Friday, February 8, 2019 1:06 AM

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To sto understand pass turing test	
Trying test Valuyal Vanguage broadling from P	
Turing test > Natural language processing (Translation of Natural language representation (To store knowledge)	
Machine learning. Atomated reasing responing (to use stored is ford (learning to new experiences)	h
Leaving to new and and to	drew
COMPUTER VISION (PEXCELVE OBjects)	
Robotics to manipulate objects and move about	*
Act Humanily: Pass turing test Think Humanily: => Congnitive approach: >> How to react AT AT AT AT AT AT AT AT AT A	
AI Rationally => (engai tive approach => How to react => Brain functionality \{ Think Rationally (Logically) of O How to store informal knowledge to for (Laws of thought @ Computational problem big difference by Act Rationally: a act to achieve best autome and interference	15
Think Rationaly (Loyically) of O How to store informal to aller	-
(Laws of thought @ Computational problem big difference by	mal A
Act Rationally: a act to achieve best outcome and infranctive	inciple
Premises > Statement Premsis	. 4
Inferences -> engine -> Processor	
Rational -> Mathematics	11/1/2
Rutional behavior - doing the right thing.	

Intelligence:

The ability to acquire and apply knowledge and skills

Think Humanly

The existing new efforts to make computers think, machines with minds, in full and literal sense

Think Rationally

The study of the computation that make it possible to perceive, reason and act

Acting Humanly

Machine performing activities that require intelligence when performed by people

Acting Rationally

Computational Intelligence is the study of design of intelligent agents

al-V	
Agent:	
perceive environment through sensor	
- act upon environment through actuators.	
semer -> Processor -> actuators Ag	ent
Perceive action	
Environment	
O Rational agent: Agent doing the right thing. Took environment: environment -> Problem	
Yutional agent > solution.	
Defendency of Mationalitys-	
in Performance measure	
ui) Agent's prior knowledge to enveronment uiù Actions of agent	
City Perceive secy. to date	*
-> Designing an agent in Specify the task envi	ronment CPFAS)
PFAS -> performance, environment, actuators, semon	· · · · · · · · · · · · · · · · · · ·
Sec.	1/2010/101

A **Human Agent** has **sensory organs** such as eyes, ears, nose, tongue, skin and **Actuators** hands, eyes, legs, mouth

A Robotic Agent has sensors such as IR Sensor, Camera and various Motors as Actuators.

A **Software Agent** has sensors Keystrokes, file Contents, received network packages and Screen, output files, sending network packages as Actuators

Performance Measure of Agent — It is the criteria, which determines how successful an agent is. **Behavior of Agent** — It is the action that agent performs after any given sequence of percepts. **Percept** — It is agent's perceptual inputs at a given instance.

Percept Sequence — It is the history of all that an agent has perceived till date.

Agent Function — It is a map from the precept sequence to an action.

Agent program: Takes current precept is input from Sensors and return an action to actuators.

Agent functions: takes the whole percept history and maps onto actions.

Table-driven agent program: keeps the track of Percept sequence and then uses it to index into a table of actions to decide what to do

Agent Types O2-07 Agent types Simple Retur agent: select action on the basis (see held observable of curent perception and ignoring convenient) the rest of percept buslery. O Model Based Retur agent: It mailtains the internal state that depose (Packally observed on percept buslery and thereby retlieds on environment) alfeast some sort at another red aspect Theoletic Describtion that how of the current state. The next state depose on current state depose on current state action The describe action affect the world. O Goal Based agents: O Internation about the current state of environment is not always enough to decide action O The agent needs some of goal information that describes stituate that are desirable. O Wellity based agents: O Goals provide a binury describle distinction by a happy of whisppy state O Need to optimise utility ever a

.ea	rning Agent
	Learning A.Jent
Пзеп	ils can improve their terformice their through learning.
Four	r conceptual elements of tearning agent!
9	Learning elements : Restausible for making improvements
	Performance elementalesponsible for solecting external action
	Critic: Learning dement uses teedback from critics ->On how agent is doing and -> Determines how the tertomance elements be madified to de better in future
	-> a how agent is doing and -> acter mines how the ker homance elements
	be modified to de better in future.
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	@ moblem generalor: Raponuble for suggesting actions that
TILL:	will lead to new and informative
-	- expenses,