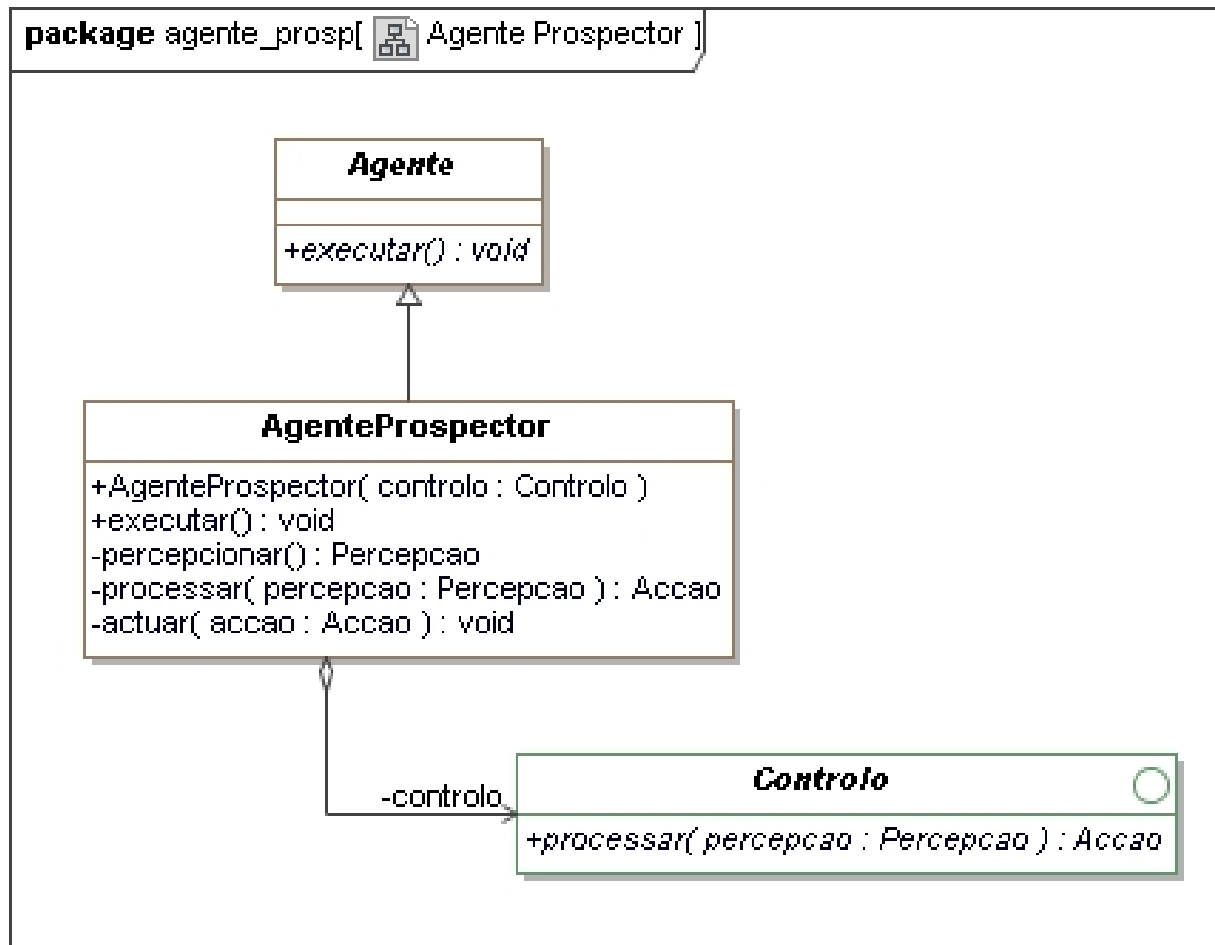
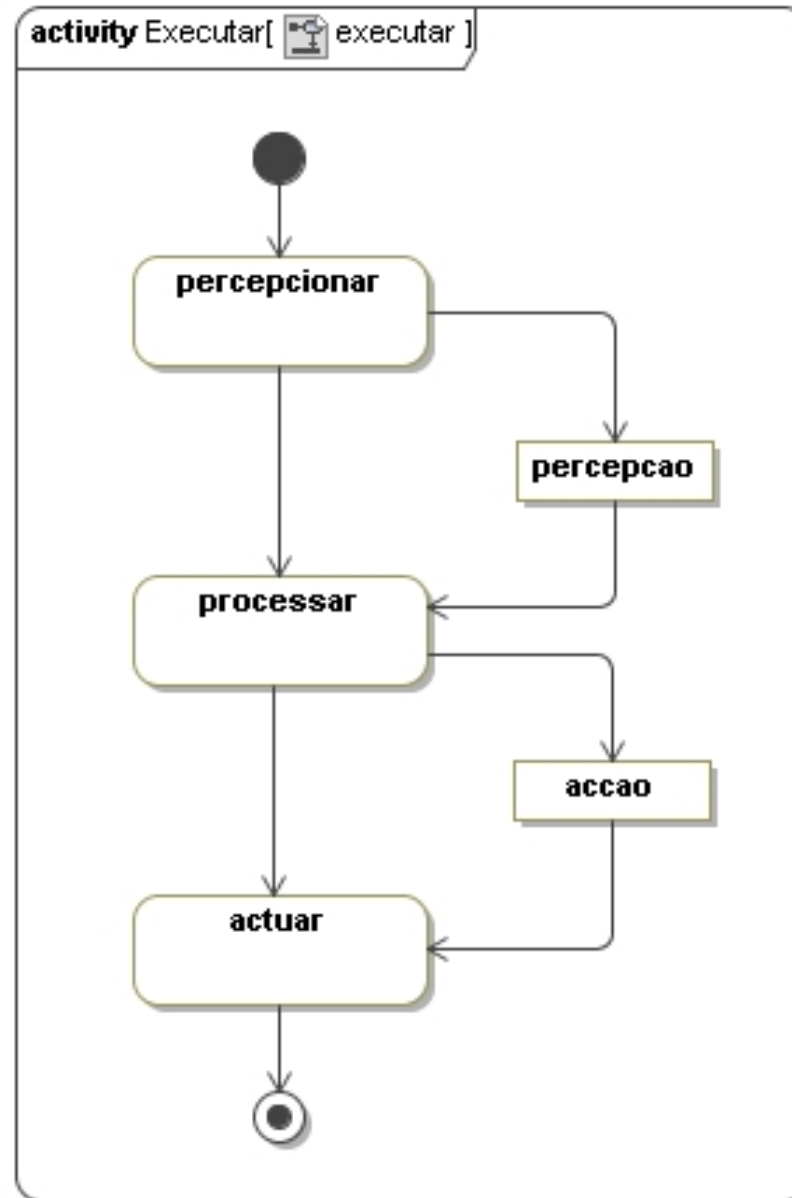


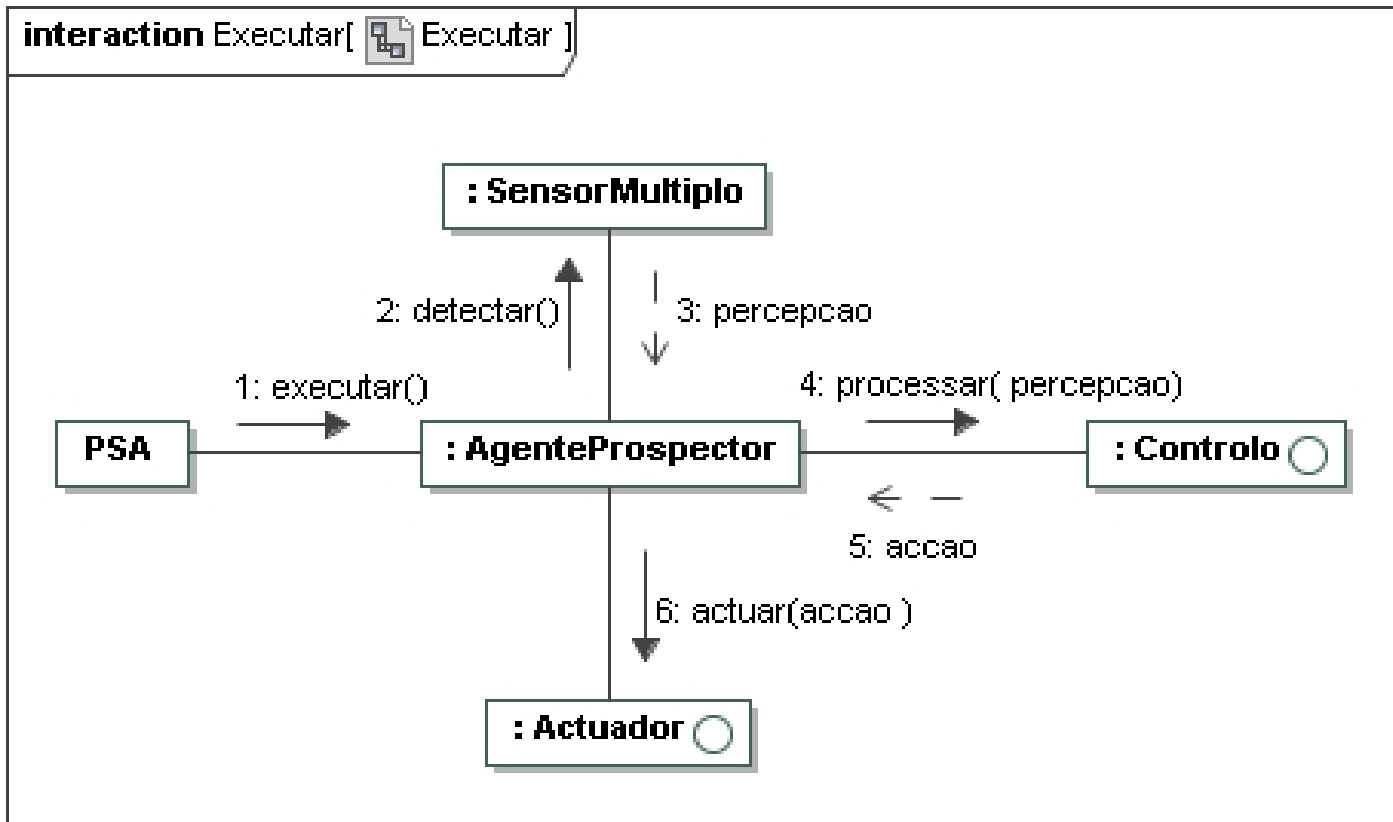
# AGENTE PROSPECTOR



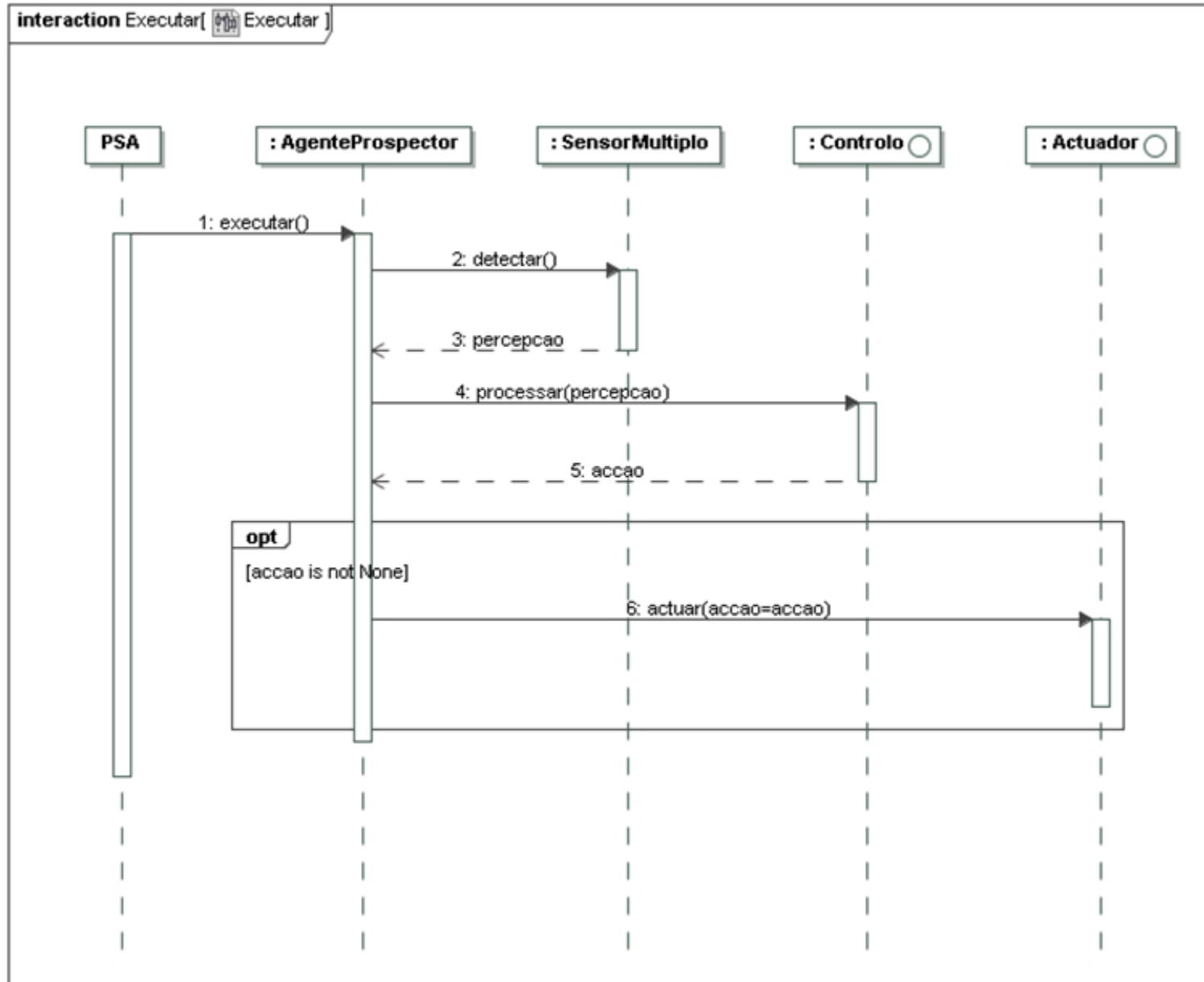
# AGENTE PROSPECTOR: EXECUTAR



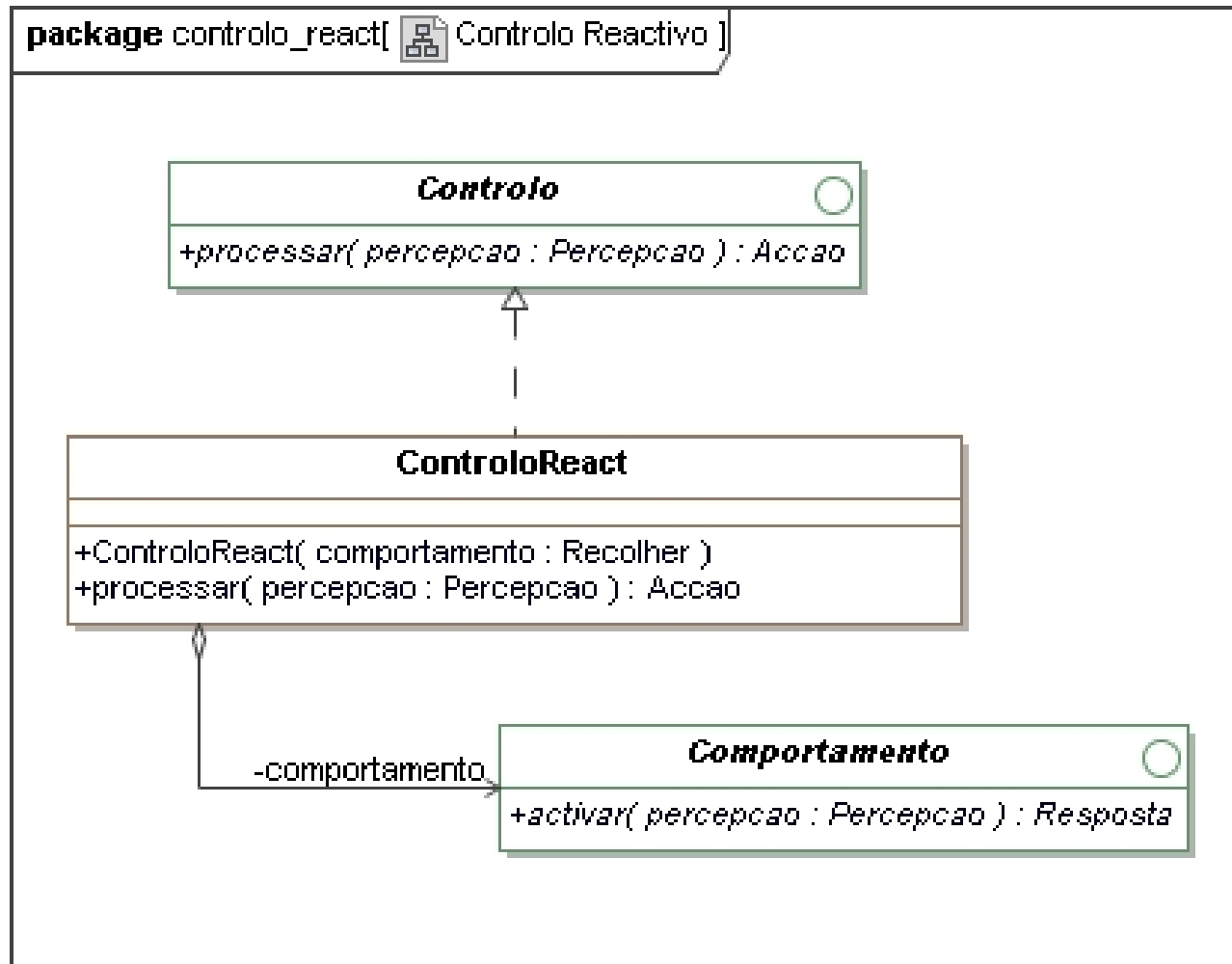
# AGENTE PROSPECTOR: EXECUTAR



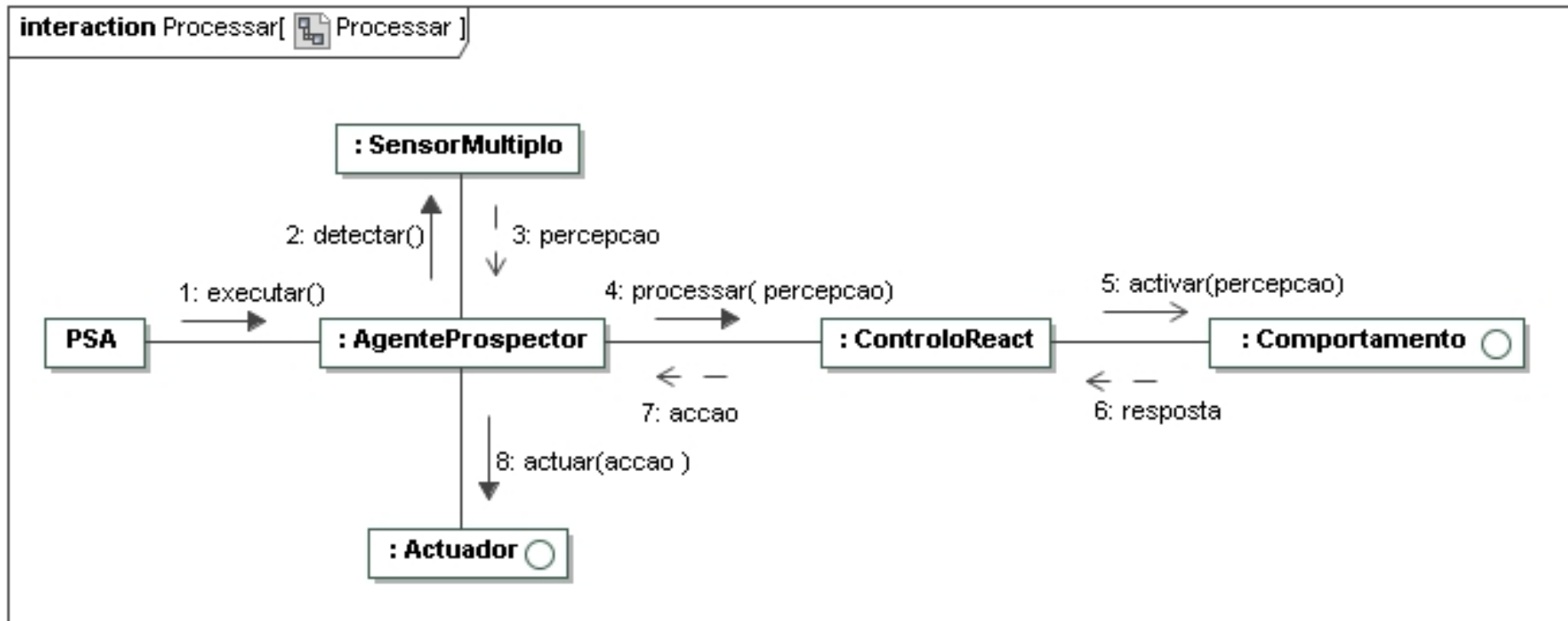
# AGENTE PROSPECTOR: EXECUTAR



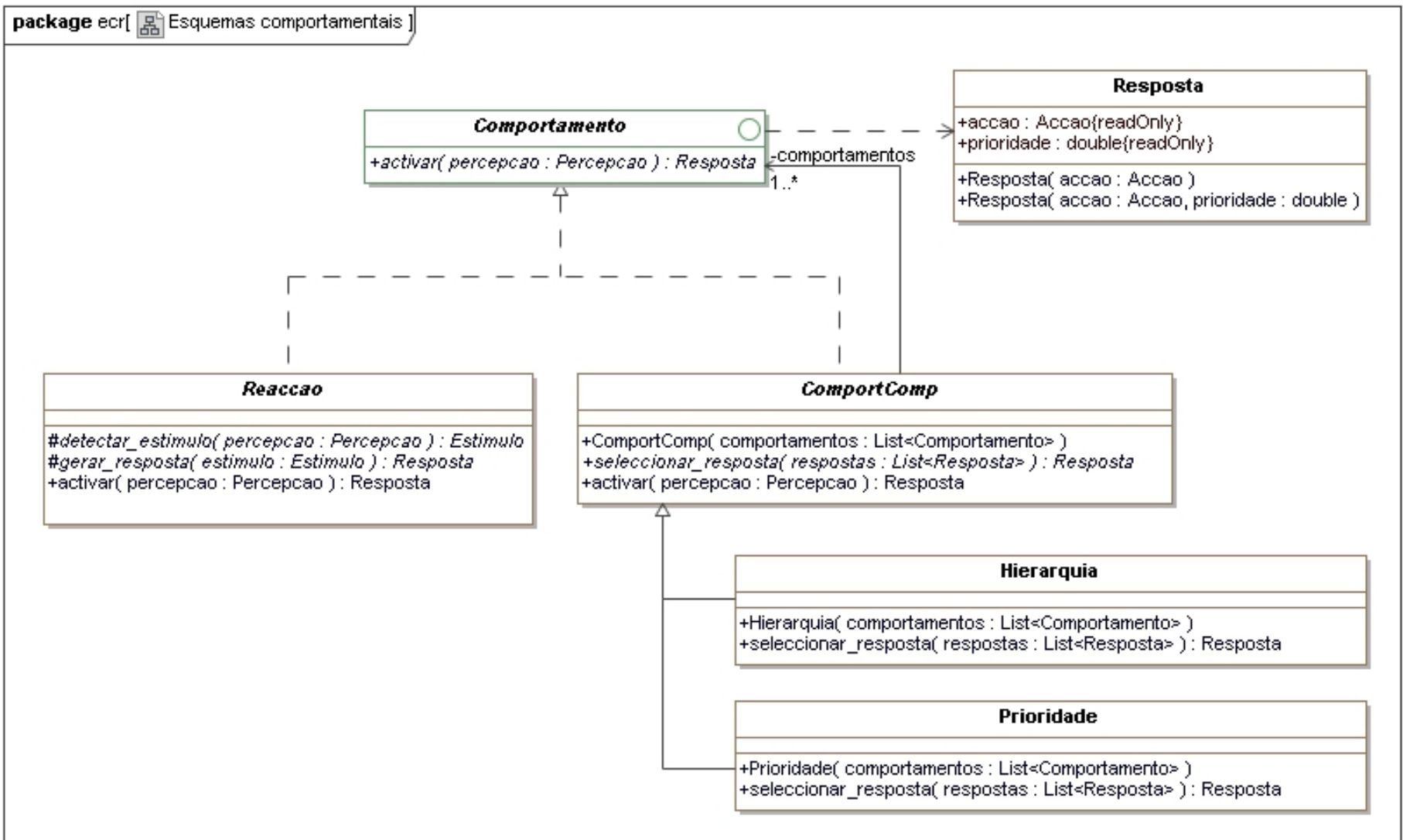
# CONTROLO REACTIVO



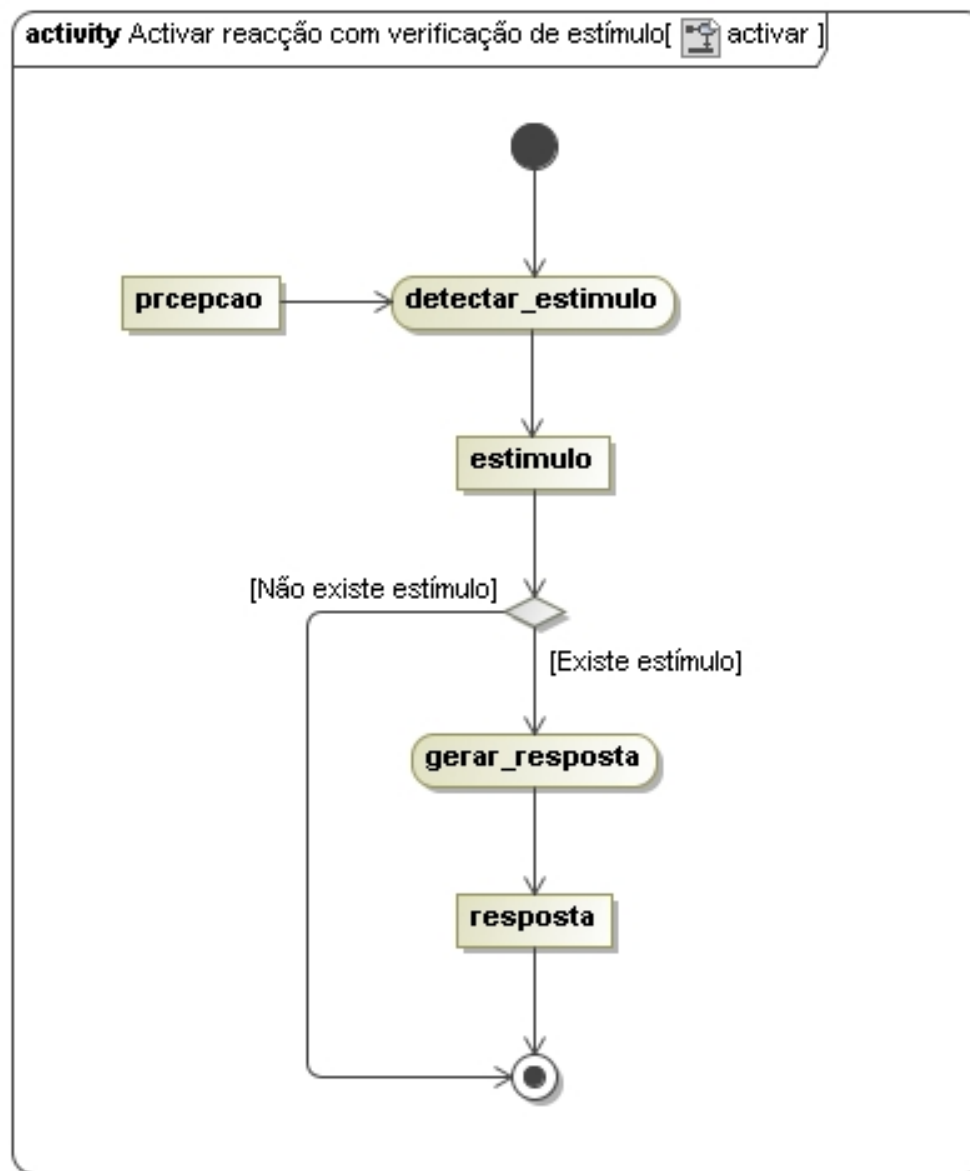
# CONTROLO REACTIVO: PROCESSAR



# ESQUEMAS COMPORTAMENTAIS REACTIVOS



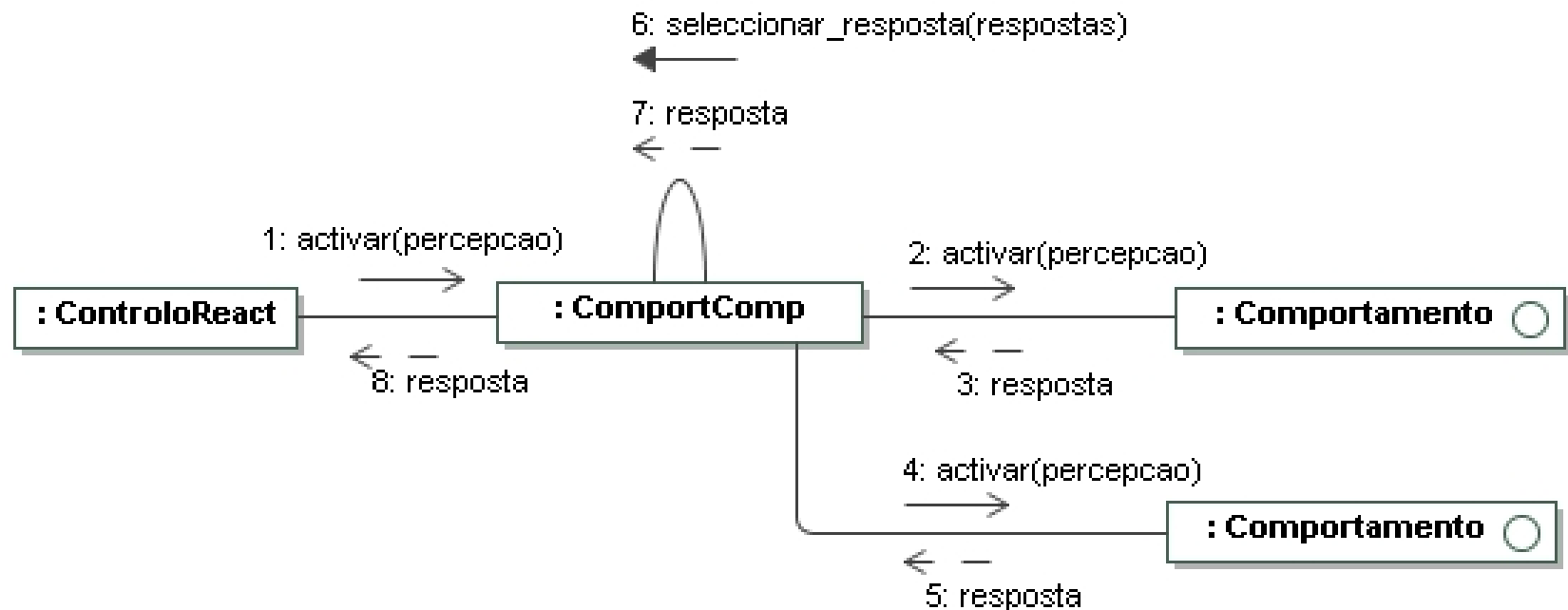
# ACTIVAR REACÇÃO



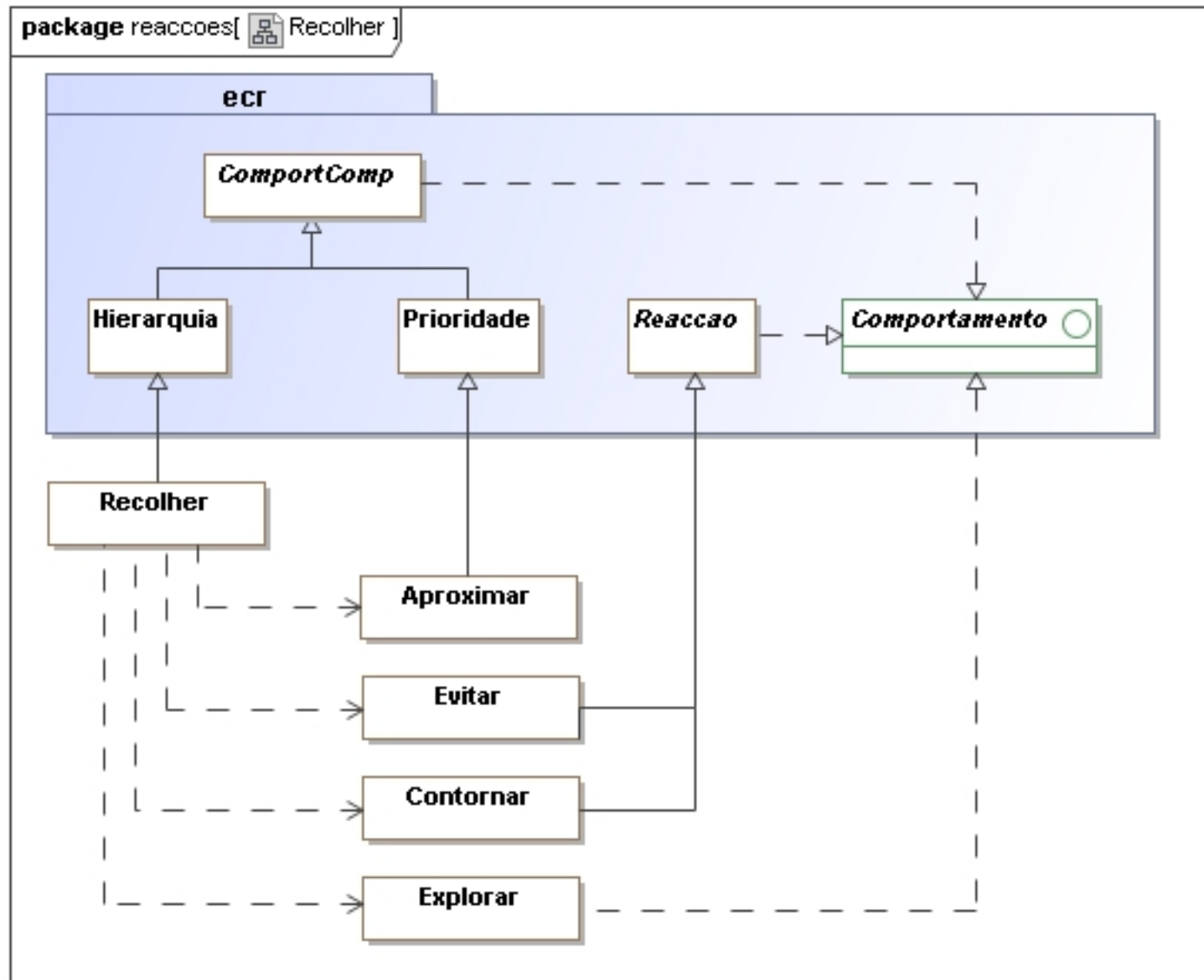


# ACTIVAR COMPORTAMIENTO COMPOSTO

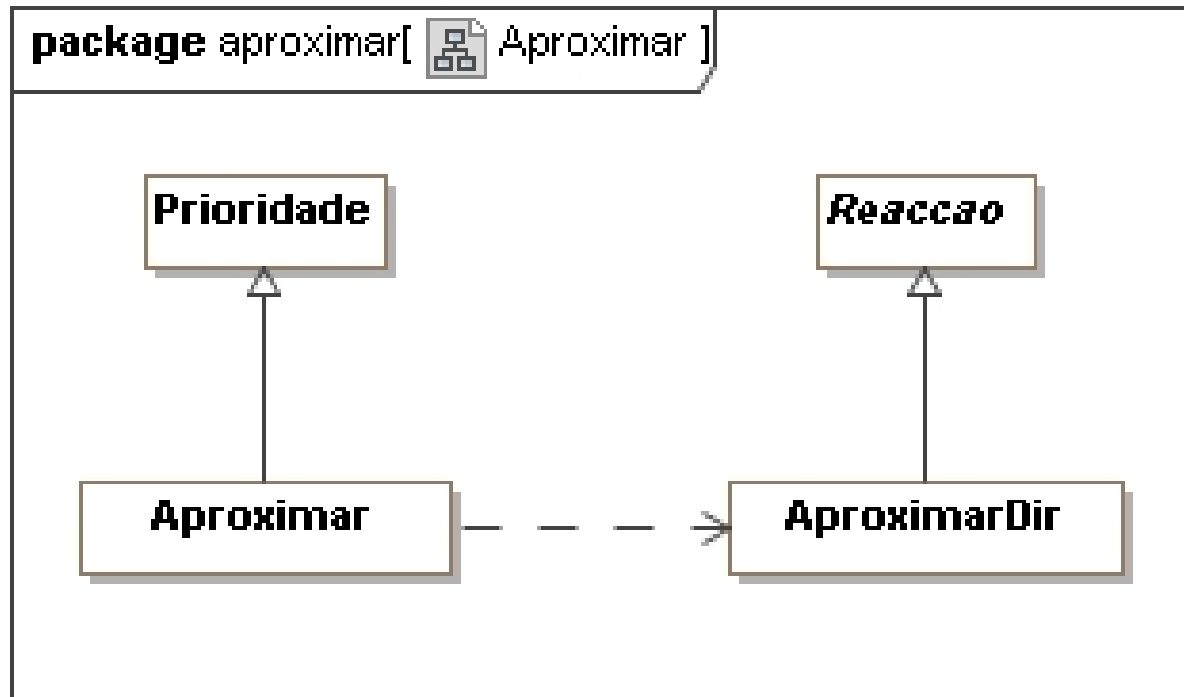
**interaction** Activar comportamiento composto[  activar ]



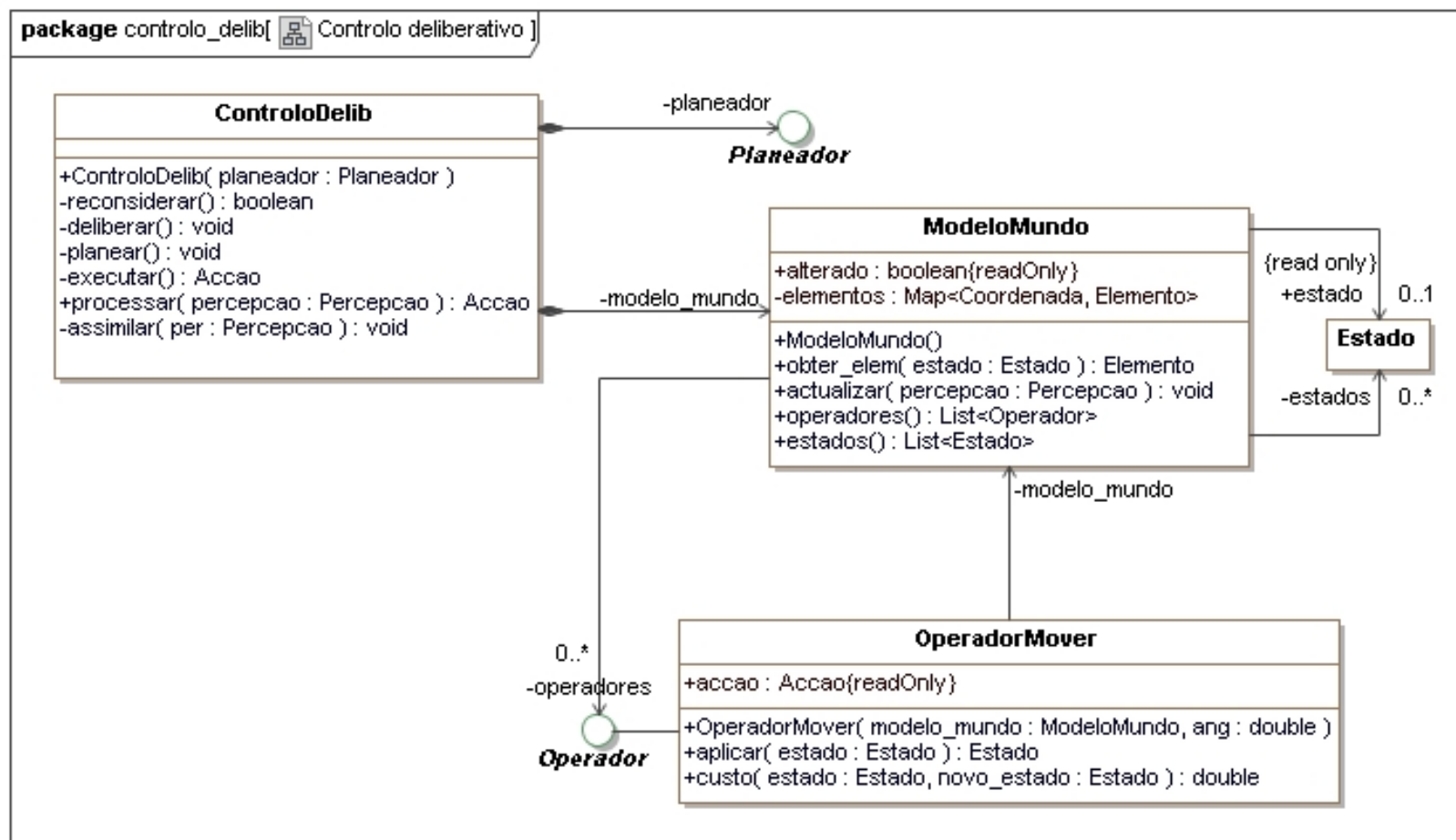
# CONTROLO REACTIVO: REACÇÕES



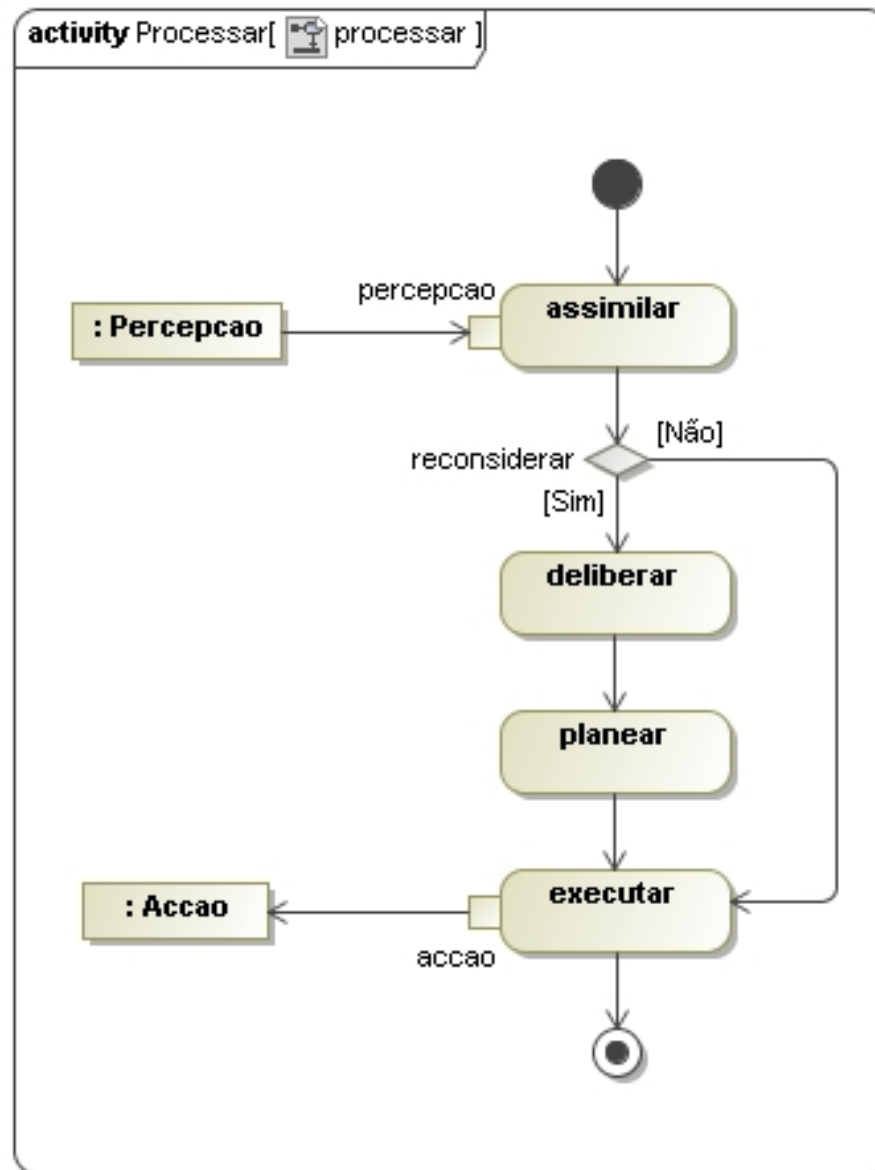
# CONTROLO REACTIVO: APROXIMAR



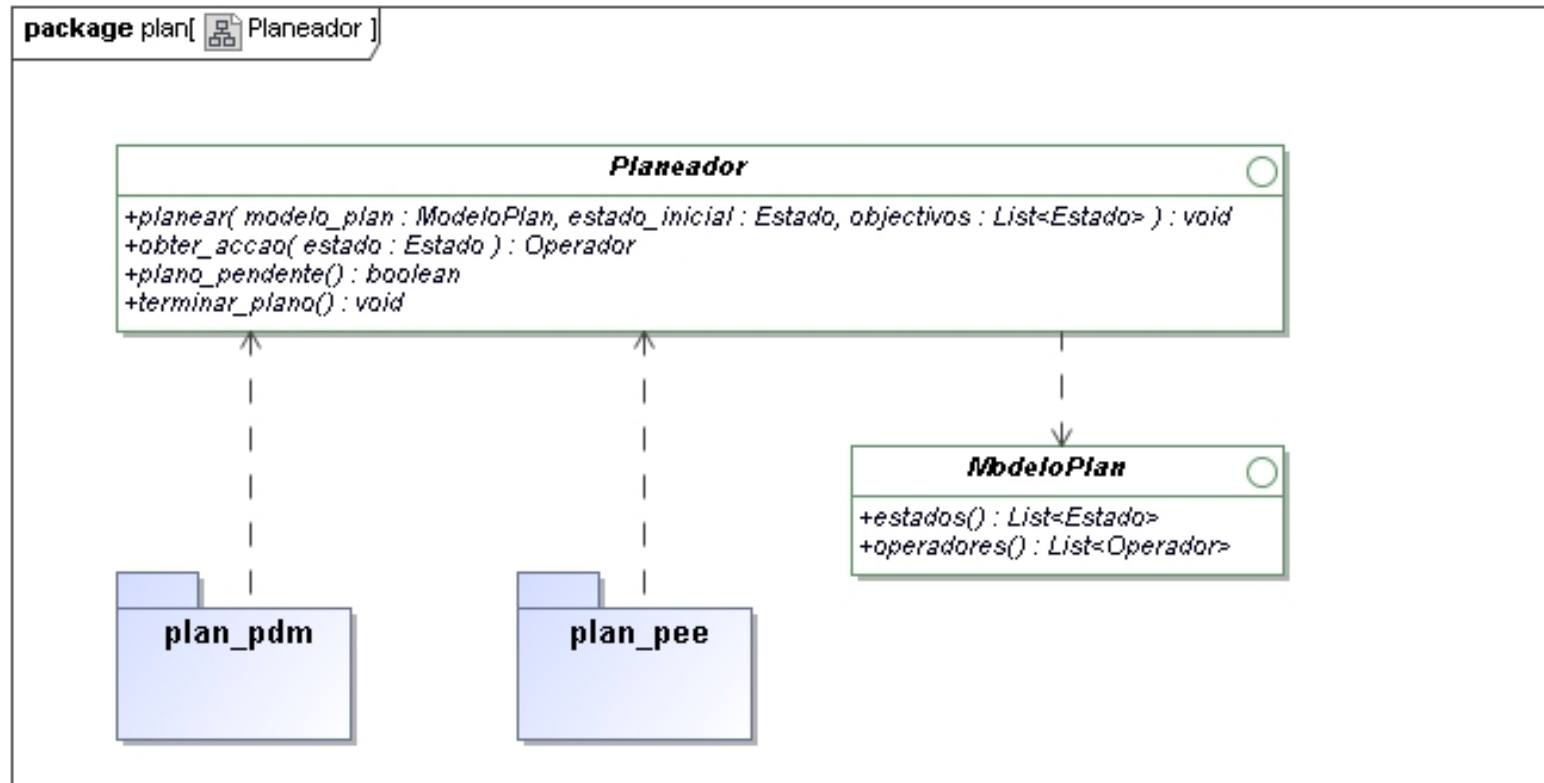
# CONTROLO DELIBERATIVO



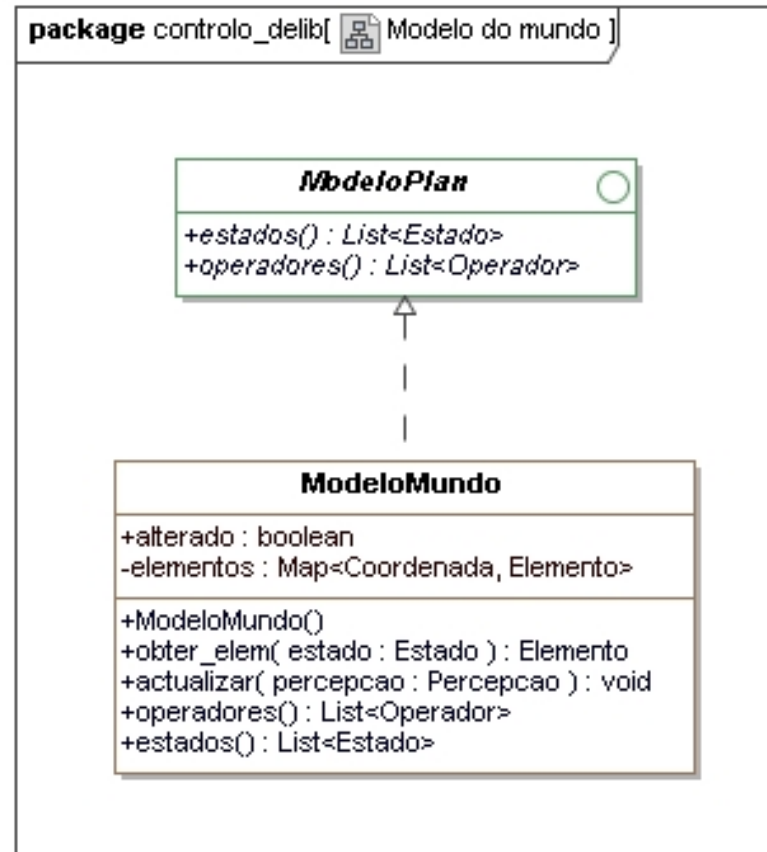
# CONTROLO DELIBERATIVO: PROCESSAR



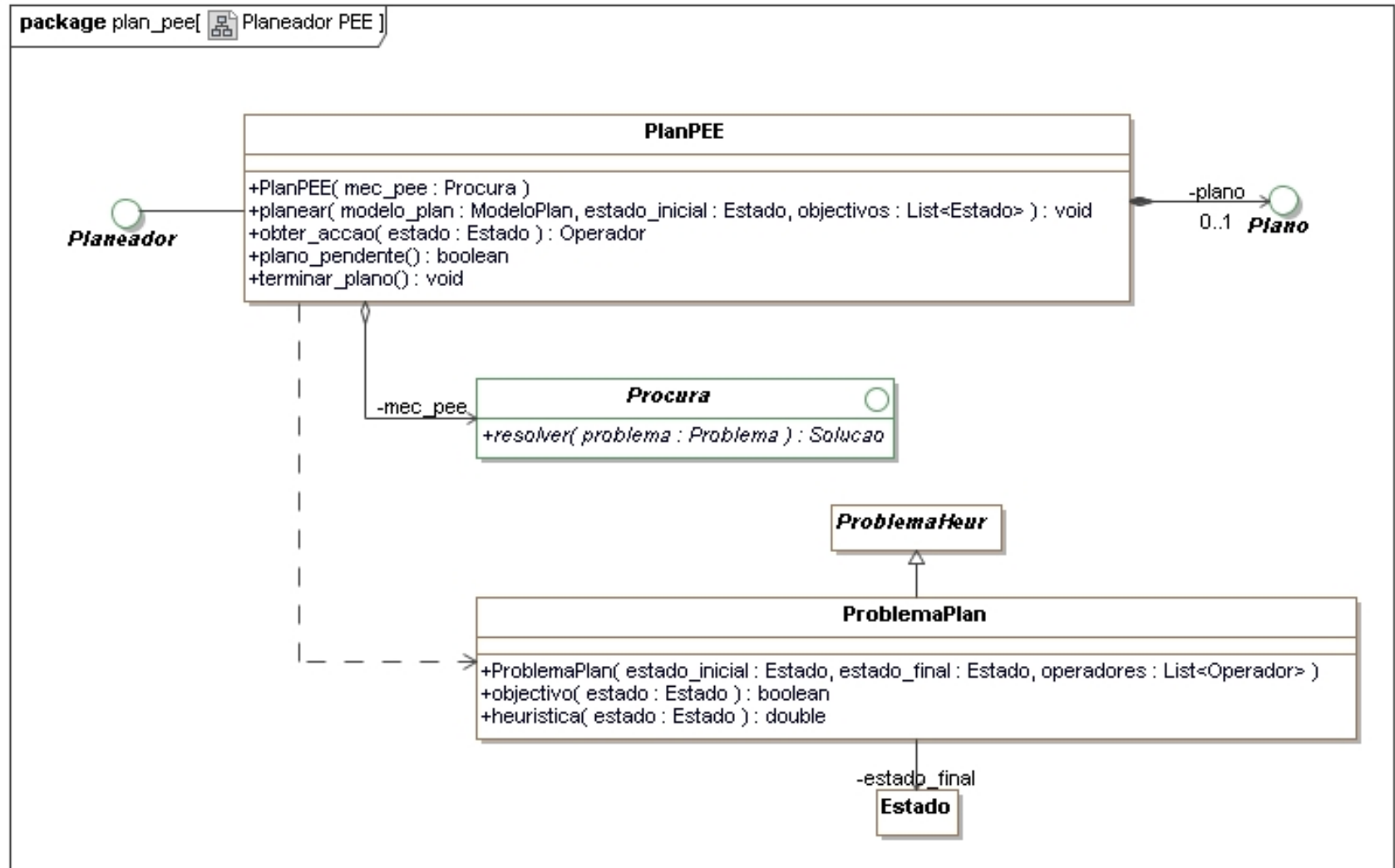
# PLANEAMIENTO AUTOMÁTICO



# PLANEAMENTO: MODELO DO MUNDO

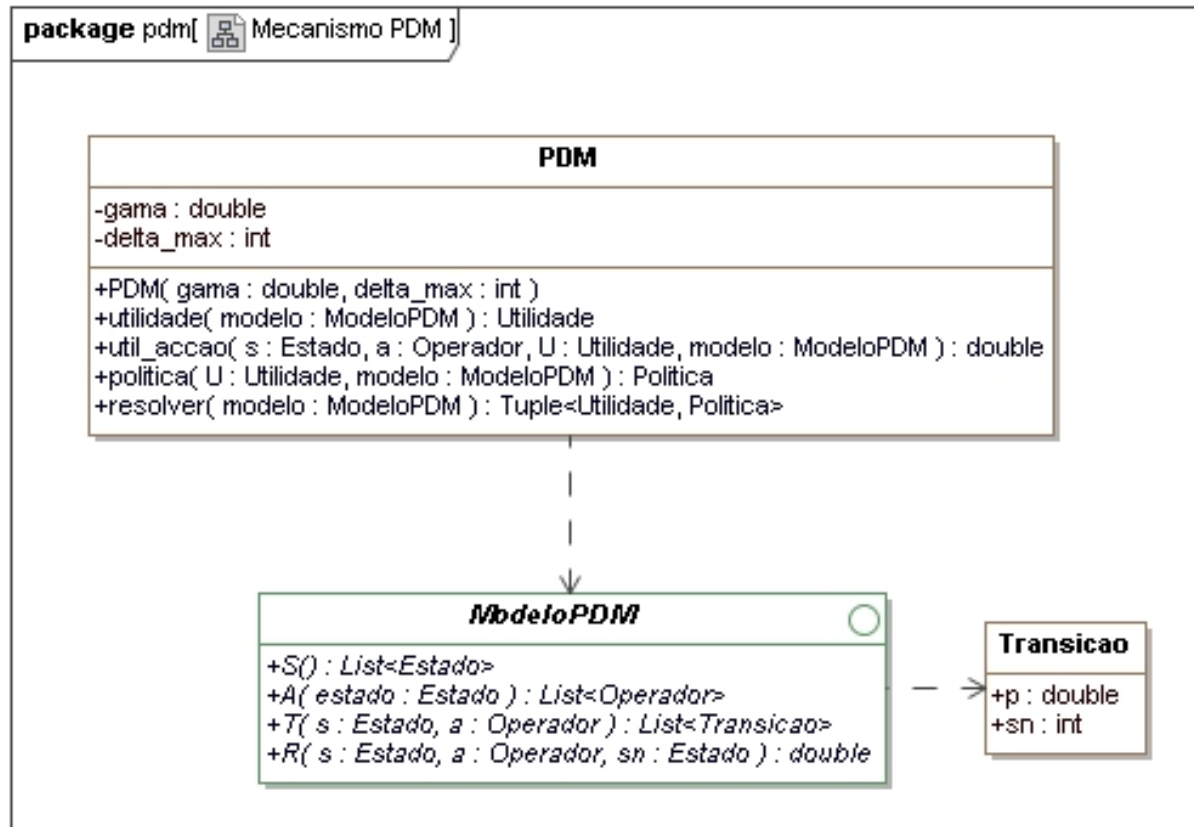


# PLANEADOR COM BASE EM PEE

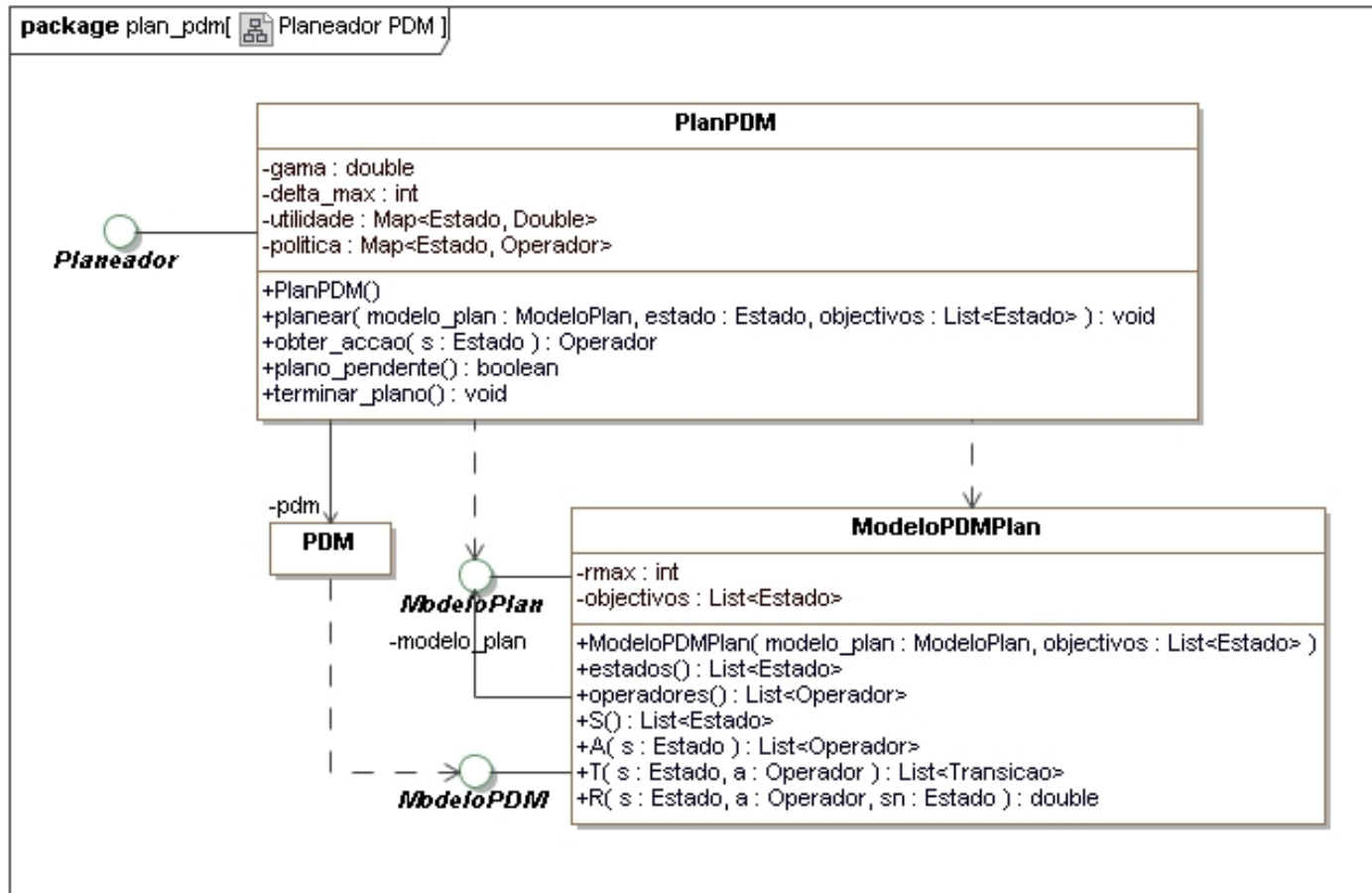




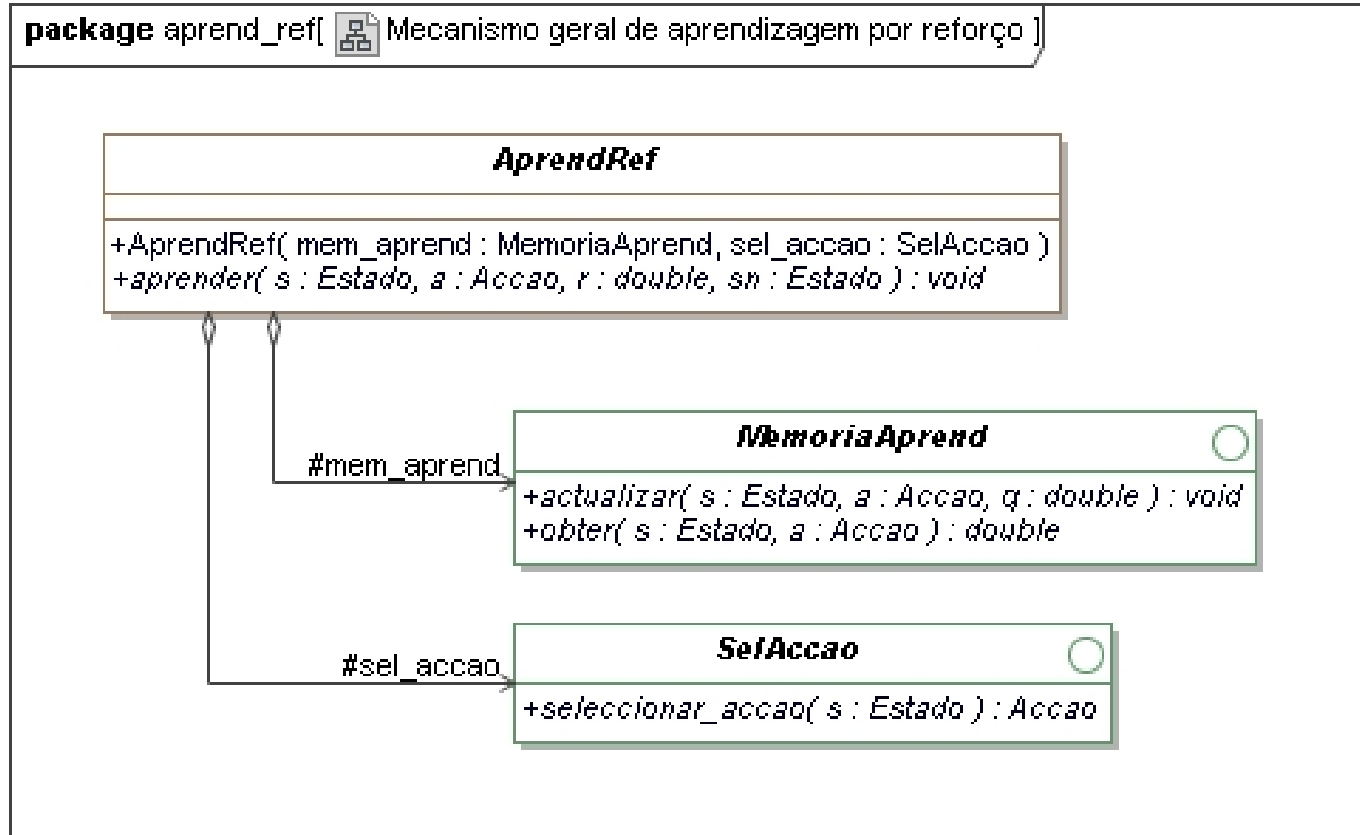
# PROCESSOS DE DECISÃO DE MARKOV



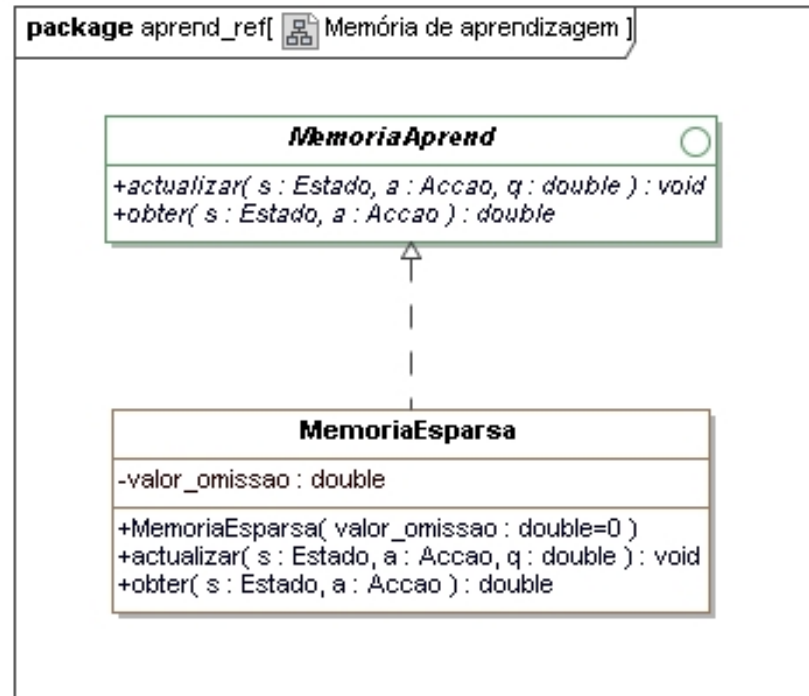
# PLANEADOR COM BASE EM PDM



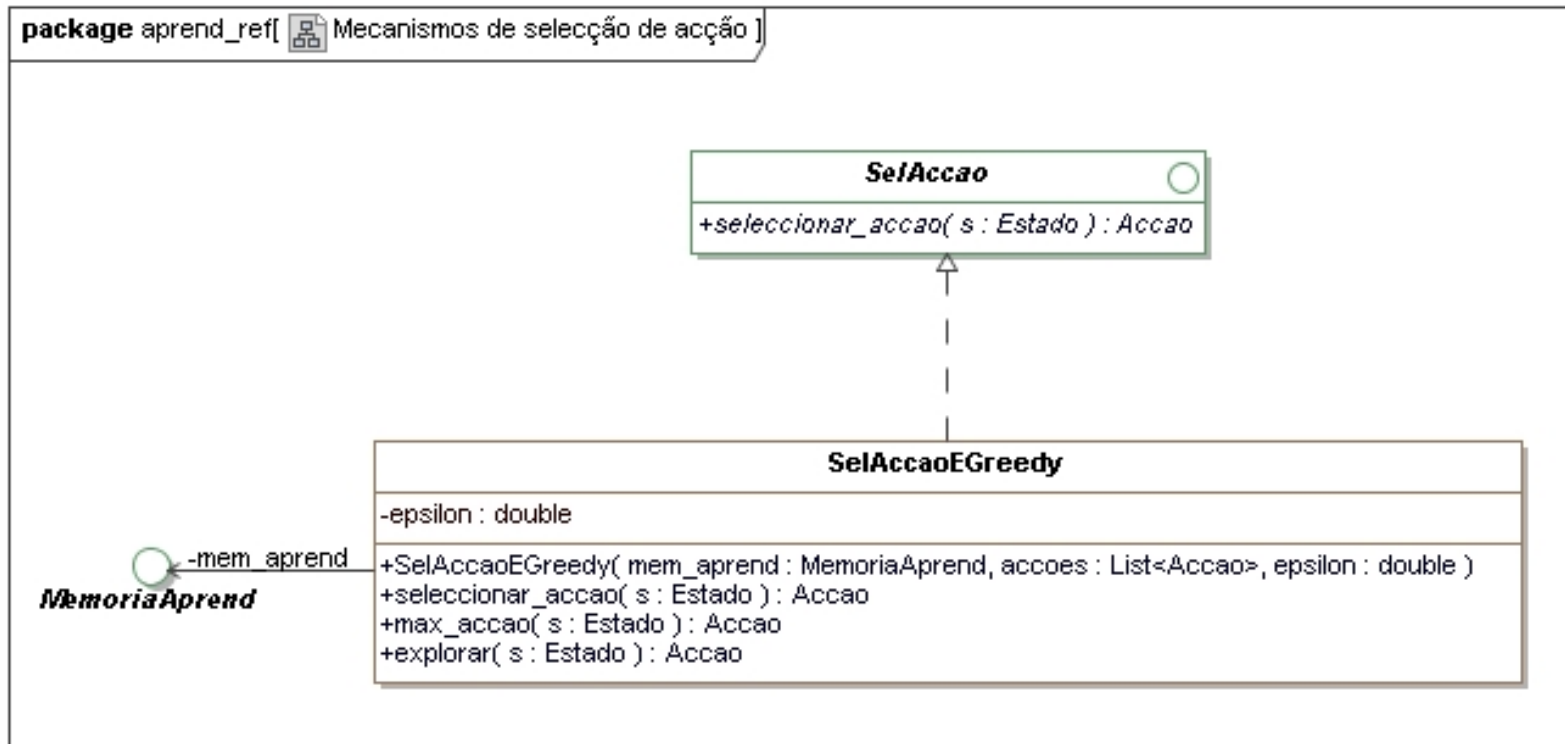
# APRENDIZAGEM POR REFORÇO



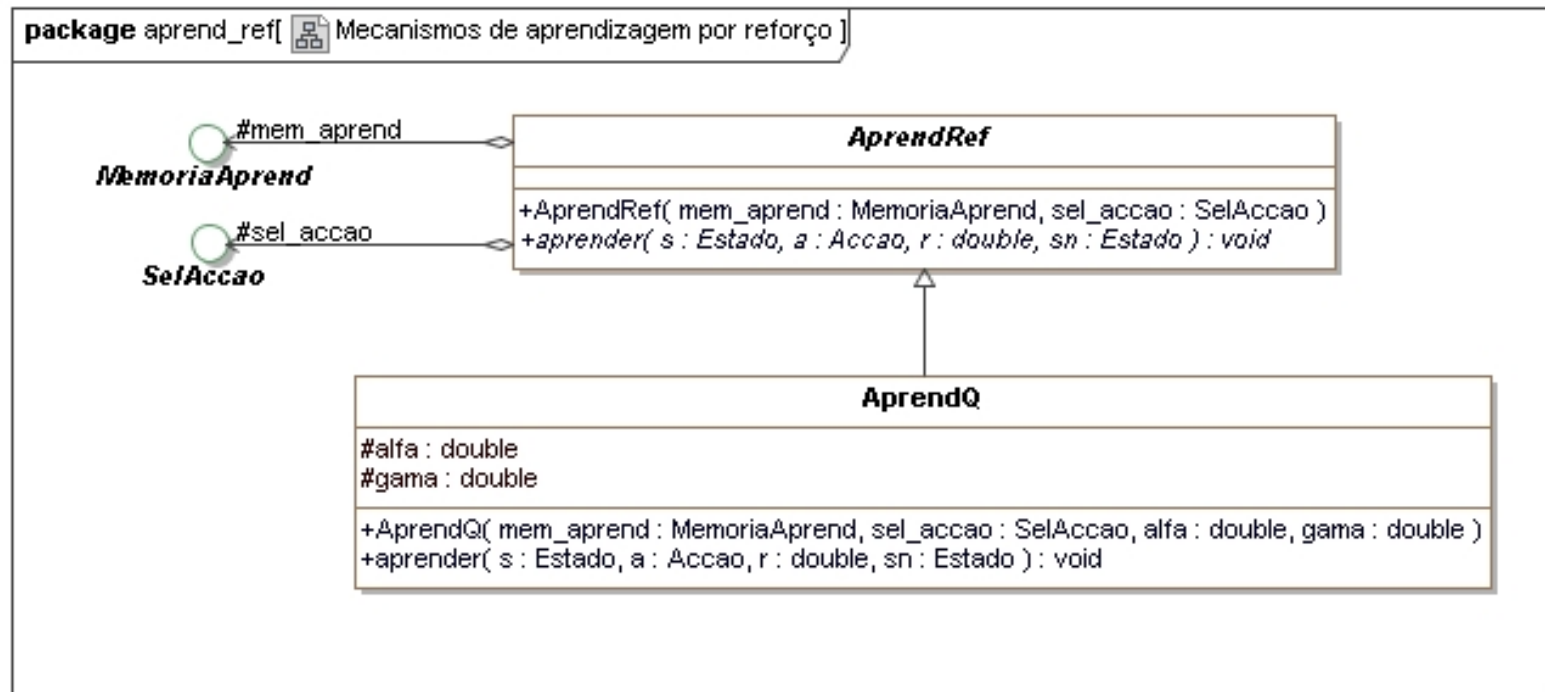
# MEMÓRIA DE APRENDIZAGEM



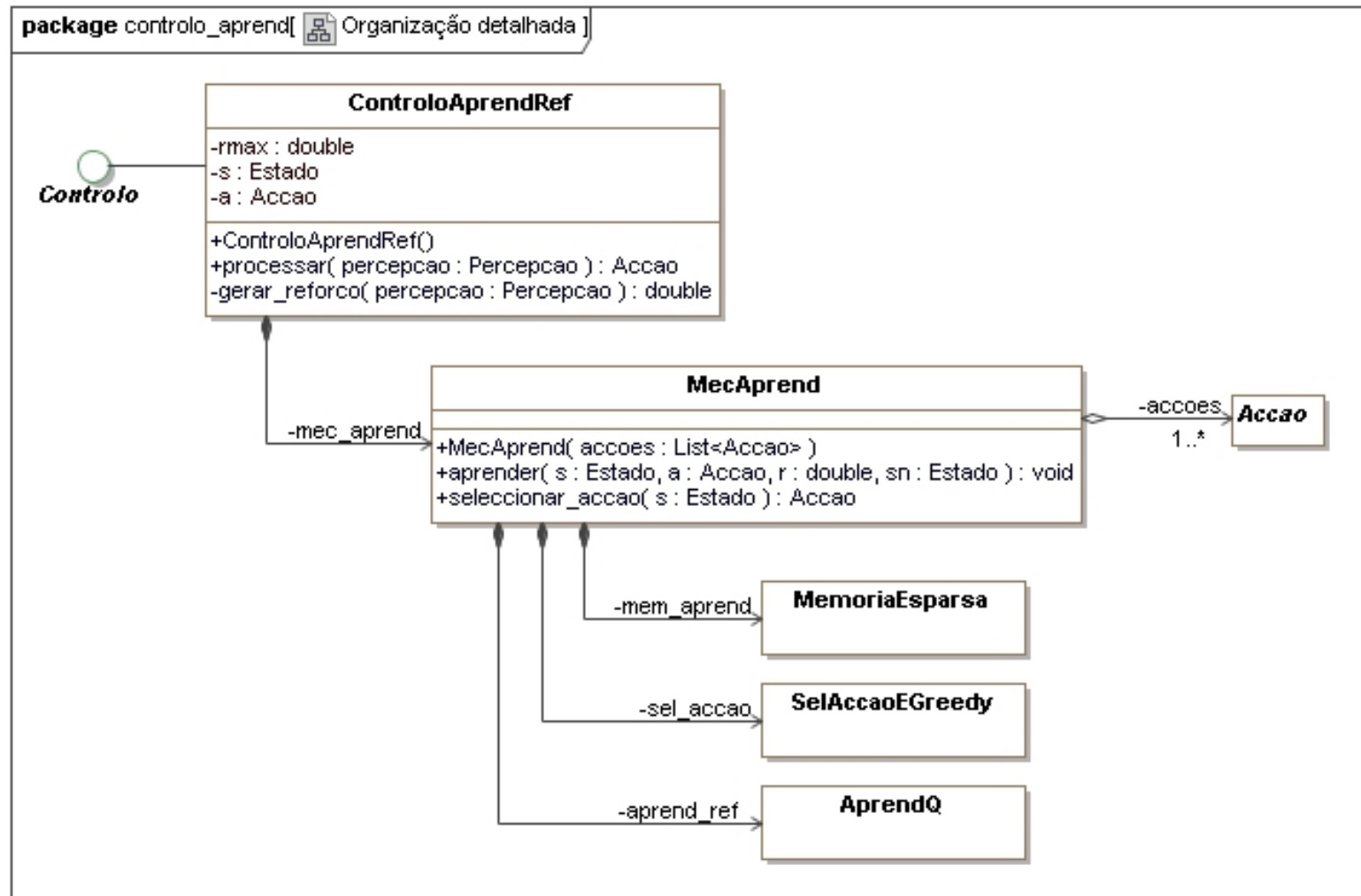
# SELECÇÃO DE ACÇÃO



# MECANISMOS DE APRENDIZAGEM



# CONTROLO COM APRENDIZAGEM POR REFORÇO



# AGENTE COM APRENDIZAGEM POR REFORÇO

