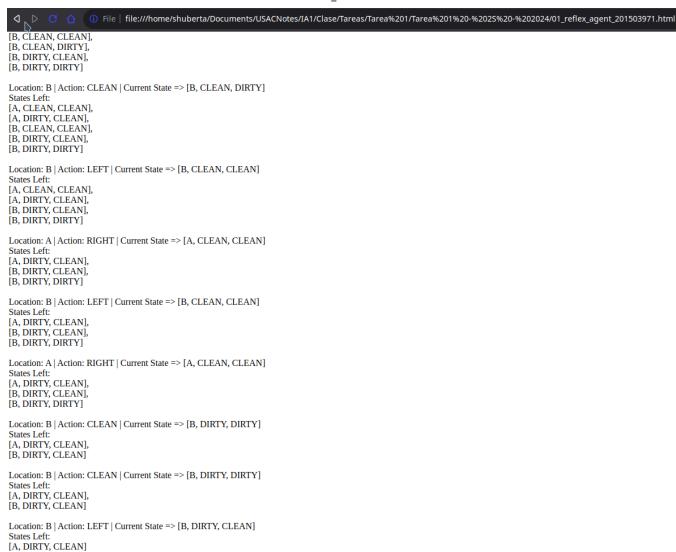
```
Tarea1 201503971
```

```
if (state==="DIRTY") return "CLEAN";
       else if (location==="A") return "RIGHT";
       else if (location==="B") return "LEFT";
}
function test(states){
    if(posibleStates.length <= 0) return;</pre>
   document.getElementById("log").innerHTML+=`<br/>br/>States Left:
\frac{1}{r}
${state[2]}]`)}<br/>`;
   var location = states[0];
   var state = states[0] == "A" ? states[1] : states[2];
   var action_result = reflexAgent(location, state);
   document.getElementById("log").innerHTML+=`<br/>br/> Location: ${location} |
Action: ${action result} | Current State => [${location}, ${states[1]},
${states[2]}]`;
   let currentState = [location, states[1], states[2]]
   posibleStates = posibleStates.filter((state) => {
       return !((state.length === currentState.length) &&
               state.every((v,i) => currentState[i] === v))
   })
   if (action_result == "CLEAN"){
       if (location == "A") states[1] = "CLEAN";
       else if (location == "B") states[2] = "CLEAN";
    }
   else if (action result == "RIGHT") states[0] = "B";
   else if (action result == "LEFT") states[0] = "A";
   let random = Math.floor(Math.random() * 2)
    if(states[1] === 'CLEAN')
       random === 0 ? states[1] = states[1] : states[1] = "DIRTY";
    if(states[2] === 'CLEAN')
       random === 0 ? states[2] = states[2] : states[2] = "DIRTY";
       setTimeout(function(){ test(states); }, 2000);
}
var states = ["A","DIRTY","DIRTY"];
test(states);
```

Screenshots

Reflex agent - 201503971

States Left: [A, CLEAN, CLEAN], [A, CLEAN, DIRTY], [A, DIRTY, CLEAN], [A, DIRTY, DIRTY], [B, CLEAN, CLEAN], [B, CLEAN, DIRTY], [B, DIRTY, CLEAN], [B, DIRTY, DIRTY] Location: A | Action: CLEAN | Current State => [A, DIRTY, DIRTY] States Left: [A, CLEAN, CLEAN], [A, CLEAN, DIRTY], [A, DIRTY, CLEAN], [B, CLEAN, CLEAN], [B, CLEAN, DIRTY], [B, DIRTY, CLEAN], [B, DIRTY, DIRTY] Location: A | Action: RIGHT | Current State => [A, CLEAN, DIRTY] [A, CLEAN, CLEAN], [A, DIRTY, CLEAN], [B, CLEAN, CLEAN], [B, CLEAN, DIRTY], [B, DIRTY, CLEAN], [B, DIRTY, DIRTY] Location: B | Action: CLEAN | Current State => [B, CLEAN, DIRTY] States Left: [A, CLEAN, CLEAN], [A, CLEAN, CLEAN],
[A, DIRTY, CLEAN],
[B, CLEAN, CLEAN],
[B, DIRTY, CLEAN],
[B, DIRTY, DIRTY] Location: B | Action: LEFT | Current State => [B, CLEAN, CLEAN] [A, CLEAN, CLEAN], [A, DIRTY, CLEAN], [B, DIRTY, CLEAN], [B, DIRTY, DIRTY] Location: A | Action: RIGHT | Current State => [A, CLEAN, CLEAN] States Left: [A, DIRTY, CLEAN], [B, DIRTY, CLEAN], [B, DIRTY, DIRTY]



Location: A | Action: CLEAN | Current State => [A, DIRTY, CLEAN]