Assessment 1 Part 1

a) <u>Propose a representation for the states of the environment and provide a specific example.</u>

Answer:

< Kitchen Sensor, Bedroom Sensor, Bathroom Sensor, Cook Detector, Smoke Detector, Light Switches Controllers >

Where:

- KitchenSensor ∈ {ON, OFF} ON if someone is detected in the kitchen; else, it is OFF
- BedroomSensor ∈ {ON, OFF} ON if someone is detected in the Bedroom; else, it is OFF
- BathroomSensor ∈ {ON, OFF} ON if someone is detected in the Bathroom; else, it is OFF
- CookerDetector ∈ {ON, OFF} ON if cooker is being used, else, it is OFF.
- SmokeDetector ∈ {ON, OFF} ON if someone smoke is detected; else, it is OFF
- LightSwitchDetectorKitchen ∈ {ON, OFF} ON if light switches are opened; else, it is OFF.
- LightSwitchDetectorBedroom ∈ {ON, OFF} ON if light switches are opened; else, it is OFF.
- LightSwitchDetectorBathroom ∈ {ON, OFF} ON if light switches are opened; else, it is OFF.
- b) Provide a representation for the actions of the agent.
- setKitchenSensorToOn, setKitchenSensorToOff
- setBathroomSensorToOn, setBathroomSensorToOff
- setBedroomSensorToOn, setBedroomSensorToOff
- setCookerDetectorToOn, setCookerDetectorToOff
- setLightSwtichDetectorKitchenOn, setLightSwtichKitchenOff
- setLightSwtichDectectorBedroomOn, setLightSwtichBedroomOff
- setLightSwtichDetectorBathroomOn, setLightSwtichBathroomOff
- setSmokeDecetorOn, setSmokeDecetorOff

c) <u>Provide a sample run with at least three states and three actions using your proposed representations of the previous items.</u>

SomeoneInRoom (Kitchen, Bedroom, Bathroom)
setRoomSensorOn
NoOneInRoom (Kitchen, Bedroom, Bathroom)
setRoomSensorOff

SmokeDetectedInRoom

setSmokeDetectorOn

NoSmokeDetectedInRoom

setSmokeDetectorOff

LightSwitchOn

setLightSwitchDetectorOn

LightSwitchOff

setLightSwitchDetectorOff

- d) Provide a definition of a state transformer function for three actions of your item b. Your software agent should turn the cooker off (or leave it as it is) and turn on/off the lights of the rooms depending on where are people. Notice that the environment is non-deterministic as people move about turning lights on / off as well as the cooker (over-riding whatever the agent does).
- τ (PersonInKitchen, PersonNotInBedroom, PersonNotInBathroom, CookerON, NoSmoke, KitchenLightsON)
- τ (PersonInBedroom, PersonNotInBathroom, PersonNotInKitchen, CookerOFF, NoSmoke, KitchenLightsOFF, BathroomLightsOFF, BedroomLightsON)
- τ (PersonInBathroom, PersonNotInBedroom, PersonNotInKitchen, CookerOFF, NoSmoke, KitchenLightsOFF, BedroomLightsOFF, BathroomLightsON)

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