



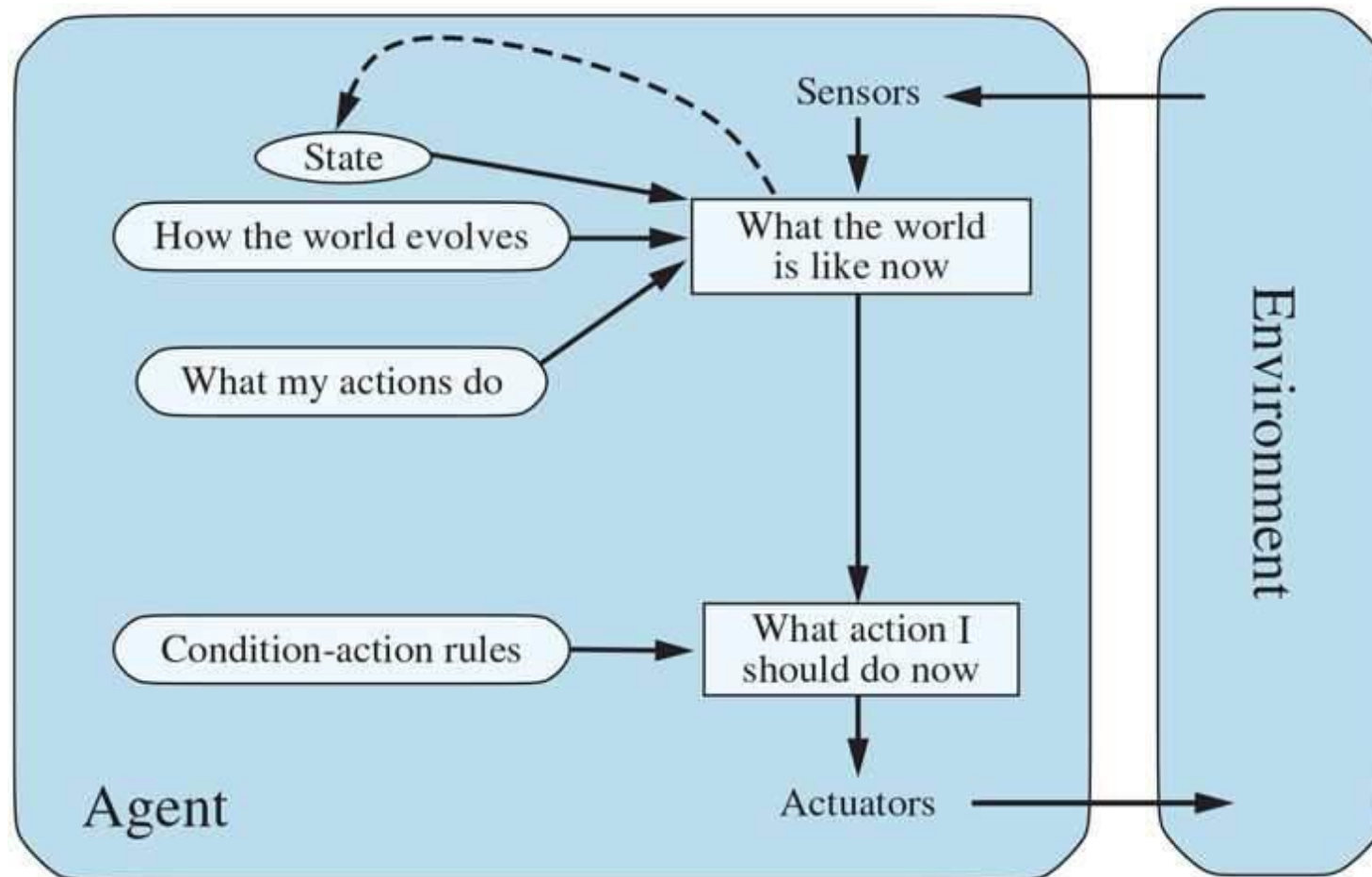
Intelligent Agents

AGENTS AND ENVIRONMENT

Model-based reflex agents

- Maintain **Internal** state that depends on the percept history
- Transition model: Knowledge about “how the world works”
 - Effect of Agent's actions
 - How the world evolves independently of Agent
- Sensor model: Knowledge about “how the state of the world is reflected in the agent's percepts”

Model-based reflex agents



Model-based reflex agents

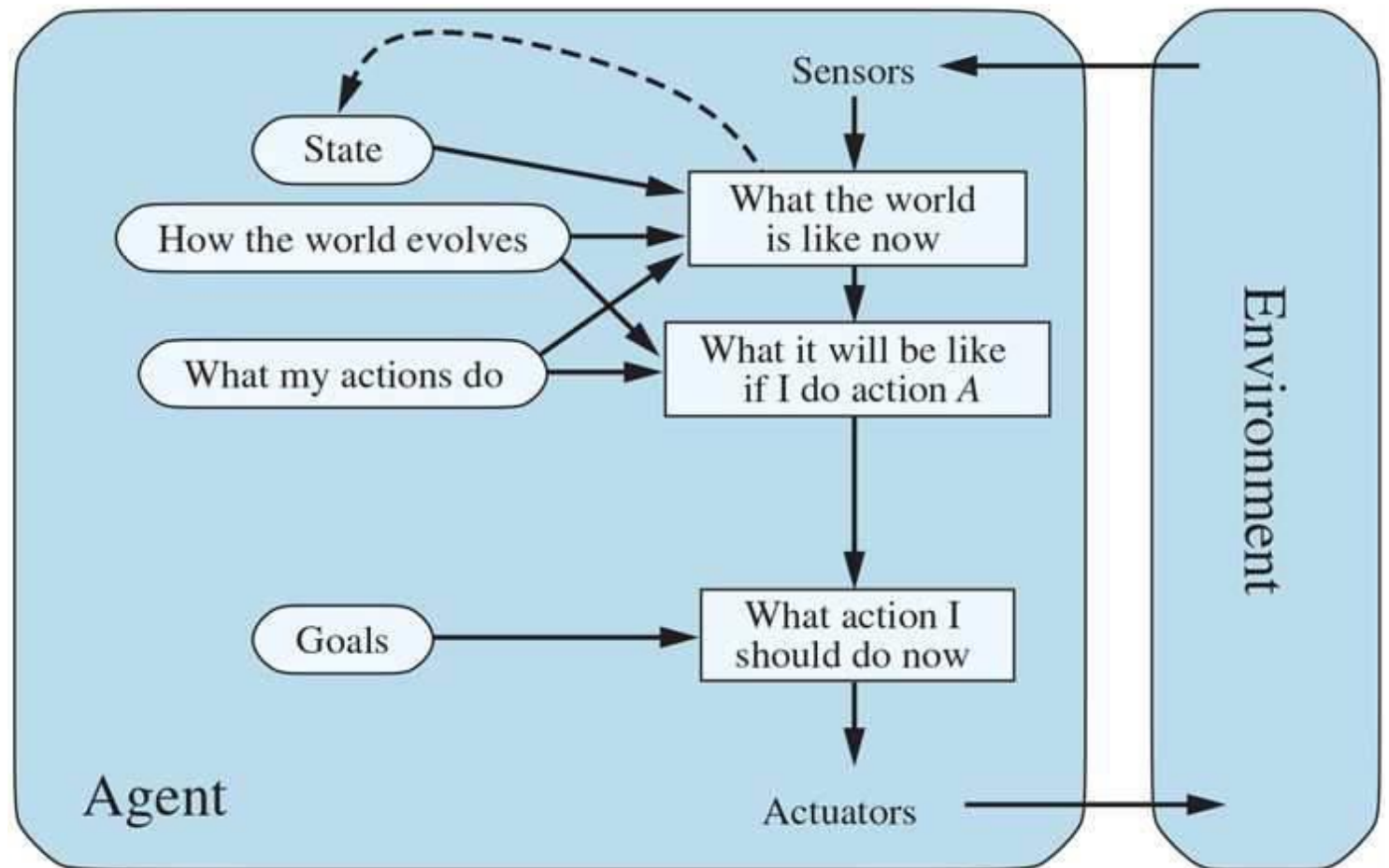
function MODEL-BASED-REFLEX-AGENT(*percept*) **returns** an action

persistent: *state*, the agent's current conception of the world state
transition_model, a description of how the next state depends on
the current state and action
sensor_model, a description of how the current world state is reflected
in the agent's percepts
rules, a set of condition-action rules
action, the most recent action, initially none

state ← UPDATE-STATE(*state*, *action*, *percept*, *transition_model*, *sensor_model*)
rule ← RULE-MATCH(*state*, *rules*)
action ← *rule*.ACTION
return *action*

Goal-based agents

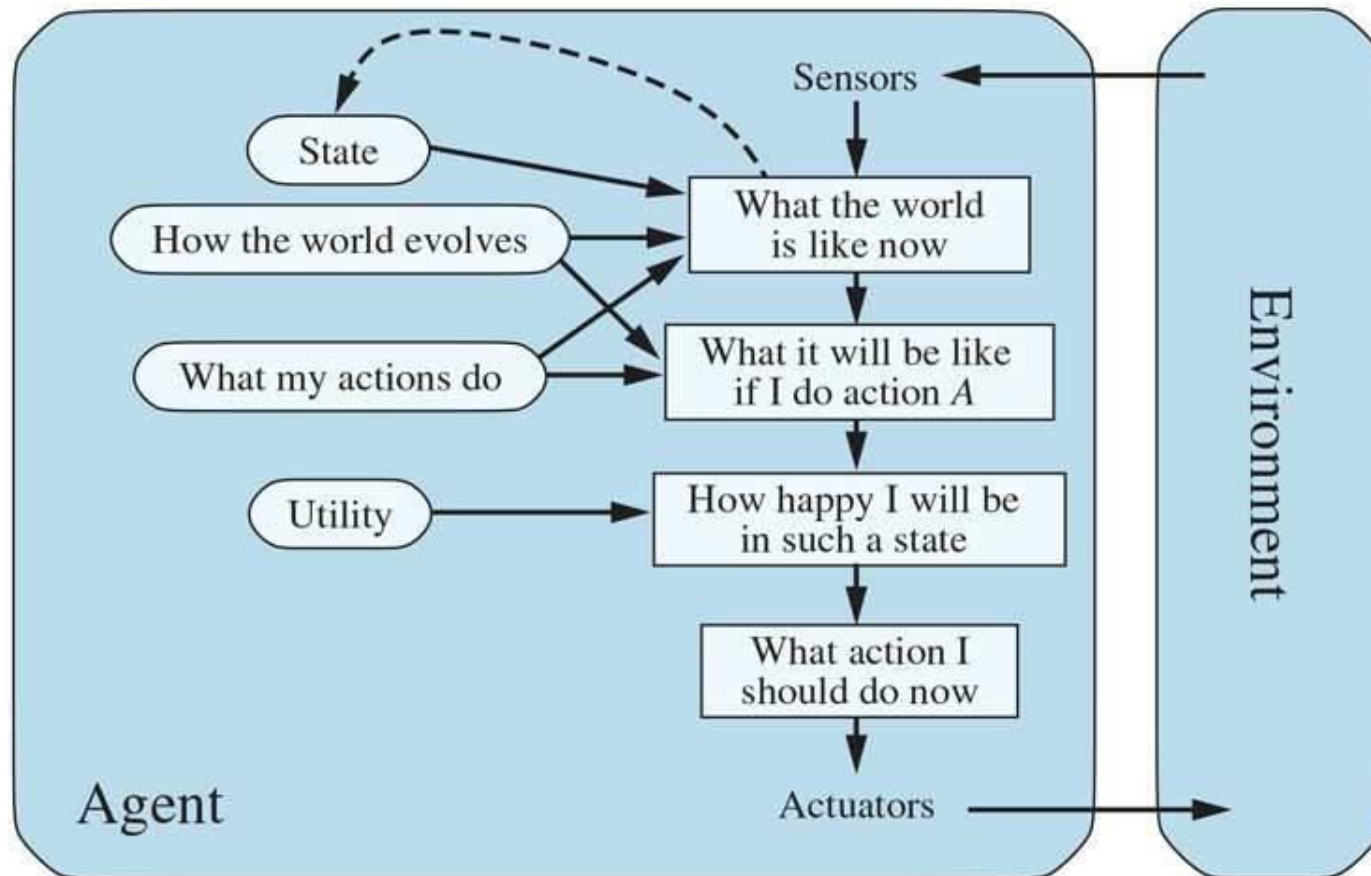
- What will happen if I do such-and-such?
- Will that make me happy?
- Reflex agent vs Goal-based agent
- Search and Planning



Utility-based agents

- How happy I am? (Utility)
- Utility function: Internalization of the performance measure
- Goal-based agents vs Utility-based agents
 - Conflicting Goals, only some of which can be achieved
 - Several Goals, none of which can be achieved with certainty
- Rational utility-based agent chooses the action that maximizes the expected utility

Utility-based agents



Learning agents

- Learning element: Responsible for making improvements
- Performance element: Responsible for selecting external actions
- Problem generator: Responsible for suggesting actions that will lead to new and informative experiences

How am I going to get it to learn this? ✗

What kind of performance element will my agent use to do this once it has learned how? ✓

