

Tutorial 1: Design of Intelligent Agent

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Tutorial 1: Design of Intelligent Agent

Aim :-

To understand the concept of Agent Abstraction by studying definition of Rational Agent, Agent Environment, Task Environment Descriptors Environment types.

Theory :-

An artificial Intelligent (AI) system is composed of an agent its environment. The agents act in their environment. An agent is anything that can perceive its environment through sensors and acts upon that environment through effectors. This can be clearly seen in Figure 1. An agent in particular can be:

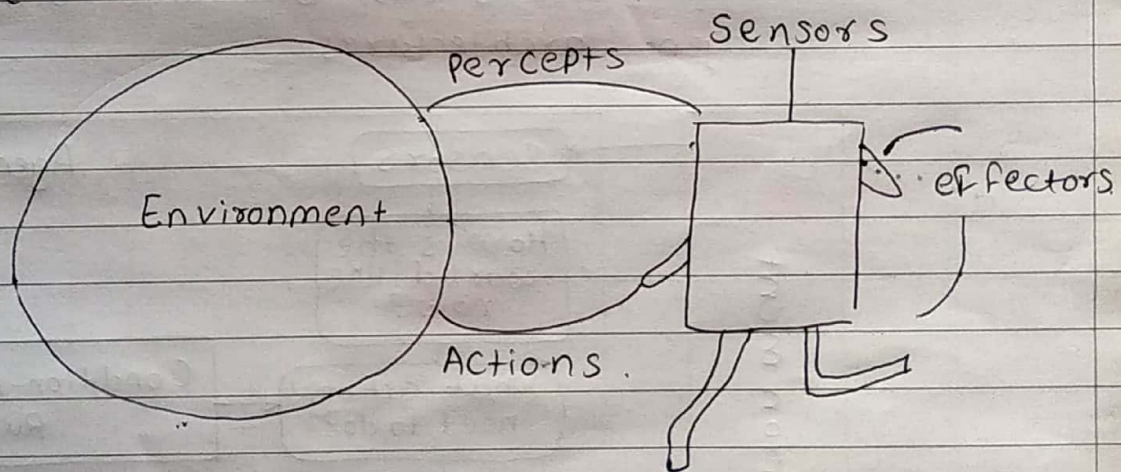


Figure 1: AI Agent with Environment.

Human agent has sensory organs such as eyes, ears, nose, tongue and skin parallel to the sensors, and other organs such as hands, legs.

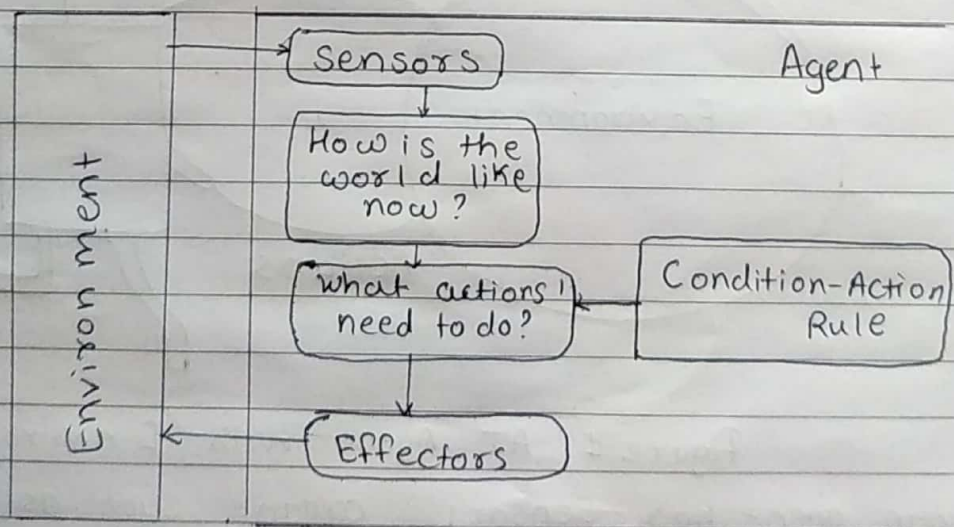
mouth, for effectors.

Robotic agent replaces cameras and infrared range finders for the sensors, and various motors and actuators for effectors.

Software agent has encoded bit strings as its programs and actions.

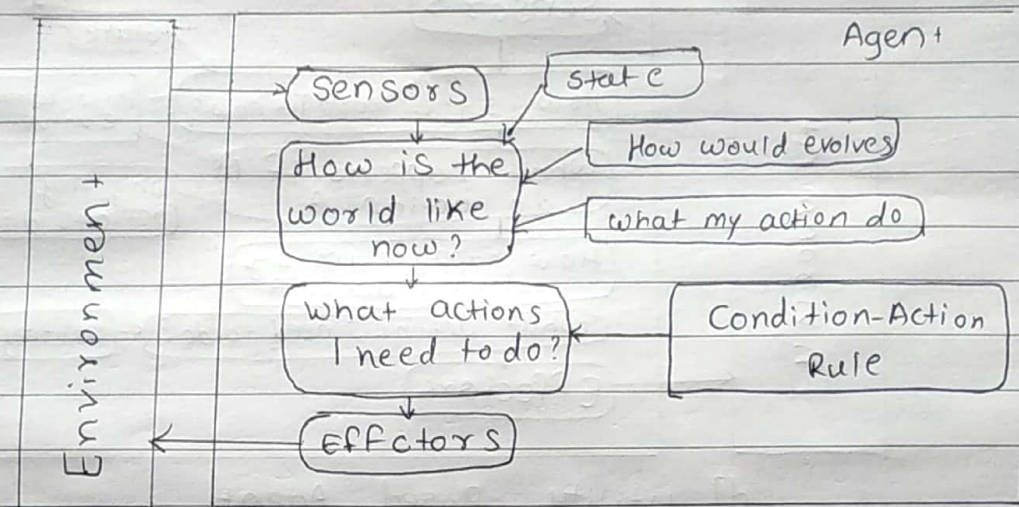
Agent Structure can be viewed as a combination of Agent architecture and Agent program. Agent Architecture refers to the machinery that an agent executes on whereas Agent Program is an implementation of an agent function.

Figure 2 shows four important types of agent architectures

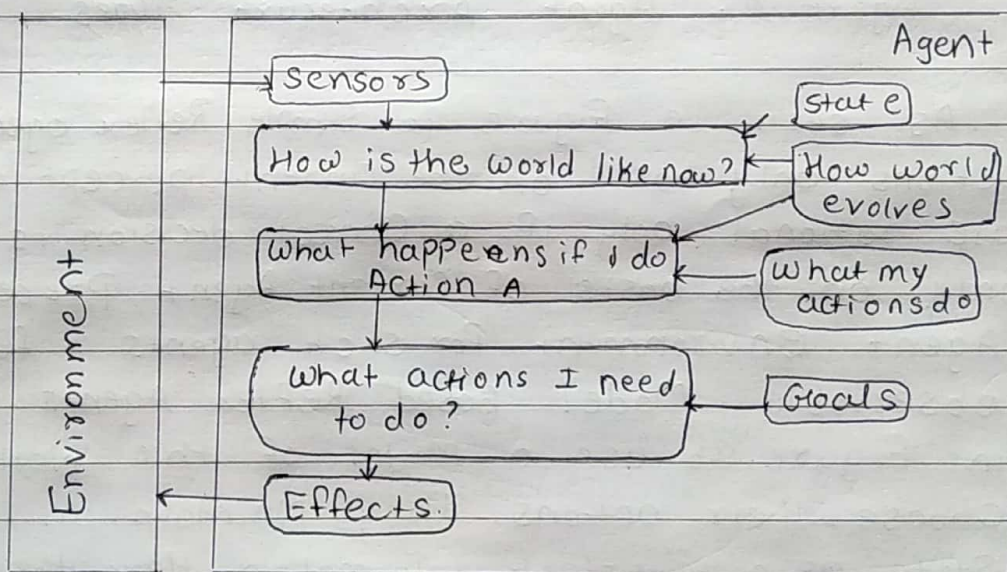


a] Simple Reflex Agent

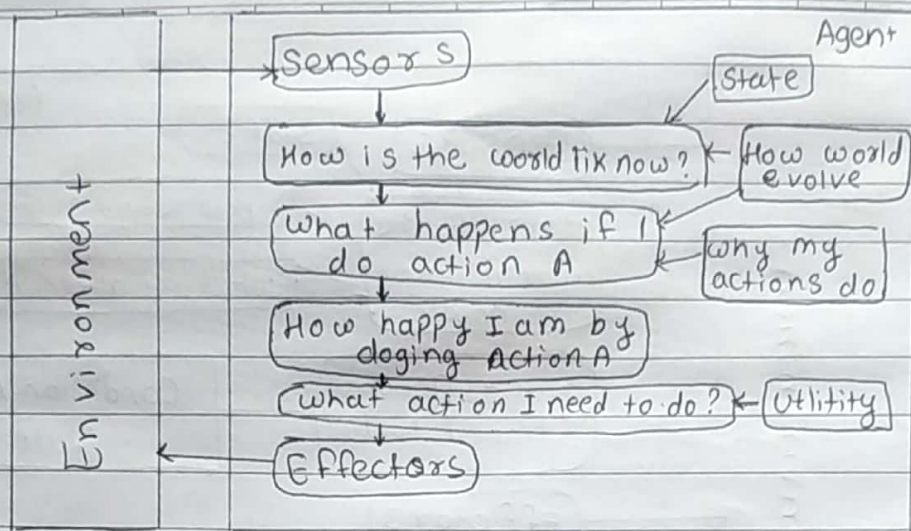
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b) Model Based Reflex Agent



c) Goal Based Agent.



d] Utility Based Agent.

Figure 2. Agent Architect Types.

As seen in Figure 2a, Simple Reflex agents choose actions only based on the current percept only. They are rational only if a correct decision is made only on the basis of current agent percept. Agent Environment for such agents is fully observable. Model Based Reflex Agents as shown in Figure 2b use a Model of the World to choose their actions. They maintain an internal state as a persistent information. Here the Model means knowledge about how its actions affect the world that is representation of unobserved aspects of current state depending on percept history. Agent take into account how its actions affect the world. Goal based agents shown in Figure 2c, choose their actions in order to achieve

goals. Goal-based agents shown in Figure 2c. Choose their actions in order to achieve goals. Goal-based approach is more flexible than reflex agent since the knowledge supporting a decision is explicitly modeled, thereby allowing for modifications. Goal is the description of desirable situations. Finally, the Utility Based Agents shown in Figure 2d choose actions based on a preference (utility) for each state. Goals are inadequate when there are conflicting goals, out of which you need to weigh likelihood of success against the importance of a goal. On the other hand utility function objectively maps how much being in a particular state is desirable.

An AI agent is referred to as Rational Agent. A rational agent always performs right action, where the right action means the action that causes the agent to be most successful in the given percept sequence. The problem the agent solves is characterized by Performance Measure, Environment, Actuators, and Sensors (PEAS). These are collectively referred to as PEAS descriptors for the agent task environment. PEAS descriptors provide important insight into agent and the task environment it operates in. These insights are very useful in agent design.

Another important piece of information is task environment properties while analyzing task environment the agent architect needs to consider following properties :-

1) Discrete or Continuous :-

If there a limited number of distinct clearly defined, states of the environment, the environment is discrete (For example, chess); otherwise it is Continuous (for example automated driving)

2) Observable or Partially observable:-

If it is possible to determine the Complete State of the environment at each time point from the precepts it is observable; otherwise it is only partially observable.

3) Static or Dynamic:-

If the environment does not change while an agent is acting, then it is static; otherwise it is dynamic.

4) Deterministic or Non-deterministic:-

If the next State of the environment is completely determined by the current state and the actions of the agent. then the environment is deterministic; otherwise it is non-deterministic

5) Episodic or Sequential:

In an episodic environment, each episode of events consists of the agent perceiving and then acting. The quality of its action depends just on the episode itself. Subsequent episodes do not depend on the actions in the previous episodes. Episodic environments are much simpler because the agent does not need to think ahead - eg. part picking robots. Complementary to this is a sequential environment where current action dictates the future action.

6) Single agent or Multiple agents:

The environment may contain single agent or other agents which may be of the same or different kind as that of the agent. These agents may be co-operating or competing with each other.

7) Accessible or Inaccessible:

If the agent's sensory apparatus can have access to the complete state of the environment, then the environment is accessible to that agent.

Working:-

Search internet for AI based applications in following scenarios and identify who is agent

for that application. Further list out PEA's descriptors for agent environment in each of the case. Finally try to classify task environment properties like a list of attributes from above list of seven task environment properties.

1. Deep Blue chess playing Computer program.

Performance Measure:- win/lose/draw, safety of chess pieces, safety of king piece, no. of moves, time for each move.

Environment:- chess board, chess pieces.

Actuators: Desktop sower, CPU

Sensors: chess board.

Task environment Properties: Discrete, Fully observable, static, Deterministic, Sequential, Single agent, Accessible.

2. ELIZA, the NLP Computer program created from 1964 to 1966 at the MIT Artificial intelligence laboratory by Joseph Weizenbaum

Performance Measure:- Understanding user, Maintaining conversation. Environment

Environment:- user program, keyboard, user text inputs, Eliza text, output window.

Actuators: Texts.

Sensors: use text inputs.

Task environment properties:- Continuous ; Fully observable Static, Deterministic, Sequential, Single agent, Accessible

3] Sophia is a Social humanoid robot developed by Hong Kong based Company Hanson Robotics.

Performance measure :- understanding user, Maintaining conversation, Social expressions, response time.

Environment : Humans, objects...

Actuator: Actuators :- Arms, mouth, legs, Speaker.

Sensors :- Eyes, ears, mic, audio sensors

Task environment Properties:- Continuous, fully observable, Dynamic, Deterministic, Sequential, Single Agent, Accessible.

4] Autonomous Lunar Cross word Solver

Performance Measure :-

Understanding hints, analyzing hidden and visible letters, time to solve

Environment :- Hints, visible letters, over two Crossword board.

Actuators :- Desktop Screen , program.

Sensors :- Crossword ser board.

Task environment properties:

Discrete Fully observable , static ,
Deterministic , Episodic , Simple agent ,
Accessible.

5) Apples visual assistance Siri

Performance Measure :-

Understanding user text and speech
Producing best results , Summaring
response Speed.

Environment :- user , speech , text.

Actuators :- Mobile Screen , speaker.

Sensors : Mobile screen , mic , button.

Task environment properties:

Continuous , Fully observable , static ,
Deterministic , Episodic , Single agent ,
Accessible.