PEAS

Performance measure

Environment

Actuators

Sensors

# Task 1:

## Writing exam:

Agent: Human

* **Performance measure**
  + Not cheating
  + Answering
  + Finish exam
* **Environment**
  + Exam location
  + Desks
  + Chairs
  + Examinators
  + Examinees
* **Actuators**
  + Pen
  + Paper
  + Writing
  + Reading
  + Thinking (?)
  + Eraser
* **Sensors**
  + Eyes
  + Ears

## Practicing tennis against the wall:

Agent: Human

* **Performance measure**
  + Swinging against the ball
  + Running
  + Aiming
* **Environment**
  + Training site
  + Walls
  + Other trainers
* **Actuators**
  + Tennis racket
  + Hands/Arms
  + Feet
  + Legs
  + Tennis ball
* **Sensors**
  + Eyes
  + Ears
  + Force feeling (?)

## Bidding on an item at an auction:

Agent: Human

* **Performance measure**
  + Economical limit
  + Stop bidding
  + Maximize profit
  + Carpet condition
* **Environment**
  + Auction house
  + Auctioneer
  + Bidders
  + Auction items
  + Chairs
  + Bidding table
  + Bidding hammer
* **Actuators**
  + Hands/Arms
  + Listening
* **Sensors**
  + Eyes
  + Ears

## In which environments can you use basic search as a problem solving method?

Fully observable – It sees all the possible paths for the most effective choice

Deterministic – It knows what the outcome is of each step

Sequential – The next step is decided by the previous step

Static – Because the environment doesn’t change in basic search (?)

Discrete – Because when it finds what it was looking for, it stops

Single Agent

# Task 2