A I Assignment I

PART-A

① A I is a wide ~~verifying~~ ranging branch of CS concerned with building smart machines capable of performing tasks that typically require human intelligence.

② (I) Simple Reflex agents   (IV) Utility-Based Agents

(II) Model Based Reflex agents   (V) Learning Agent

(III) Goal   "   "   "

③ (I) Fully observable   (V) Episode vs sequential

(II) Static vs Dynamic   (VI) Deterministic (vs) Stochastic

(III) Discrete vs ~~Stochastic~~ Continuous   (VII) Known (vs) Unknown

(IV) Single vs Multi agent   (VIII) Accessible (vs) inaccessible

④ It is an ~~the~~ uninformed search algorithm that uses the lowest ~~sum~~ accumulative cost to find a path from the source to the destination nodes. are expanded.

Blind Search	Heuristic Search
① doesn't use knowledge for searching process	Uses knowledge in the searching process
④ Always complete	May / may not be complete
⑩ Cost is high	Low Cost

PART-A

① agent

② Agent Problem

③ Parent Parent

④ Image & facial recognition

⑤ Route finding , Toy game

LA

① → An intelligent agent is a combination of agent Program & Arch.

→ Agent Program: It is a functon that implements the agent mapping from percept to actions.

I) Simple Reflex Agent:-

→ The simple agent are the simple agents that take decisions on the parts of the current.

II) Model Based Agent:- Con

→ Can work in a partially observable environment and track the situation.

(III) Goal Based agent:

→ Knowlege of the current facts environment is not always soff sufficient to decide go for an agent to what to do

→ The agents needs to know it's goal which describe desirable situations

(IV) Utility - based agents:- These agents are similar to the goal- based agent but, Provide an extra component of utility of measurement.

(V) Learning Agent:

→ A learning AG is the type of agent which can learn from its past experiences.