


## DAILY ASSESSMENT FORMAT

Date:	27 may 2020	Name:	karegowda kn
Course:	TCS ION	USN:	4al16ec29
Topic:	Artificial intelligence	Semester & Section:	6th A section
Github Repository:	karegowda courses		

### FORENOON SESSION DETAILS

Image of session



☆ Digital Learning - Career Edge - Knoc... 

30.0

Pass Marks

18.0

Attempts Taken

01

Duration

30 Mins

Start Time

17 May 2020 12:00 AM

TO

16 Jul 2020 12:00 AM

View Assessment Analysis

At the End of Assessment

Already cleared assessment.

## My Attempts

Attempted On 27 May 2020 11:42 AM

Attempted Duration 0:37:42 Hrs(12:20 PM)

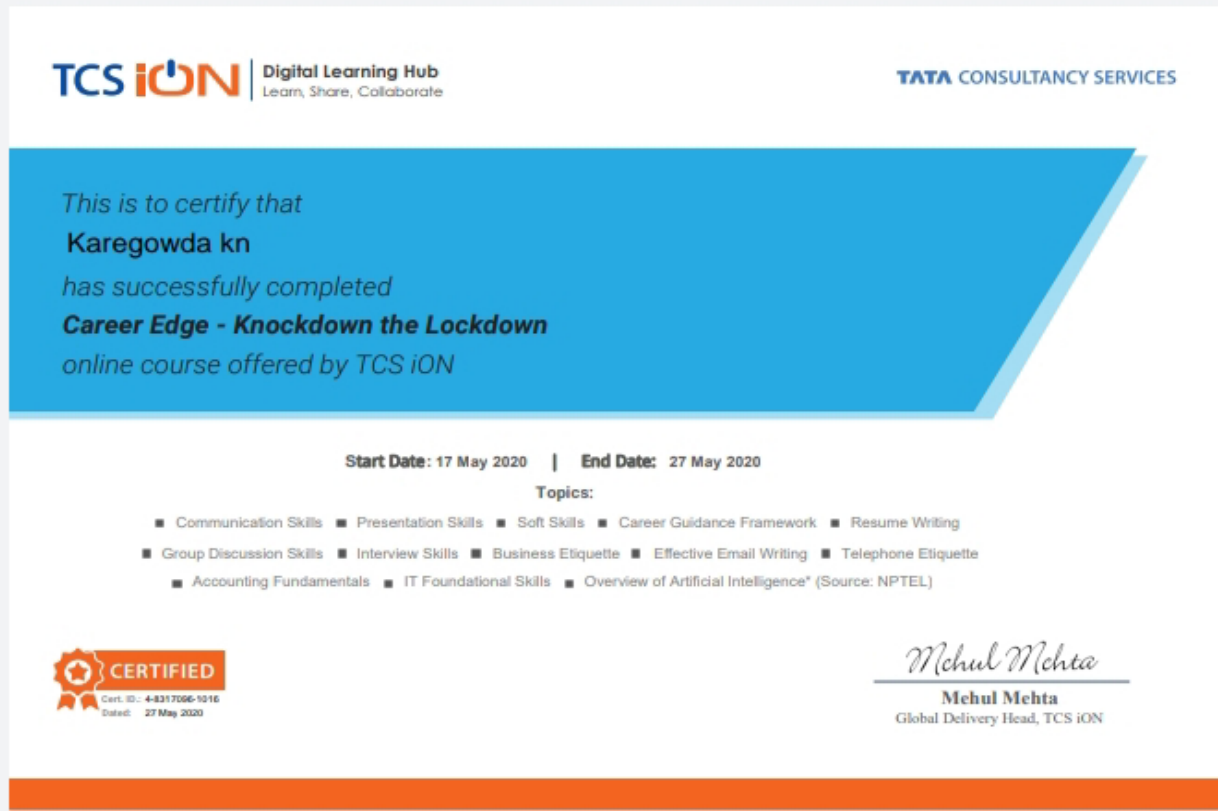
Marks Obtained 22.0/30.0

Status Pass

Action -



## Certificate:



## Report--



### **Instructional objectives:**

On completion of this lesson the student will be familiar with:

- \* Different agent Architectures
- \* Stimulus response agents
- \* state based agent
- \* Deliberative/ goal-directed agents
- \* Utility based agents
- \* Learning agents

### **Sensors and effectors:**

- \* An agent perceives it's environment through sensors
  - 1.The complete set of input at a given time is called percept
  - 2.The current percepts or sequence of percepts can influence the actions of agent
- \* It can change the environment through effectors
  - 1.An operation involving an actuator is called an action
  - 2.action can be grouped into action sequence

### **Types of agents:**

- \* Soft bots
- \* Expert systems
- \* Autonomous spacecraft
- \* Intelligent buildings

### **Agents:**

- \* Fundamental faculties of intelligence
- \* In order to act you must sense. blind actions is not a characterisation of intelligence.
- \* Robotics: sensing and acting, understanding not necessary.
- \* Sensing needs understanding to be useful.

### **Rationality:**

**Rational action:** The action that maximizes the expected value of the performance measure given the percept sequence to date.

**Environment determinism:**

- \* Deterministic
- \* Stochastic
- \* Strategic

**Table based agents:**

- \* Information comes from sensors—percepts
- \* Look it up
- \* Triggers actions to the effectors

**Subsumption Architecture:**

- \* Rodney Brooks, 1986
- \* Sensory input-action
- \* Brooks – follow the evolutionary path and simple agents for complex world's

**Summary:**

- \* An agent program maps from percept to action and updates its internal state
- \* Representing knowledge is important for successful agent design
- \* The most challenging environments are partially observable, stochastic, sequential, dynamic, and continuous, and contain multiple intelligent agents.



Day: 26may 2020

Name: Karegowda kn

Course: Python

USN: 4al6ec029

Topic: Putting the pieces together:  
building a program

Semester 6th A section  
& Section:

AFTERNOON SESSION DETAILS



Report –

### 1.problem statement:

Here they explain about problem statement there is no code here.

### 2.approaching the problem

Here they briefly explain how to solve it.

### 3 building the maker function

```
def sentence_maker(phrase):  
    interrogatives = ("why","how","what")  
    capitalized = phrase.capitalize()  
    if phrase.startswith(interrogatives):  
        return "{}?".format(capitalized)  
    else:  
        return "{}.".format(capitalized)
```

```
print (sentence_maker("how are u"))
```

### 4.constructing the loop

```
def sentence_maker(phrase):  
    interrogatives = ("why","how","what")  
    capitalized = phrase.capitalize()  
    if phrase.startswith(interrogatives):  
        return "{}?".format(capitalized)  
    else:  
        return "{}.".format(capitalized)
```



```
results = []
while True:
    user_input = input("say something:")
    if user_input == "\end":
        break
    else:
        results.append(sentence_maker(user_input))

print(results)
```

## 5.making the output user-friendly

```
def sentence_maker(phrase):
    interrogatives = ("why","how","what")
    capitalized = phrase.capitalize()
    if phrase.startswith(interrogatives):
        return "{}?".format(capitalized)
    else:
        return "{}.".format(capitalized)
```

```
results = []
while True:
    user_input = input("say something:")
    if user_input == "\end":
        break
    else:
        results.append(sentence_maker(user_input))

print(" ".join(results))
```



