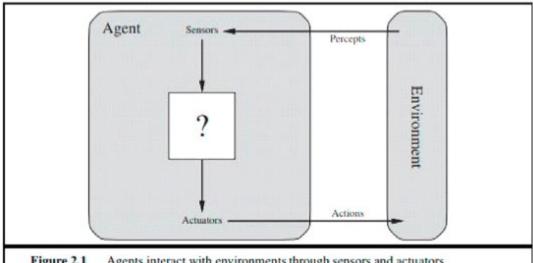
Artificial Intelligence(AI)

section2

- 1) What is agent?
- 2) Applications of agent in different fields?
- 3) Vacuum_cleaner agent?
- 4) Rational agent ,, agent ?
- 5) Variables in python?

1) What is agent?

Agent: is anything that senses environment using sensors and act upon that environment through its actuators.



Agents interact with environments through sensors and actuators.

sensor: is the part that receives input from the environment.

actuators: is the part that helps interact with the environment.

percept: we use the term perception to refer to an agent's perceptual input at any given moment.

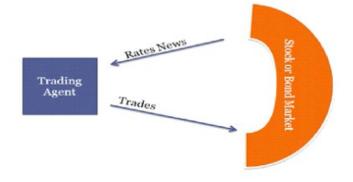
percept sequence: agent's percept sequence is the complete history of everything the agent has ever perceived.

agent function(control policy function): is a set of condition-rules based on it the agent can make decision"action".

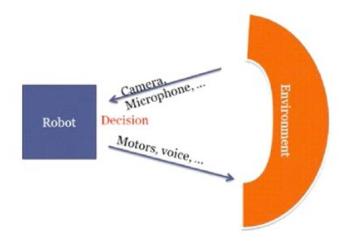
2) Applications of agent in different fields?

- · AI has successfully been used in?
 - **□**Finance
 - □ Robotics
 - **□**Games
 - □Medicine
 - ☐The web

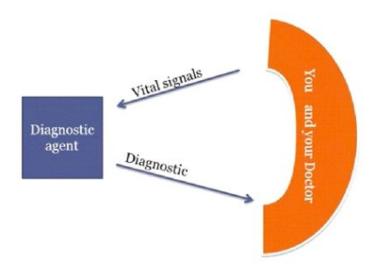
Al in Finance



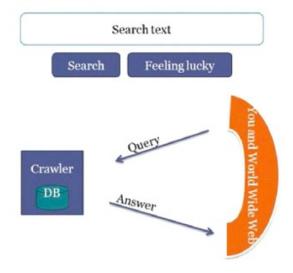
Al in Robotics



AI in Medicine



Al in the WEB

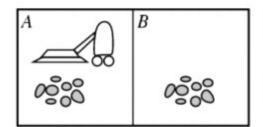


3) Vacuum_cleaner agent?

Example: Vacuum-Agent

- Percepts:

 Location and status,
 e.g., [A,Dirty]
- Actions: Left, Right, Suck, NoOp



function Vacuum-Agent([location,status]) returns an action

- *if* status = Dirty *then* return Suck
- *else if* location = A *then* return Right
- *else if* location = B *then* return Left

4) performance measure,,Rational agent?

Performance measure: An objective criterion ("utility function") for success of an agent's behavior.

Performance measures of a vacuum-cleaner agent: amount of dirt cleaned up, amount of time taken, amount of electricity consumed, level of noise generated, etc.

Performance measures self-driving car: time to reach destination (minimize), safety, predictability of behavior for other agents, reliability, etc.

Performance measure of game-playing agent:

win/loss percentage (maximize), robustness, unpredictability (to "confuse" opponent), etc.

Rational Agent: For each possible percept sequence, a rational agent should select an action that maximizes its performance measure (in expectation)given the evidence provided by the percept sequence and whatever built in knowledge the agent has.

rationality: do the right thing.

- -maximize expected performance
- -information gathering, exploration, learning.

5) variables in python?

some important information:-

Run == F5

space in the first of line "error"

python is case sensitive

types of variables:-

 string,float,integer,boolean,complex,list,tuple, set,dictionary

5.1) number variables(integer,float):-

- to define number variable

```
x=5
y=5.5
print(x,y)
```

- to convert from datatype to another

```
x=12
y=3
x1=str(x)
y2=bool(y)
x2=complex(x,y)
print(x1,x2,y2,type(x1),type(x2),type(y2))
print(x2.real,x2.imag)
```

```
x=10.5
print(int(x))
print(type(x))
```

- arithmatic operation on number variable :-

```
x=10
y=4
print(x+y , x-y , x*y ,x/y ,x**y ,x%y , x//y)
```

- math library :- is a set of methods that you can invoke them in arithmatic operations

```
import math
import math as ms
from math import*
from math import sin,cos

import math as ms
a=ms.factorial(6)
print(a)
print(ms.pow(3,5))
print(ms.sin(60))
print(ms.log10(100))
print(ms.pi)
print(ms.e)
```

5.2) string variable:-

- to define string variable

```
name="ali"
print(name)
```

- to access any character in string, last index is not included

```
a='artificial intelligence'
print(a[5])
print(a[-1])
print(a[4:12])
print(a[:5])
print(a[2:])
print(a[1:10:2])
print(a[::2])
print(a[::2])
print(a[:10:4])
print(a[-1:4:-1])
print(a[::-1])
```

- to repeat string or character in string

```
a='artificial intelligence'
print(a*3)
print(a[2]*3)
```

 to split string ,depending on certain symbols,symbols "deleted" split

```
a='artificial\n intelligence'
print(a.split('i'))
print(a.split('a'))
print(a.split('a'))
print(a.splitlines())
```

 to split string depending on certain symbols ,symbols "included" partition, must contain argument

```
a='artificial intelligence'
print(a.partition(' '))
print(a.partition('i'))
```

to search for word or character in string find, return index of word or character if character not found return -1

```
a='artificial intelligence'
print(a.find("artificial"))
print(a.find('i'))
```

 to return index througth character, index, if character not found return error

```
a='artificial intelligence'
print(a.index("i"))
```

- to replace character with another, replace

```
a='artificial intelligence'
print(a.replace('a', 'z'))
```

- To find out how many times a letter or character is repeated, count

```
a='artificial intelligence'
print(a.count("artificial"))
print(a.count("e"))
```

- to display all characters capital upper
- to display all character small lower
- to diplay the first character of statement capital capitalize
- to traverse the state of character swapCase
- to display the first character from each word capital title

```
a='artificial intelligence'
print(a.upper())
print(a.lower())
print(a.capitalize())
print(a.swapcase())
print(a.title())
```

5.3) boolean variable:-

```
a=True
x=False
print(a,x)
```