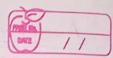
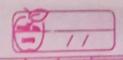
Name: Deepsalunker. Roll-No 21102 A004 DY : TE CMPMA Assignment 2 Subj: AI Discuss the role of percept and action in the design of intelligent. How does the interaction between percept and action contribute to the functionality of an > Percepts and action are fundamental of creating a intelligent agents Percepts - Perrepts are the sensory inputs that an agent receives from its environment - They separaent the agents understanding of it's surrounding including information about current state of the environment, scleant objects exist and change Actions - Actions are the behaviours at aperations that an agent can perform in response to percepts they represent the opents ability to influence or change the state of the environment. baded on it's goals, offertives and policy



Interaction between terrapts and actions										
consulted not esskip with such a the hamilton to the										
1) Perception: The agent merelles percepts from										
the environment, providing information about										
cument state.										
@ Decision making: Based on the received information										
the agent selects an										
appropriate action										
3) Action execution: the selected action is executed,										
leading to change in the										
environment.										
& Faldback : The resulting changes in the										
environment may general New										
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02)	Explore different types of environment in which agent.											
	operate.											
⇒	Following are diff types at environment.											
	1 Fully observable => Complete information about it's State											
	(2) Partialy observable => limited information about 11's stake											
	3 Determinutic => Unique state leads to a unique state.											
	(a) stochastic => A state among lead to multiple state											
	(3) Episodic => (unrat state does not offect future states											
	@ seguntial => Consent state affects future states											
	(a) Static => Environment does not change (b) Continuous => Indefinit stats and a chin											
	9) Dynamiz => Environment is not constant											
	(10) Discoul => Frite State and actions											
	Example	0	2	3	3	3	6	7	8	(9)	(0)	
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