COMP4200/5430 -IN CLASS ACTICTIVY 01

For each of the following assertions, say whether it is true or false and support
your answer with examples or counterexamples where appropriate:
Given Information, make the vight decision. a. An agent that senses only partial information about the state cannot be
perfectly rational? Trues because if you can fally
see the whole Picture the legistre is the
b. There exist task environments in which no pure reflex agent can behave
rationally. True there was eval who ever you need
to know information from Prev. experience to beg
c. There exists a task environment in which every agent is rational.
d. The input to an agent program is the same as the input to the agent function.
False
e. Every agent function is implementable by some program/machine
combination.
f. Suppose an agent selects its action uniformly at random from the set of
possible actions.
True P S
g. There exists a deterministic task environment in which this agent is rational.
g. There exists a deterministic task environment in which this agent is rational.
h. It is possible for a given agent to be perfectly rational in two distinct task
environments.
True
i. Every agent is rational in an unobservable environment. Trope
j. A perfectly rational poker-playing agent never loses.
J. A perfectly fational poker-playing agent never loses.
ENSP.

For each of the following activities, give a PEAS desc	ription of the task
environment as discussed in the previous class.	5: eyes,
a. Playing soccer. P. Scoled goals	0000
F: the field flayers	, and ball
a. Playing soccer. P. Scored goals E. the field flayers A: Player'S legs a b. Exploring the subsurface oceans of Titan.	nd hand
b. Exploring the subsurface oceans of Titan.	
1: Alea traversed, data gather	60, 101, 102, 102
E. Water A. Lurbine Pretalor, Steering. c. Shopping for used Al books on the Internet.	Sensor: Camera, GP.
C Shopping for used Al books on the Internet	
on tial observable	
P: Partial Observable	
d. Playing a tennis match.	
d. Playing a tennis match.	

- e. Practicing tennis against a wall
- f. Performing a high jump.
- g. Knitting a sweater.
- h. Bidding on an item at an auction.