

# COMP310 – Multi Agent Systems

## Video 2.2:

### Abstract Architecture for Agents

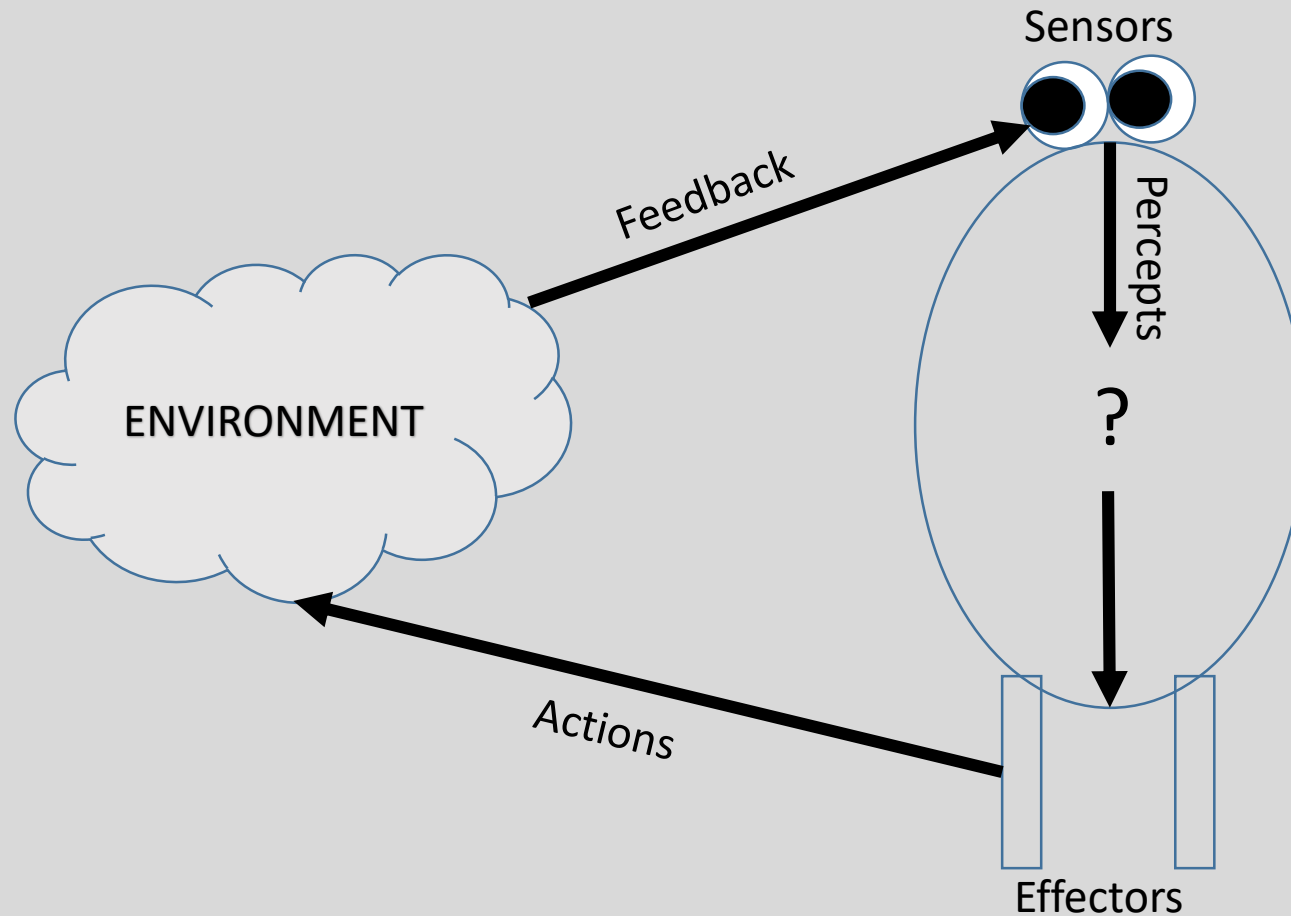
*Lecturer: Dr T Carroll*

*Email: [Thomas.Carroll2@Liverpool.ac.uk](mailto:Thomas.Carroll2@Liverpool.ac.uk)*

*Office: G.14*

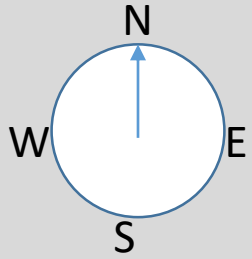
*See Vital for all material*

# Agent within an Environment



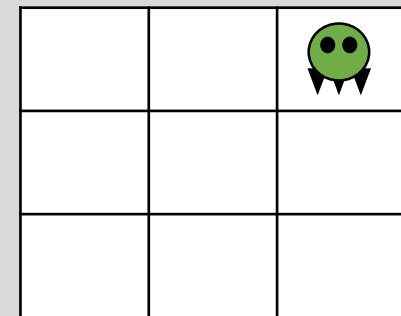
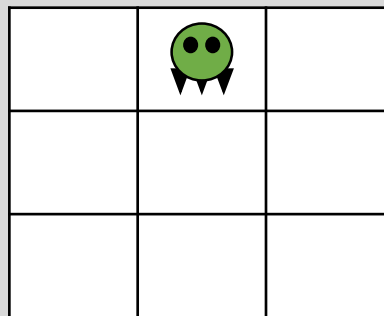
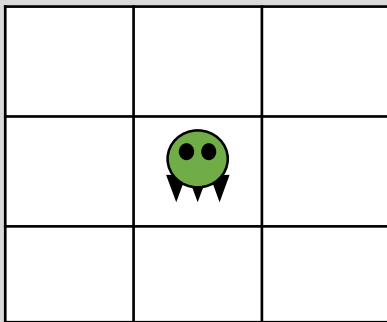
- Can an abstract architecture help us to:
  - Model states of the environment
  - Model possible actions
  - Model decision making?
  - Model actions taken?

# TILEWORLD



0,0	0,1	0,2
1,0	1,1	1,2
2,0	2,1	2,2

- Finite set of **states**: “Agent in (0,0)”, “Agent in (0,1)”, ..., “Agent in (2,2)”
- Finite set of **actions**: “North”, “East”, “South”, “West”



# A Bit More Formal....

- States

- The world can be in **any** of a finite set of states

$$E = \{e, e', \dots\}$$

- Actions

- The finite set of actions that are available to the agent

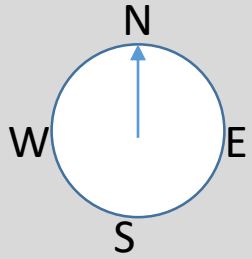
$$Ac = \{\alpha, \alpha', \dots\}$$

- Run

- Set of interleaved world states and actions

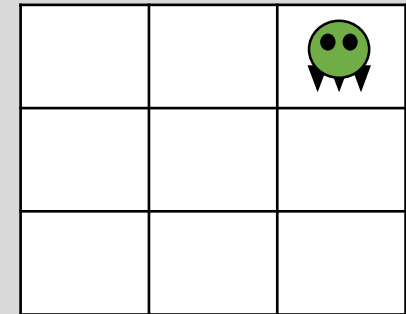
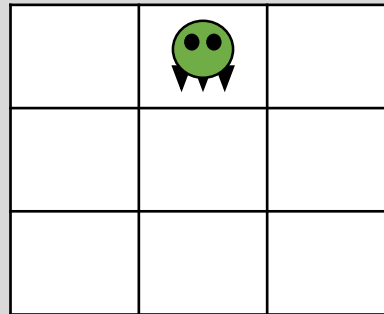
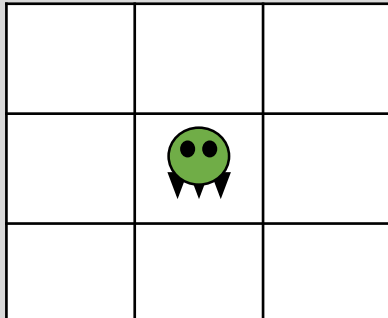
$$r : e_0 \xrightarrow{\alpha_0} e_1 \xrightarrow{\alpha_1} e_2 \dots$$

# TILEWORLD

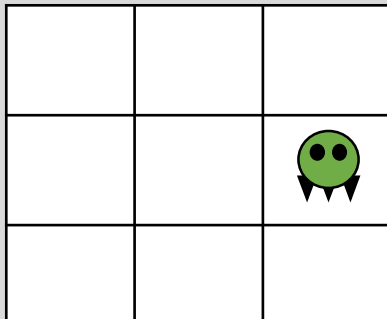
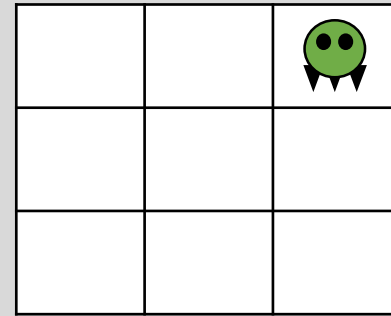
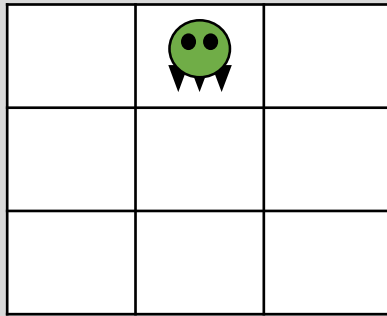
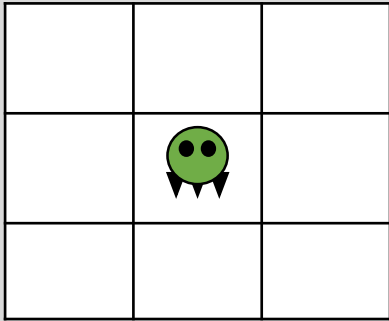


0,0	0,1	0,2
1,0	1,1	1,2
2,0	2,1	2,2

- Finite set of **states**:
- Finite set of **actions**:



# TILEWORLD



# Runs

- We must be able to consider **all possible** runs from **all possible** starting states

 $\mathcal{R}$  $\mathcal{R}^{Ac}$  $\mathcal{R}^E$

# Behaviour of Environment

- A **state transformer function** represents the behaviour of the environment

$$\tau : \mathcal{R}^{Ac} \rightarrow 2^E$$



# An Environment

$$Env = \langle E, e_0, \tau \rangle$$

# An Agent

$$Ag : \mathcal{R}^E \rightarrow Ac$$

$Ag$

# A Purely Reactive Agent

- Some agents don't care about the past, but only about the **present**
- These are **purely reactive**

$$Ag : E \rightarrow Ac$$

# A System

- Pair of an **agent** and an **environment**

$$\mathcal{R}(Ag, Env)$$

Formally, a sequence  $e_0, \alpha_0, e_1, \alpha_1, e_2, \dots$  represents a **run** of agent  $Ag$  in environment  $Env = \langle E, e_0, \tau \rangle$  iff:

1.  $e_0$  is the initial state of  $Env$
2.  $Ag(e_0) = \alpha_0$
3. For  $u > 0 : e_u \in \tau((e_0, \alpha_0, \dots, e_{u-1}, \alpha_{u-1}))$  and  $\alpha_u \in Ag(e_0, \alpha_0, \dots, e_u)$

## .... But why?

- Notation gives us a precise handle on ideas about agents
- Allows us to go more in-depth and more formal with our analysis and thinking