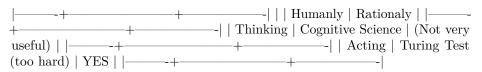
Notes

Russell & Norvig

Artificial Intelligence: A Modern Approach



Acts so as to achieve the best outcome, or, where there is uncertainty, the best experteal outcome

An Agent receves percepts through its sensors, and can cause an action through its actuators.

P.erformance E.nvironment A.cturators S.ensors

Fully Observable: Can view all of the enviornment Partially Observable: Can view some of the enviorment Unobservable: Cannot view any of the enviorment

Single Agent Multi Agent * Competitive * Cooperative * Semi cooperative

Deterministic: Every action is causes perdictable results Stochastic: Actions cause unpredictable results

Static: Nothing happens untill an action occurs Dynamic: Enviornment changes while waiting for action Semidynamic: Preformance ranking is effected by time spent thinking

Discrete Continuous

Known Unknown

Types of agents

Reflex State-based Goal-based Utility-based Learning * Exploration vs Exploitation