## Week 1

9 試題

1	
point	
1 ∘ What is	s an agent?
0	A program
0	An entity that perceives and acts
0	A percept sequence and action table
0	Sensors and actuators
1	
point	
	oes strong Al and weak Al mean?
0	Strong Al: always returns the best solution; weak Al: can only return a solution without optimum guarantee, but at least is local optimum
0	Strong Al: makes decisions with all previous records; weak Al: only considers the current perception and one previous action
0	Strong Al: machines with sensors; weak Al: machines without sensors
0	Strong Al: physical symbol systems which can have a mind and mental states; weak Al: physical symbol systems which can act intelligently
1	
point	
3 ∘ What d	oes rational behavior mean?
0	Is expected to maximize goal achievement, given the available information
0	Imitates smart human
0	Echo any input it gets
0	Always outputs the same answer
1	
point	
4 ∘ What d	oes PEAS stand for?
0	Permutation, elitism, ambiguity, sophistication

Professionality, elicitation, accuracy, specificity

Probability, estimation, acceleration, stochastic

0	Performance measure, environment, actuators, sensors	
1 poin	t	
5 ° Which agent is not mentioned in this class?		
0	Simple reflex agents	
0	Model-based agents	
0	Goal-based agents	
0	Utility-based agents	
0	All above are mentioned	
1 poin	t	
6 ° What is the Turing test?		
0	An algorithm's ability to find an optimal solution; performance measure includes time and space complexity	
0	To test if a machine can evolve itself and finally become a human like robot	
0	A machine's ability to exhibit intelligent behavior equivalent to, or indistinguishable from, that of a human	
0	To test if a machine can automatically sense and react to the environment	
1 point 7 ° What is a rational agent's ability?		
0	Information gathering	
0	Exploration	
0	Learning	
0	Autonomy	
0	All of the above	
1 point		
8 ° What is an agent function?		
0	Returns all possible successors from a state	
0	Maps any percept sequences to an action	
0	Returns an evaluation score from an action	
0	Returns all action and state pairs during the process	

