AGENTS:-

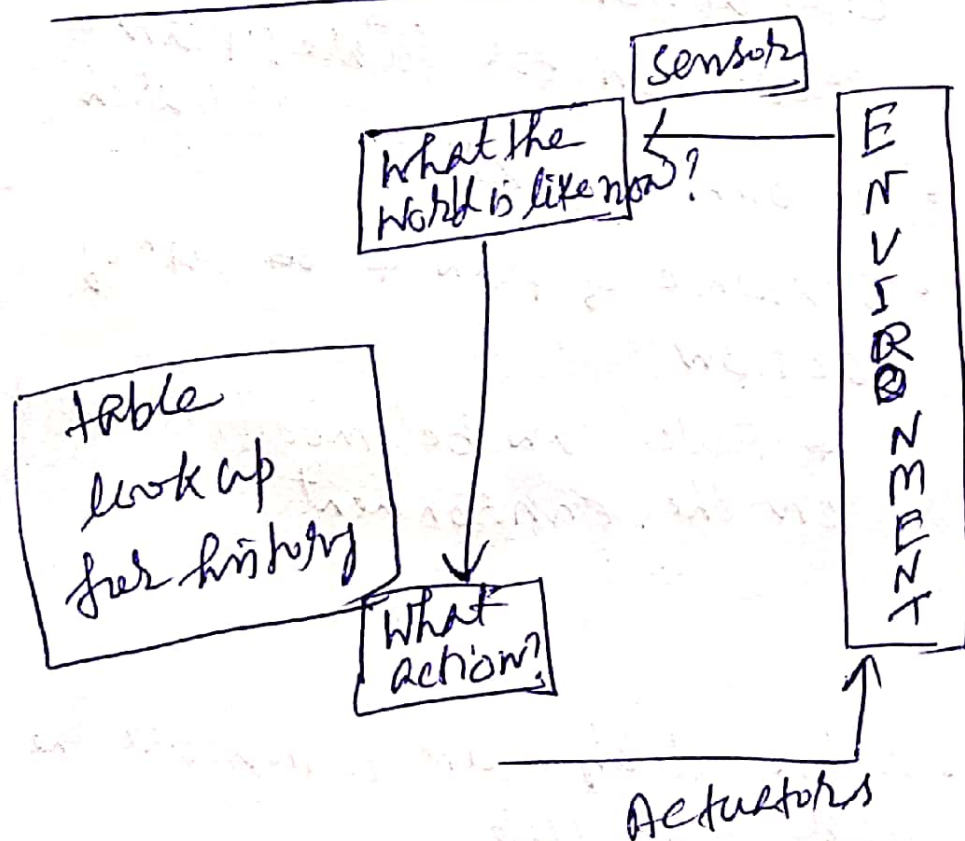$$f: P^x \longrightarrow A$$

$P^x \leftarrow$ program
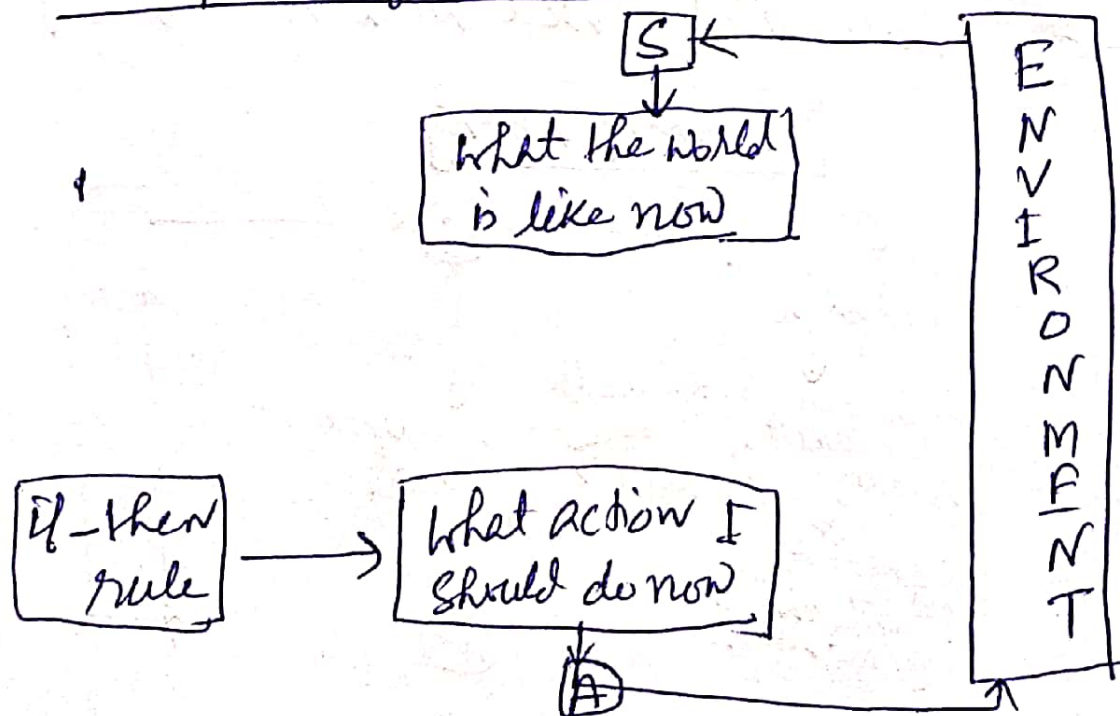$A \leftarrow$ Architecture

TYPES:-

1. Table Driven agents
2. Simple reflex agents
3. Model based reflex agents
4. Goal based agents
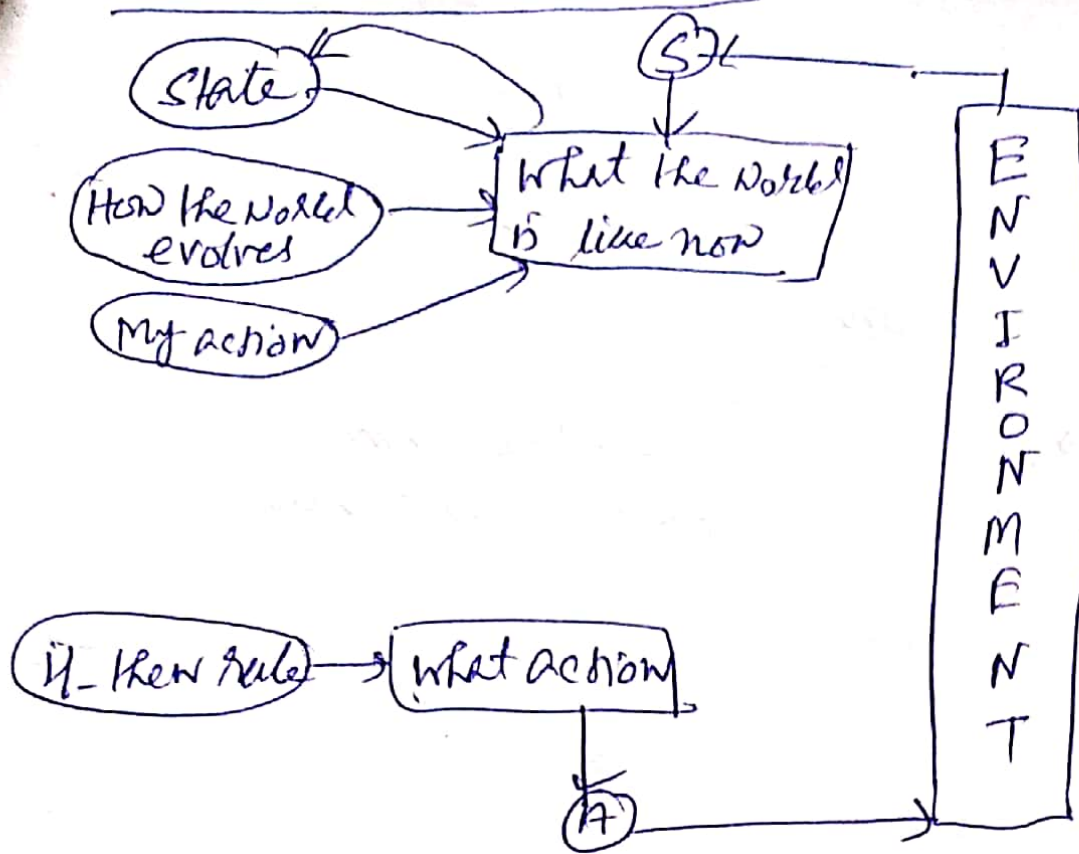5. Utility based agents

1. Table Driven

Impractical

2. Simple Reflex Agents:-

- No memory
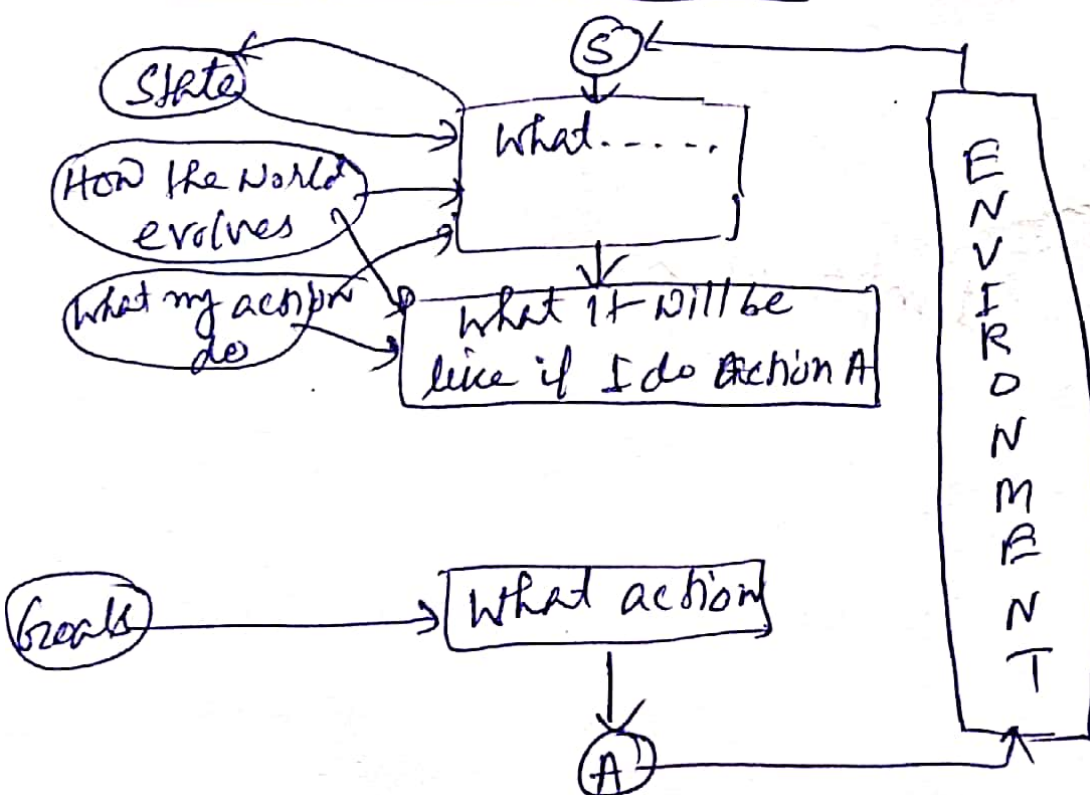- Fails if environment is partially observable
- Vacuum cleaner

3. Model-Based Reflex Agents

- Work in partial infos
- What to do without clear goal
- Mode →: How the things happen in the world
- States maintaince
- Goods carrier Robot.

4. Goal based Agent :-

- Goal provided to Prefer one action
- prediction for future: Plan & search
- Automated taxi
- Sequence of plan & searⁿ of action
- Rule can be modified based on the environment

5. Utility based Agent
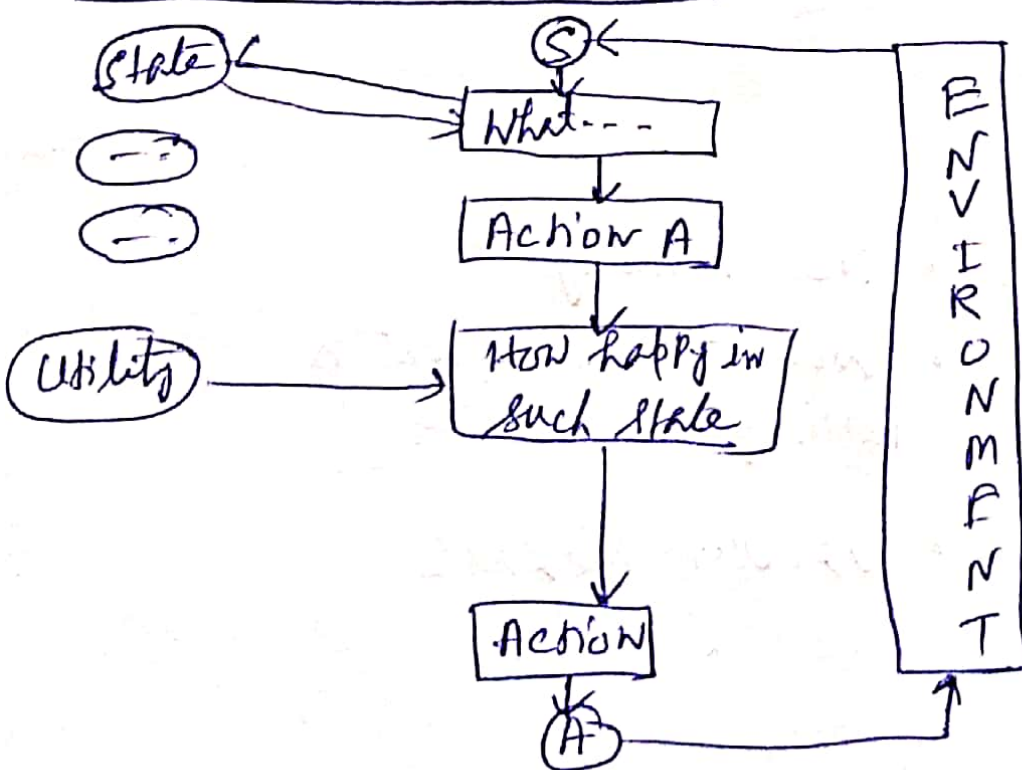
- Define utility funⁿ to measure the better goal state
- Degree of success (freedom)

Automated taxi with AC facility

Learning Agent