

Lecture 01: Introduction to Agentic AI

Learning Objectives

By the end of this lecture, you should be able to:

- Define what agentic AI is and how it differs from traditional AI systems.
 - Understand the core components of an agent (e.g., perception, reasoning, action).
 - Recognize real-world examples of agentic behavior.
 - Grasp the motivation for integrating agency into large language models (LLMs).
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Key Concepts

- **Agent:** An entity that perceives its environment and acts upon it to achieve goals.
- **Agentic AI:** AI systems that exhibit autonomy, decision-making, and goal pursuit over time.
- **Traditional AI vs. Agentic AI:**
 - *Traditional AI:* Often task-specific (e.g., classification, translation).
 - *Agentic AI:* Embeds reasoning, planning, memory, tool use, and goal adaptation.

Components of Agentic AI

- **Perception:** Ingests input from the environment (e.g., user input, documents).
- **Memory:** Stores relevant past information for long-term use.
- **Planning:** Breaks goals into subtasks and organizes actions.
- **Action:** Executes commands, queries APIs, or invokes tools to accomplish tasks.

Why LLMs are Well-Suited for Agentic AI

- Natural language understanding and reasoning
 - Broad general-purpose capabilities
 - Flexible prompting and tool integration
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Required Tools/Libraries

- None required (conceptual introduction)
 - *Optional:* Diagramming tools (e.g., draw.io, Excalidraw)
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Hands-on Exercise: "Agent or Not?"

Create a table of at least 8 real-world systems (human, software, or robotic) and classify each as:

- ☒ Agentic
- ☒ Non-agentic

Justify your classification based on whether the system can perceive, plan, and act autonomously.

System	Agentic?	Why / Why Not?
Siri	<input checked="" type="checkbox"/>	Perceives voice, makes decisions, takes actions
Excel spreadsheet	<input type="checkbox"/>	Passive tool, requires user to act
Roomba	<input checked="" type="checkbox"/>	Perceives environment, navigates, avoids objects
Traditional ML model	<input type="checkbox"/>	Static prediction, no ongoing action or planning
GPS Navigation System	<input checked="" type="checkbox"/>	Updates route based on traffic, gives directions
Static Webpage	<input type="checkbox"/>	Displays content but takes no autonomous action
Customer Support Bot	<input checked="" type="checkbox"/>	Responds to queries, may escalate, routes tasks
Video Game AI Opponent	<input checked="" type="checkbox"/>	Makes decisions based on user actions in-game

Bonus: Sketch or diagram the **Perception** → **Memory** → **Planning** → **Action** loop of an agentic system.
