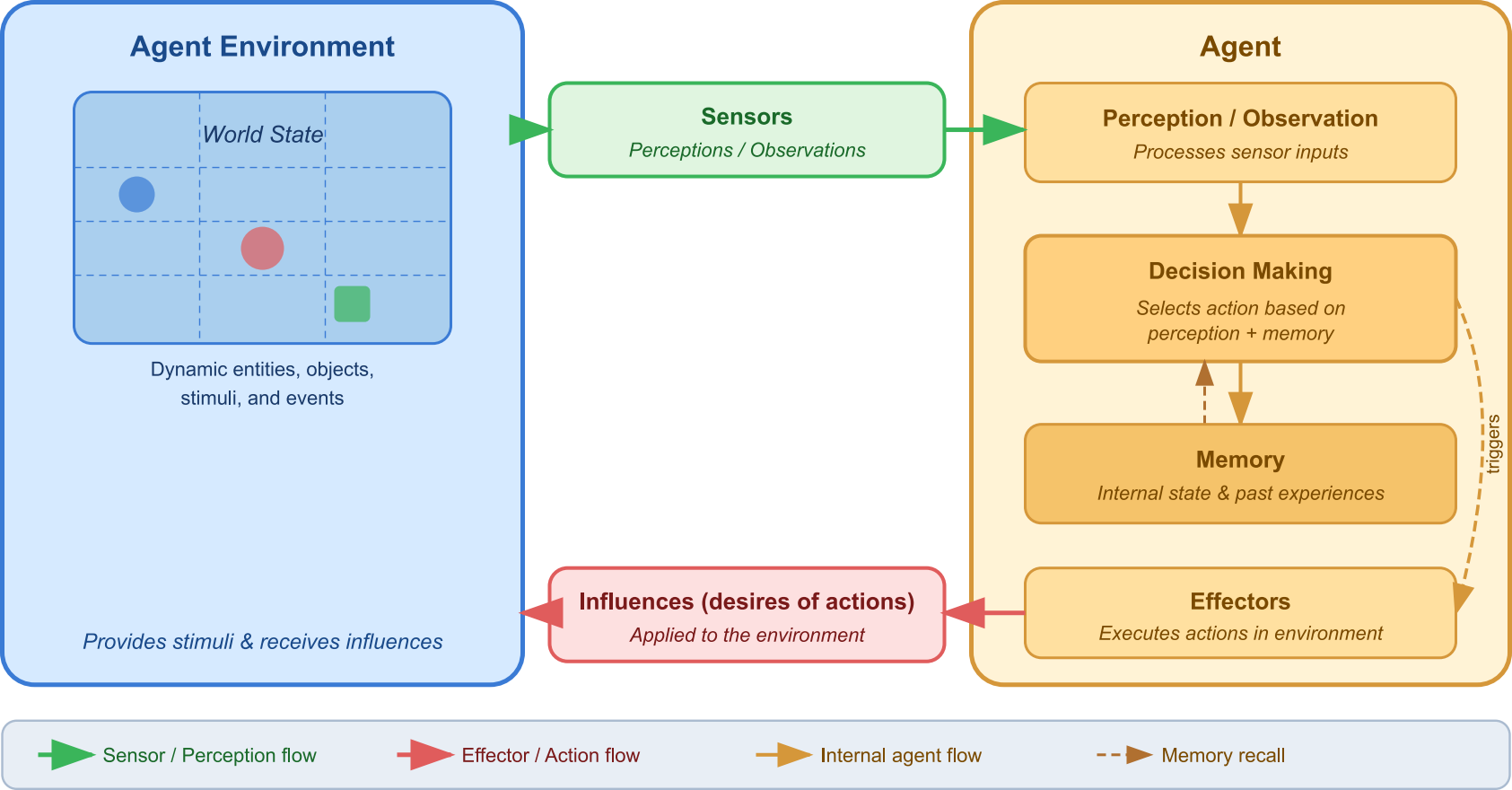
Agent Environment
World State
Dynamic entities, objects, stimuli, and events
Provides stimuli & receives influences
Sensors
Perceptions / Observations
Agent
Perception / Observation
Processes sensor inputs
Decision Making
Selects action based on perception + memory
Memory
Internal state & past experiences
triggers
Effectors
Executes actions in environment
Influences (desires of actions)
Applied to the environment
Sensor / Perception flow
Effector / Action flow
Internal agent flow
Memory recall