Collobarative – self driving car

Stochastic olasılıklar belli (card game

Deterministic: depends on current state

Fully observable and deterministic – chess

Episodic: divide into episodes

Sequential: current decision affect all future (car,chess)

Static: (chess,poker,games)

Dynamic: (car)

Discrete:

Continious: (chess)

Known:

Unknown: (new vacuum cleaner)

Agent types

1.Simple reflex: condition🡪action (present)

2.Model-based: doesnt consider future (+past)

3.Goal-based: different alternatives (+future)

4.Utility-based

02

Task environment = PEAS

Performance measure (agent can measure ştself)

Environment

Acturaters ()

Sense (sensors)

Atomic repres – i am in antalya

Factored repres – dif attributes

Structured – relation with dif states