

ہمیشہ کو سے educate

Process of Knowledge.
↓
سوچنا

NO Date

Knowledge representation & Reasoning

- Logic

Syntax
Semantic

↳ Propositional → True/False
↳ Predicate → \forall \exists

→ Rules

↳ if - then

↳ meaningful Graph
→ Semantic Net

↳ Google Graph

→ Frame

attributes
↓

↳ Slots and Fillers

↓
objects

ER-Diagram

→ Script

↳ To teach machine

Propositional Logic

Syntax

Semantic

atomic complex

— Negation

\vee Disjunction

\wedge Conjunction

\rightarrow If-then

\leftrightarrow iff (if and only if)

Not Prop. logic \rightarrow Some students are intelligent.
(T/F)

Agents / Intelligent Agents

Agent \rightarrow sense / perception \rightarrow Action
(Current + History) Actuator

Goals of Agents

High Performance
Optimized Results
Rational Action

\downarrow
Right

| | |
|---|---------------------------|
| P | \rightarrow Performance |
| E | \rightarrow Environment |
| A | \rightarrow Actions |
| S | \rightarrow Sensors |

Autonomous
car agent
based on
DEAS

Types

- i) simple Reflex Agent
- ii) Model based Reflex
- iii) Goal-based Agents
- iv) Utility based Agents
- v) Learning Agents

→ Instantly

Simple Reflex Agent

→ Act only on the basis of current perception

→ Ignore the rest of percept history

→ Based on If-Then Rules

→ Environment should be fully observable

