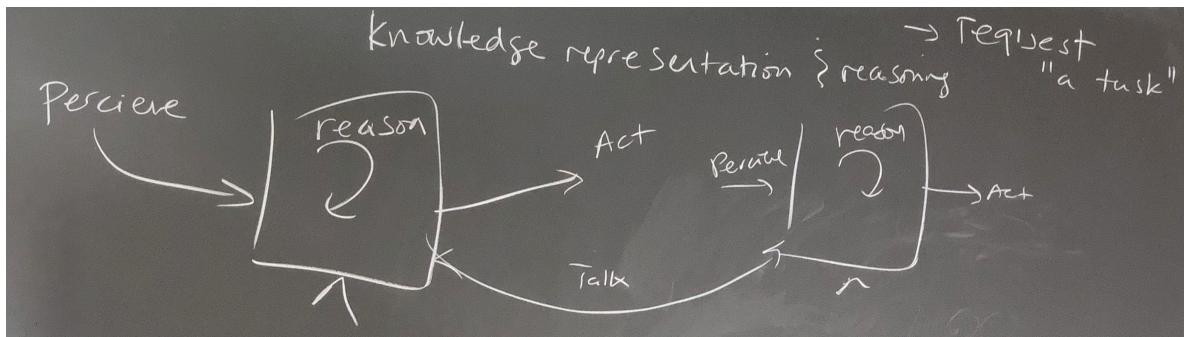
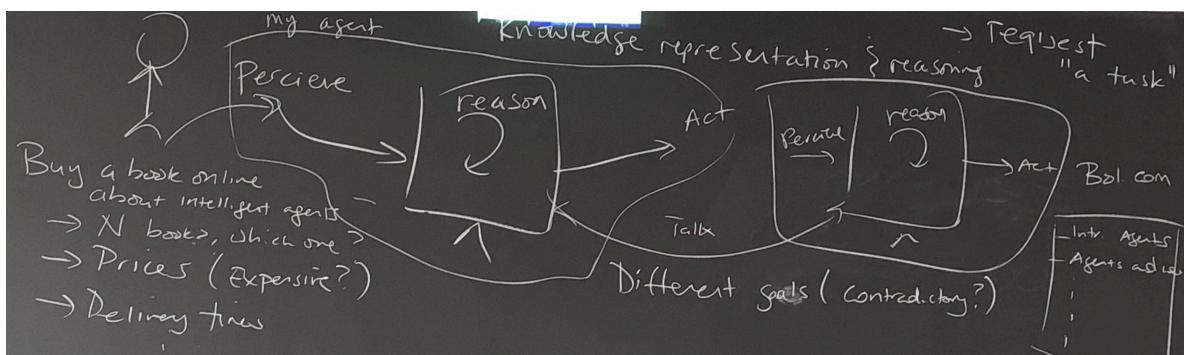


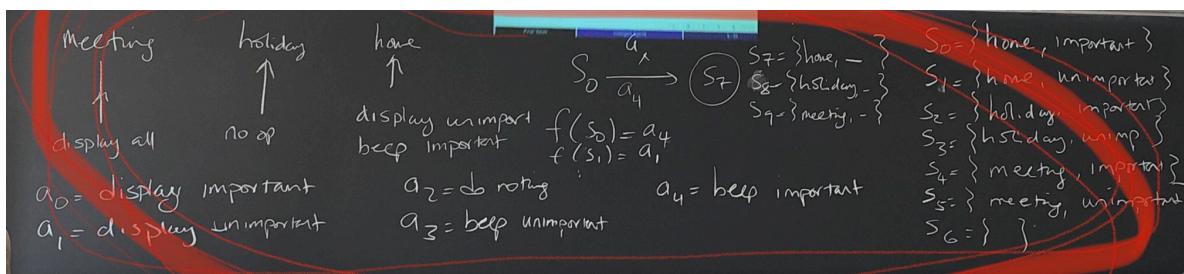
L1 What is an agent?



Why are we using agents?

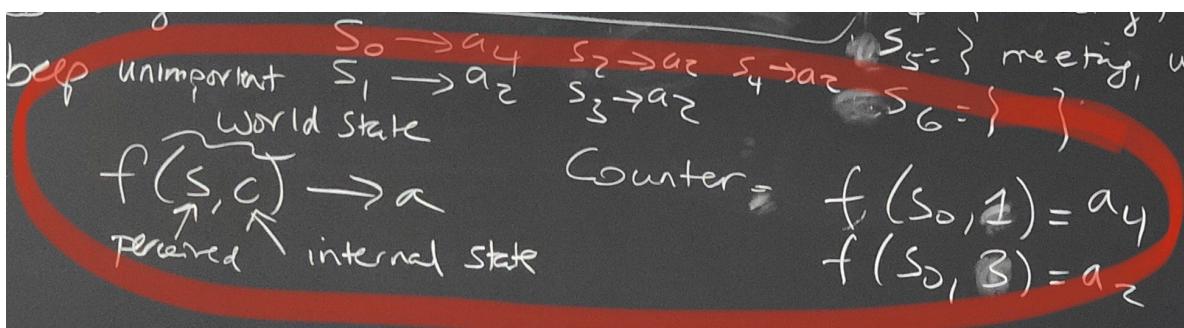


Example - Email checker design

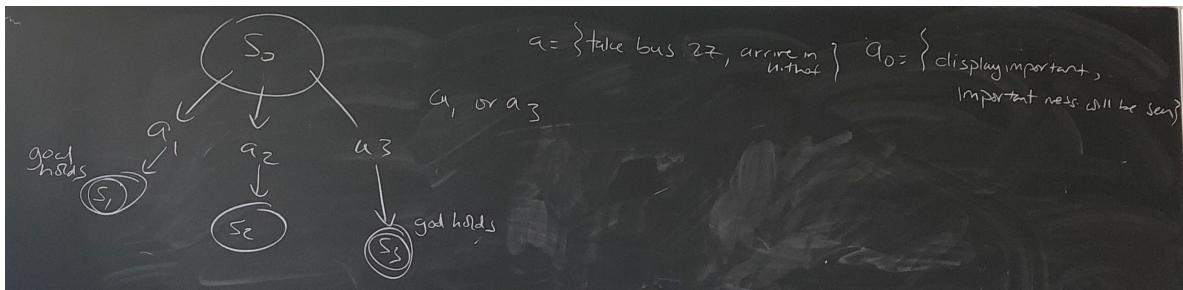


*performance metric needed to evaluate the agent's success (i.e ratio)

**introduce counter on actions (except a2) to allow only 3 notifications etc

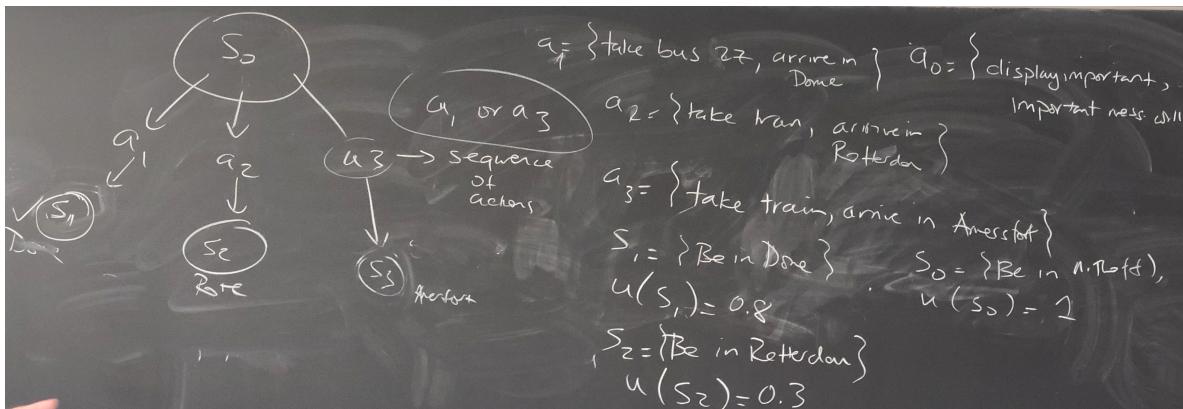


Goal-based agents



*actions have an effect attached

Utility-based agent



*there is an utility/happiness value for every state

BDI agents i. Intricate versions of goal-based agents)

L1-2

Knowledge base
 Forward Chaining
 Backward Chaining
 Resolution

Sound (algorithm/procedure/etc...)
 Complete (algorithm/procedure/etc...)