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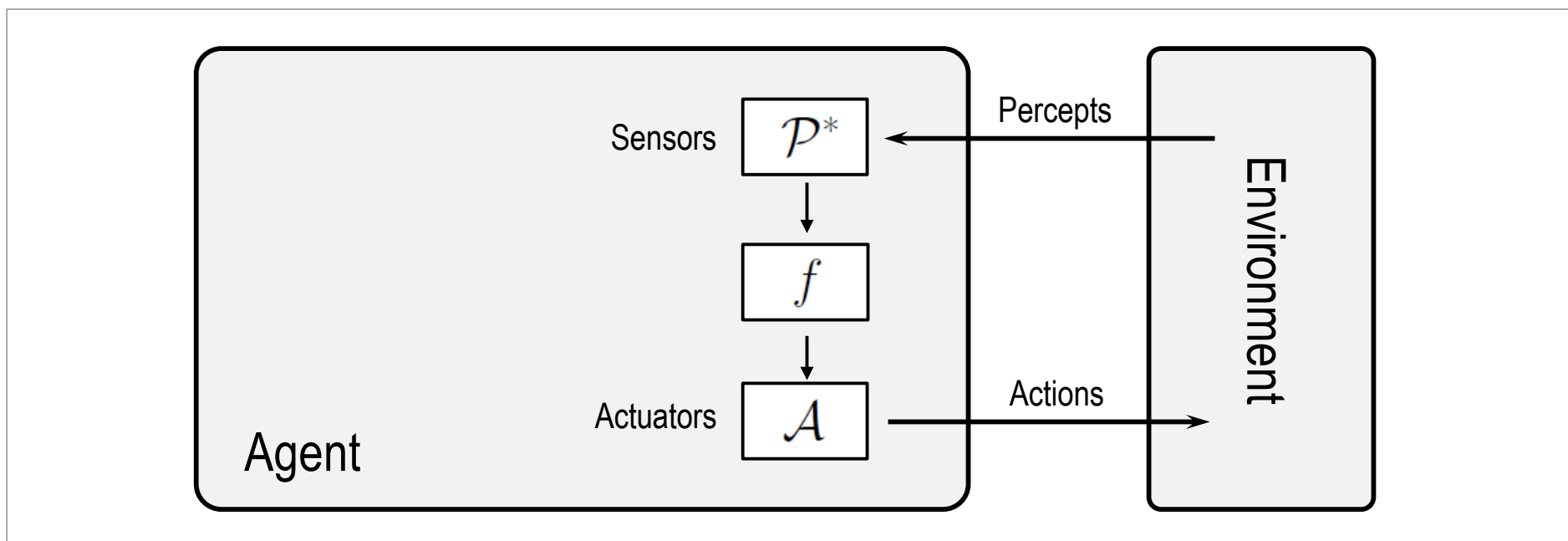
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## The Structure of Agents 智能体的结构

- An agent's behavior can be described mathematically by an **agent function** which maps every **percepts** to a **action**.

一个智能体的行为可以数学上被描述为一个智能体函数，将每个感知映射为动作。

$$f : \mathcal{P}^* \rightarrow \mathcal{A} \quad \text{where} \quad \mathcal{P}^* = \sum_{t=1}^T |\mathcal{P}|^t$$



## Agent Function 智能体函数

- The agent function is an abstract concept, it could incorporate various principles of decision making:

智能体函数是一个抽象的概念，它可以包含将各种决策制定的原则：

- calculation of utility of individual options,

单个选项的效用计算

- deduction over logic rules,

贯穿逻辑规则的推论

- fuzzy logic,

模糊逻辑

- lookup table,

查找表

- etc.

## Agent Programs 智能体程序

- It implements an agent function. It take the current percept as input from the sensors, and return an action to the actuators.

实现一个智能体功能。它将感受器的输入作为当前的感知，然后返回一个动作给执行器。

```
function TABLE-DRIVEN-AGENT(percept) returns an action
  persistent: percepts, a sequence, initially empty
               table, a table of actions, initially fully specified
               action, the most recent action, initially none
  append percept to the end of percepts
  action ← LOOKUP(percepts, table)
  return action
```

The agent program returns an action by lookup table each time.

该智能体程序通过查找表返回一个动作。

## The Structure of Agents 智能体的结构

$$\begin{aligned} \textit{Agent} &= \textit{platform} + \textit{agent program} \\ \textit{platform} &= \textit{computing device} + \textit{sensors} + \textit{actuators} \\ \textit{agent program} &\supset \textit{agent function} \end{aligned}$$

### □ Hierarchies of agents 智能体的层次

- Intelligent agents today are normally gathered in a hierarchical structure containing many “**sub-agents**”.

智能体通常表现为一个分层的结构，它包含许多“子智能体”。

- Intelligent sub-agents process and perform lower level functions.

子智能体处理和执行较低级的功能。

- Intelligent agent and sub-agents create a complete system that can accomplish difficult tasks with behaviors and responses.

智能体和子智能体构建一个完整的系统，它可以通过行为和反应来完成艰巨的任务。

## Three ways to represent states for an agent 表征智能体状态的三种方式

### □ Atomic 原子式

each state is a black box with no internal structure.

每个状态是个黑盒子，没有内部结构。

### □ Factored 因子式

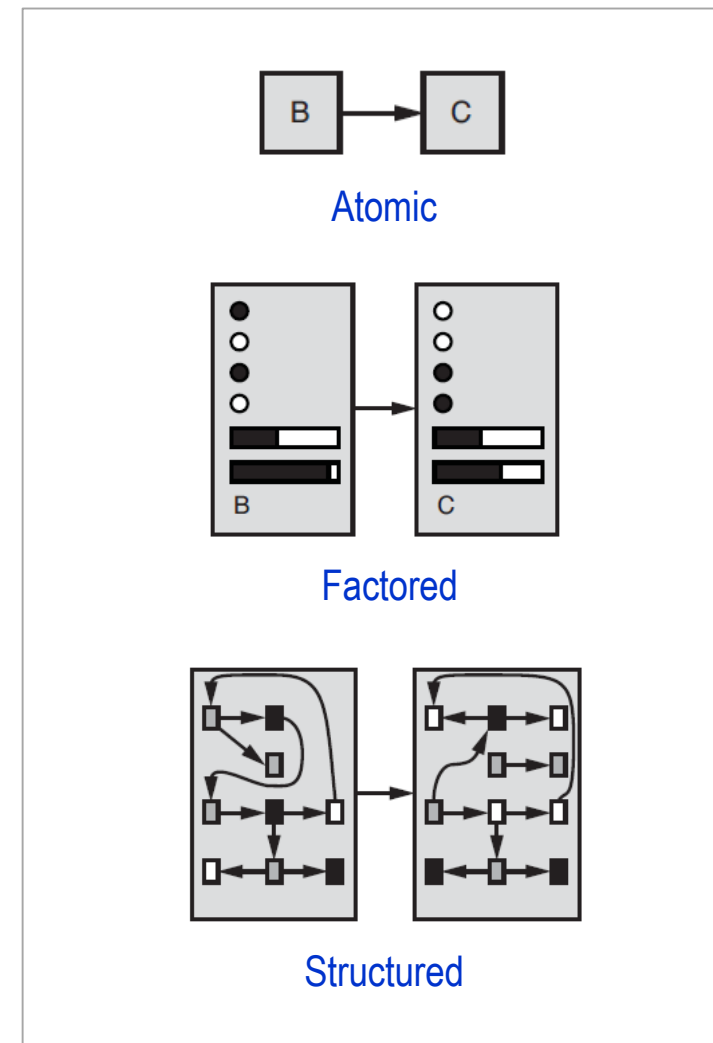
each state consists of a fixed set of attributes and values.

每个状态由一组固定的属性和值组成。

### □ Structured 结构式

each state includes objects, each has attributes and relationships to other objects.

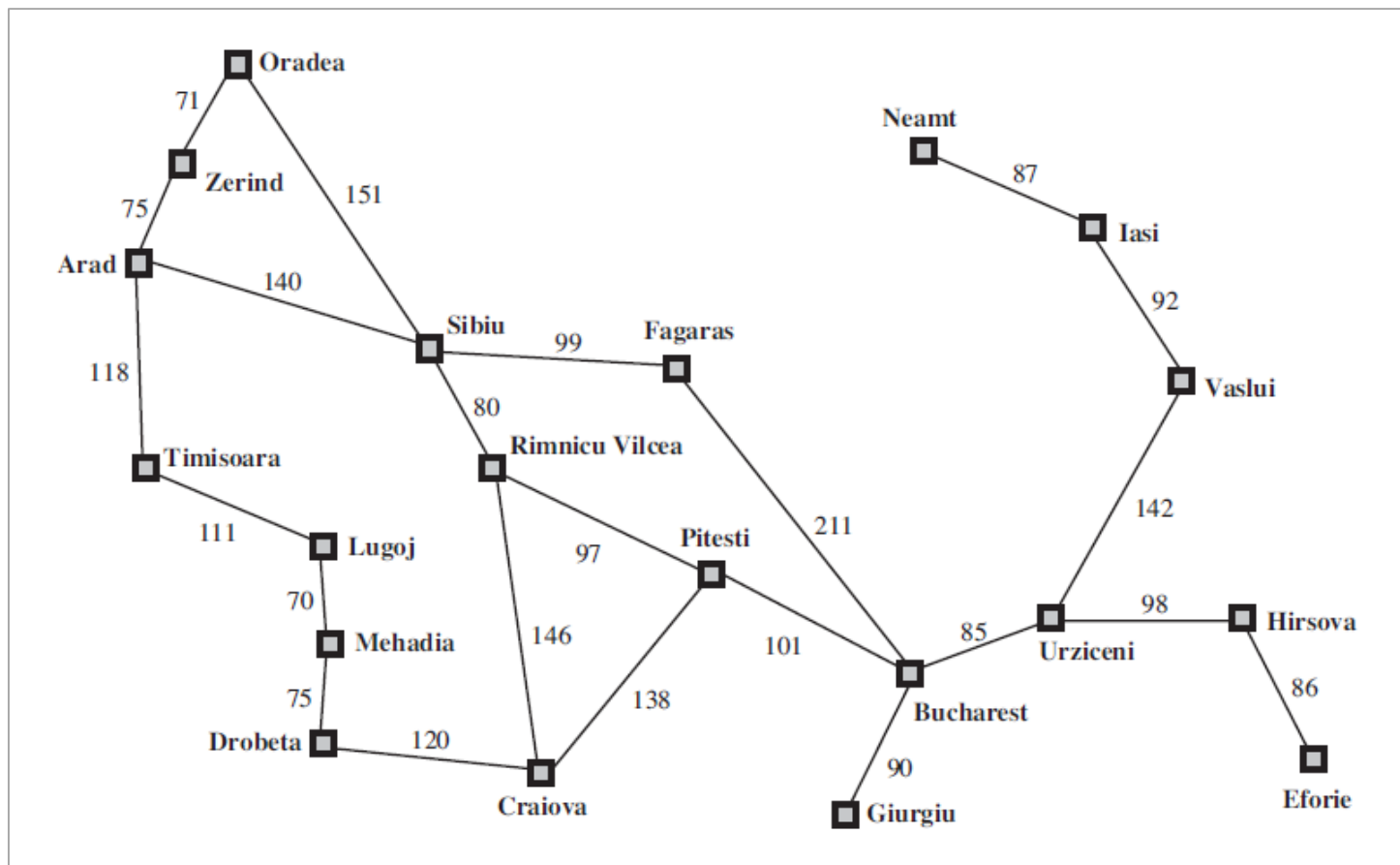
每个状态包含对象，每个具有属性以及与其它对象的关系。



## a) Atomic representation 原子式表征

- Each state is a black box with no internal structure.  
每个状态是个黑盒子，没有内部结构。
- E.g. the problem of finding a driving route from one end of a country to the other via some sequence of cities.

例如，寻找驾驶路径问题，从某个国家的一端到另一端，经过一系列城市。



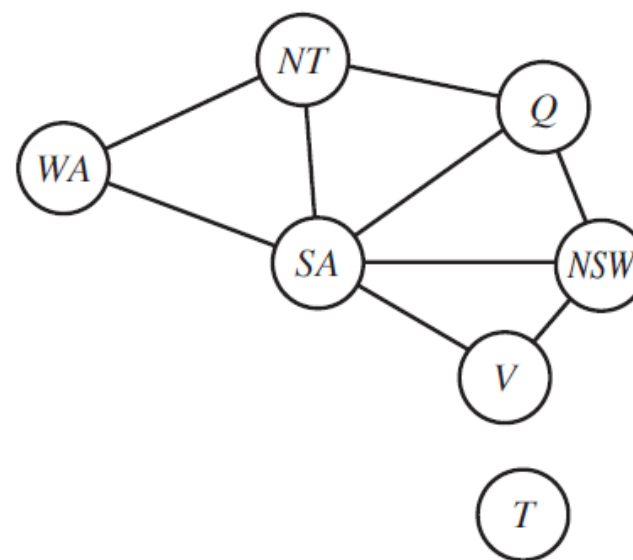
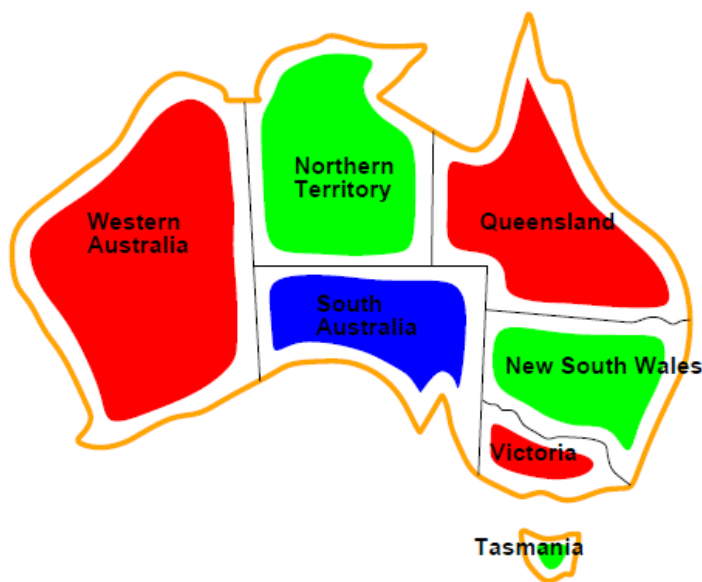
A simplified road map of part of Romania.

一个简化的罗马尼亚部分公路交通图

## b) Factored representation 因子式表征

□ Each state consists of a fixed set of attributes and values.

每个状态由一组固定的属性和值组成。



constraint graph  
约束图

Many possible solutions to this problem, e.g.,

该问题可能的解决方案，例如：

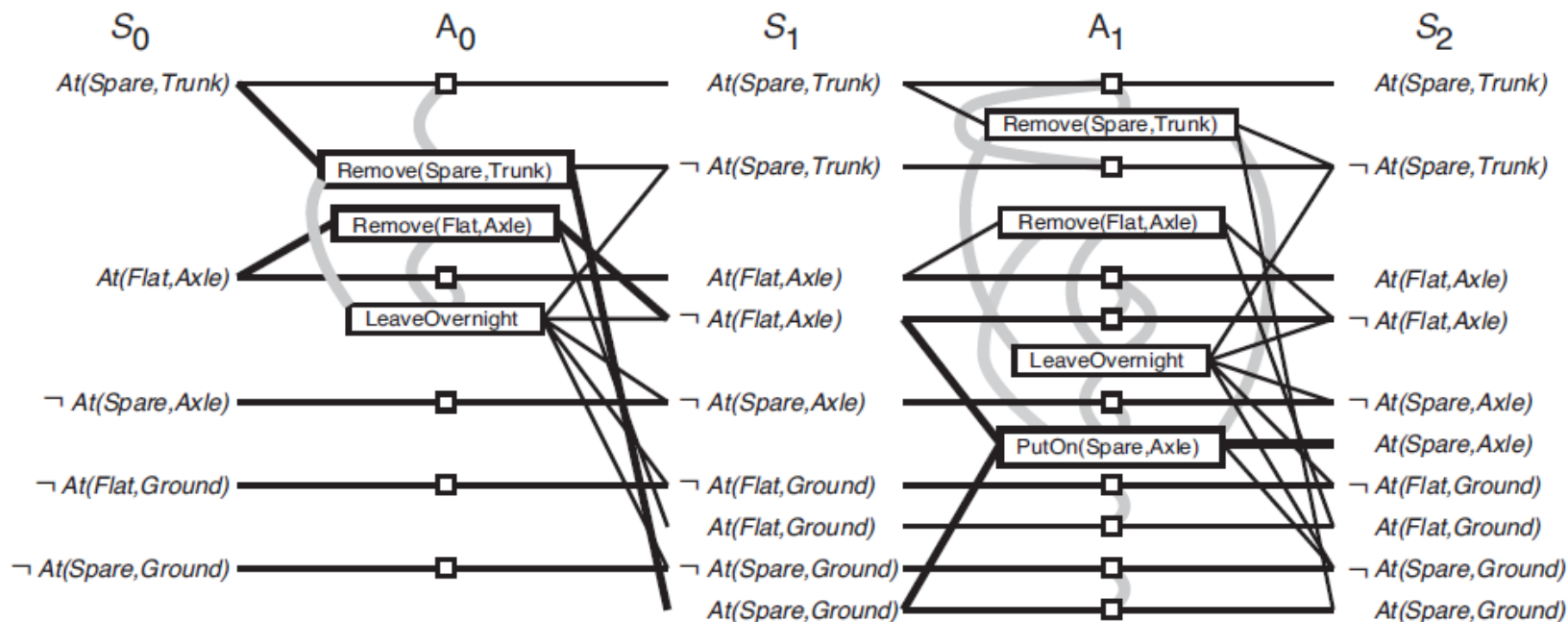
$\{WA = red, NT = green, Q = red, NSW = green, V = red, SA = blue, T = red\}.$



## c) Structured representation 结构式表征

- Each state includes objects, each object has attributes and relationships to other objects.

每个状态包含对象，每个对象具有属性和与其它对象的关系。



*A sample of structured representation of states*

一个状态结构化表示的示例