

blood sugar measuring, heart beat track, ECG, EEG, symptoms of patient with regard to the disease, previous reports.

Environment types: There are various ways to define the environments in which the agent operate.

Fully Observable: (Vs partially observable) A fully observable environment is the one, where the sensors of the agent can detect all aspects that are relevant.

→ A fully observable environment can also be termed as accessible environment.

For Example -: Crossword puzzle.

Partially Observable: The environment which is not completely observable.

For Example -: Temple Run.

Deterministic Vs Stochastic: The next is completely defined by the current state as well as agents actions.

→ The environment is stochastic. On deterministic depends on point of view of an agent.

Discrete Vs Continuous

A discrete environment has a limited / finite number of distinct and defined percepts and actions.

+ While in continuous environment percepts and action cannot be clearly defined.

For Example:- chess has finite number of discrete states, while football is continuous.

Episodic Vs Sequential

Agents environment is divided into atomic episodes, Each episode or the current scene consist of agent's perception and action.

+ If we classification problems are episodic, as the decision of classification depends only on that particular element and not on previous element.

+ In sequential environment, the present decision may impact future decision.

Static Vs Dynamic An agent environment would be static if it does not change unless the agent takes action.

→ Dynamic environment is the environment which changes while the agent is taking action.

For Example:- Crossword puzzle is static and Car driving is an example of dynamic environment.

Single Vs Multiagent:- The agent solving a crossword puzzle is an example of single agent environment, chess is an ^{example of} two agent environment. while football is a multiagent environment.