

Intelligent Agents

Chapter 2

Adapted from

<http://aima.eecs.berkeley.edu/slides-pdf/chapter02.pdf>

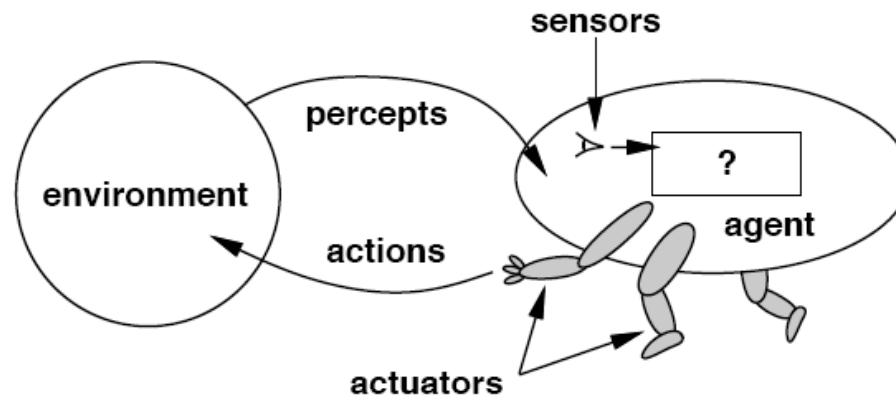
and

<http://aima.eecs.berkeley.edu/slides-ppt/m2-agents.ppt>

Outline

- ◇ Agents and environments
- ◇ Rationality
- ◇ PEAS (Performance measure, Environment, Actuators, Sensors)
- ◇ Environment types
- ◇ Agent types

Agents and environments



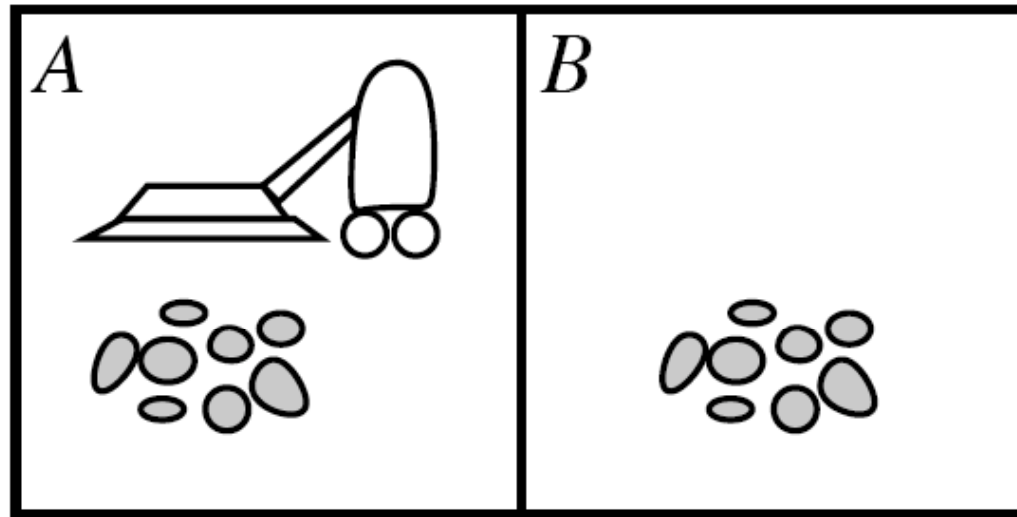
Agents include humans, robots, softbots, thermostats, etc.

The agent function maps from percept histories to actions:

$$f : \mathcal{P}^* \rightarrow \mathcal{A}$$

The agent program runs on the physical architecture to produce f

Vacuum-cleaner world



Percepts: location and contents, e.g., [A , *Dirty*]

Actions: *Left*, *Right*, *Suck*, *NoOp*

A vacuum-cleaner agent

Percept sequence	Action
$[A, \textit{Clean}]$	\textit{Right}
$[A, \textit{Dirty}]$	\textit{Suck}
$[B, \textit{Clean}]$	\textit{Left}
$[B, \textit{Dirty}]$	\textit{Suck}
$[A, \textit{Clean}], [A, \textit{Clean}]$	\textit{Right}
$[A, \textit{Clean}], [A, \textit{Dirty}]$	\textit{Suck}
\vdots	\vdots

function REFLEX-VACUUM-AGENT($[location, status]$) **returns** an action

if $status = \textit{Dirty}$ **then return** \textit{Suck}
else if $location = A$ **then return** \textit{Right}
else if $location = B$ **then return** \textit{Left}

What is the **right** function?

Can it be implemented in a small agent program?

Rationality

Fixed **performance measure** evaluates the **environment sequence**

- one point per square cleaned up in time T ?
- one point per clean square per time step, minus one per move?
- penalize for $> k$ dirty squares?

A **rational agent** chooses whichever action maximizes the **expected** value of the performance measure **given the percept sequence to date**

Rational \neq omniscient

- percepts may not supply all relevant information

Rational \neq clairvoyant

- action outcomes may not be as expected

Hence, rational \neq successful

Rational \Rightarrow exploration, learning, autonomy

PEAS

To design a rational agent, we must specify the **task environment**

Consider, e.g., the task of designing an automated taxi:

Performance measure??

Environment??

Actuators??

Sensors??

PEAS

To design a rational agent, we must specify the **task environment**

Consider, e.g., the task of designing an automated taxi:

Performance measure?? safety, destination, profits, legality, comfort, ...

Environment?? US streets/freeways, traffic, pedestrians, weather, ...

Actuators?? steering, accelerator, brake, horn, speaker/display, ...

Sensors?? video, accelerometers, gauges, engine sensors, keyboard, GPS, ...

Internet shopping agent

Performance measure??

Environment??

Actuators??

Sensors??

Internet shopping agent

Performance measure?? price, quality, appropriateness, efficiency

Environment?? current and future WWW sites, vendors, shippers

Actuators?? display to user, follow URL, fill in form

Sensors?? HTML pages (text, graphics, scripts)

Environment types

- **Fully observable** (vs. partially observable): An agent's sensors give it access to the complete state of the environment at each point in time.
- **Deterministic** (vs. stochastic): The next state of the environment is completely determined by the current state and the action executed by the agent. (If the environment is deterministic except for the actions of other agents, then the environment is **strategic**)
- **Episodic** (vs. sequential): The agent's experience is divided into atomic "episodes" (each episode consists of the agent perceiving and then performing a single action), and the choice of action in each episode depends only on the episode itself.

Environment types

- **Static** (vs. dynamic): The environment is unchanged while an agent is deliberating. (The environment is **semidynamic** if the environment itself does not change with the passage of time but the agent's performance score does)
- **Discrete** (vs. continuous): A limited number of distinct, clearly defined percepts and actions.
- **Single agent** (vs. multiagent): An agent operating by itself in an environment.

Environment types

	Solitaire	Backgammon	Internet shopping	Taxi
<u>Observable??</u>				
<u>Deterministic??</u>				
<u>Episodic??</u>				
<u>Static??</u>				
<u>Discrete??</u>				
<u>Single-agent??</u>				

Environment types

	Solitaire	Backgammon	Internet shopping	Taxi
<u>Observable??</u>	Yes	Yes	No	No
<u>Deterministic??</u>	Yes	No	Partly	No
<u>Episodic??</u>	No	No	No	No
<u>Static??</u>	Yes	Semi	Semi	No
<u>Discrete??</u>	Yes	Yes	Yes	No
<u>Single-agent??</u>	Yes	No	Yes (except auctions)	No

The environment type largely determines the agent design

The real world is (of course) partially observable, stochastic, sequential, dynamic, continuous, multi-agent

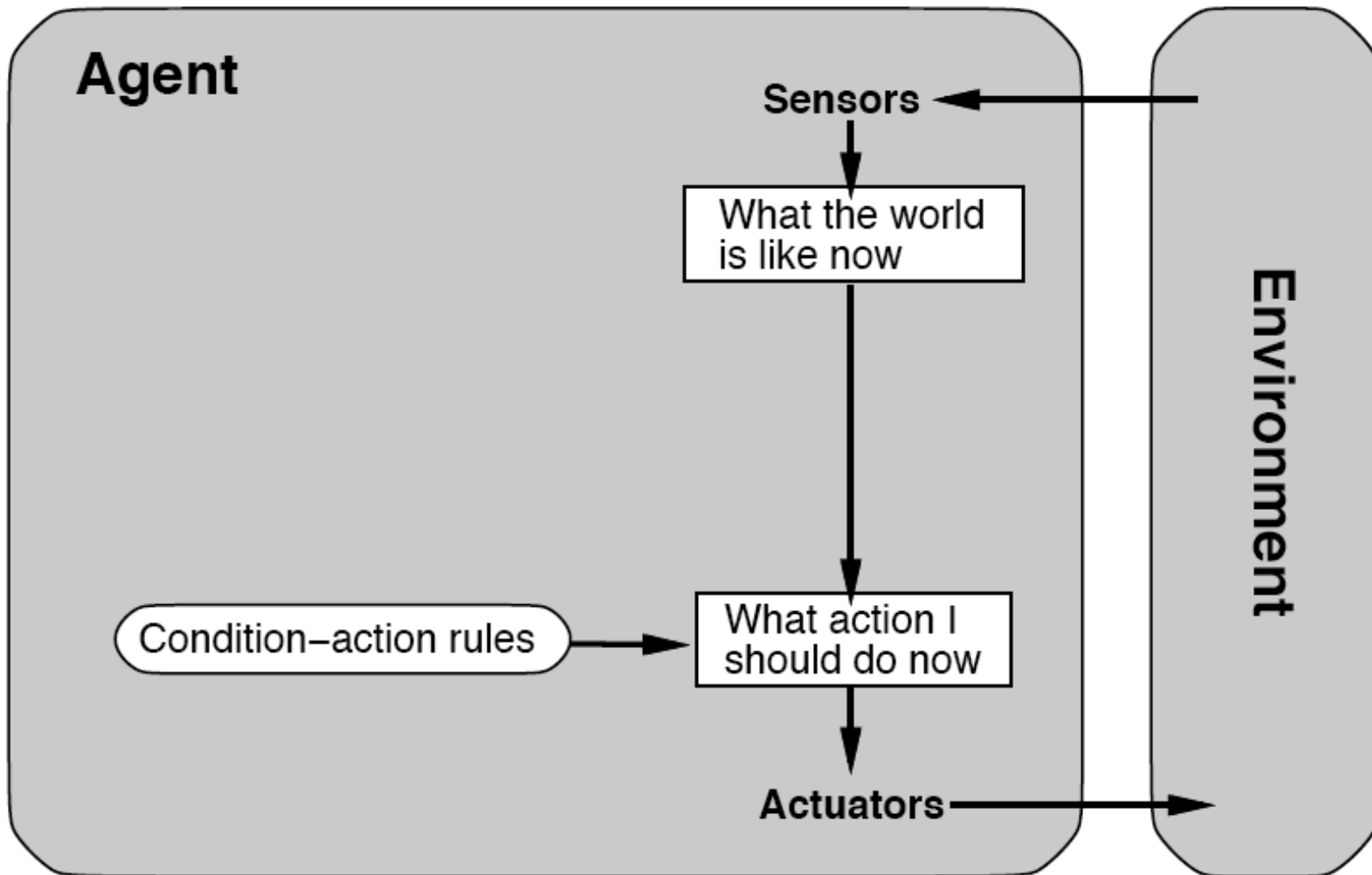
Agent types

Four basic types in order of increasing generality:

- simple reflex agents
- reflex agents with state
- goal-based agents
- utility-based agents

All these can be turned into learning agents

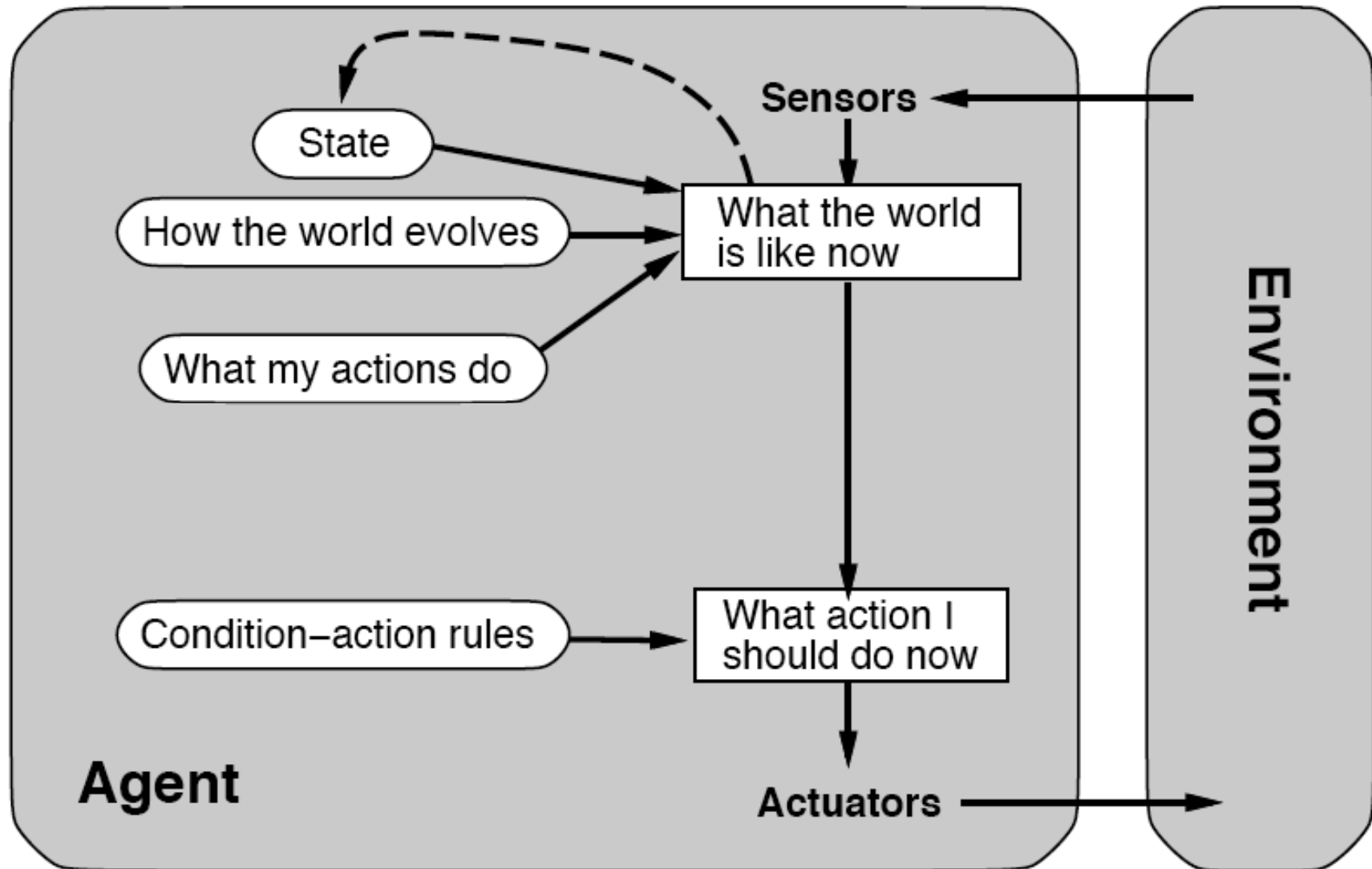
Simple reflex agents



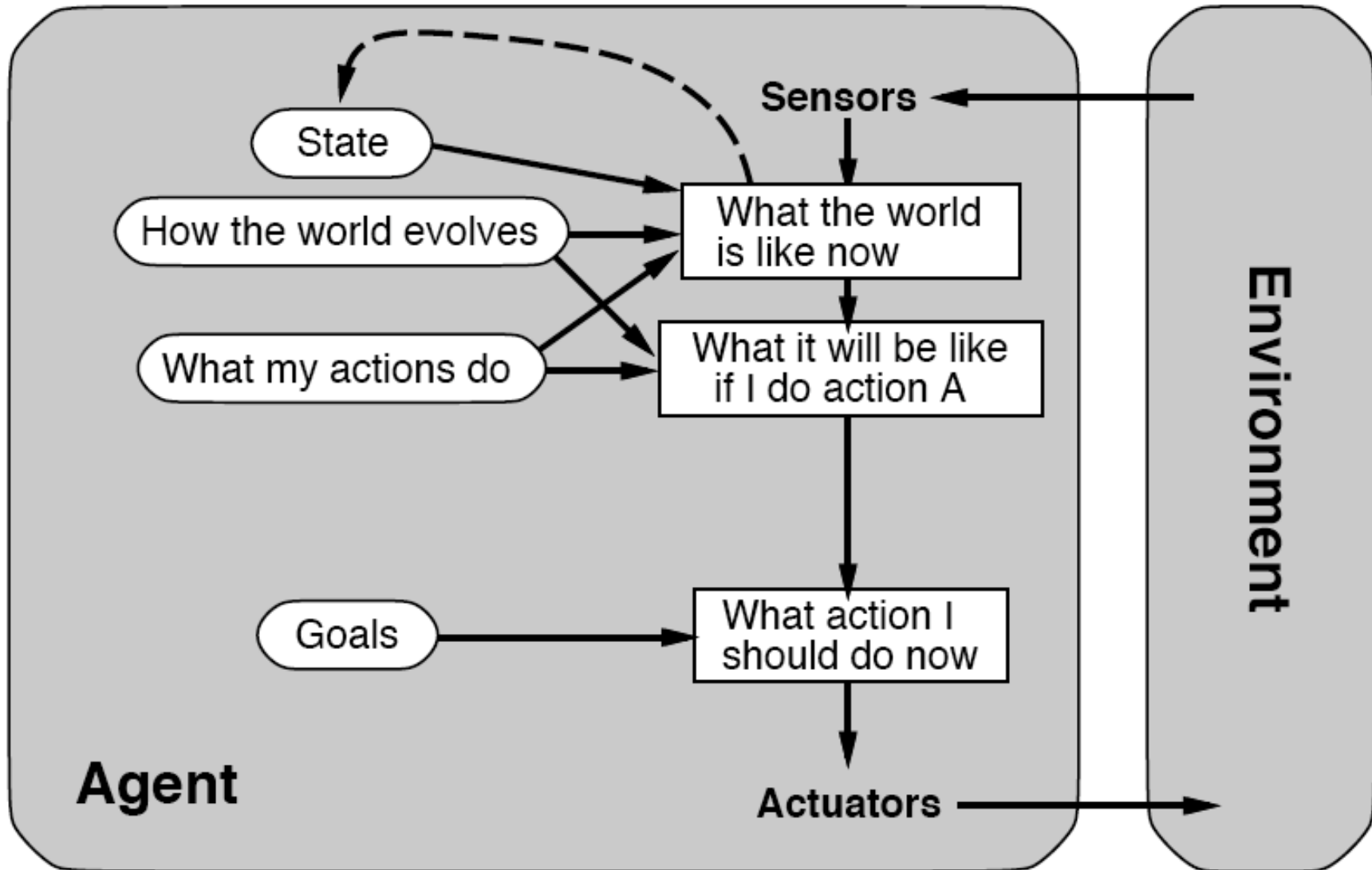
Example

```
function REFLEX-VACUUM-AGENT([location,status]) returns an action
  if status = Dirty then return Suck
  else if location = A then return Right
  else if location = B then return Left
```

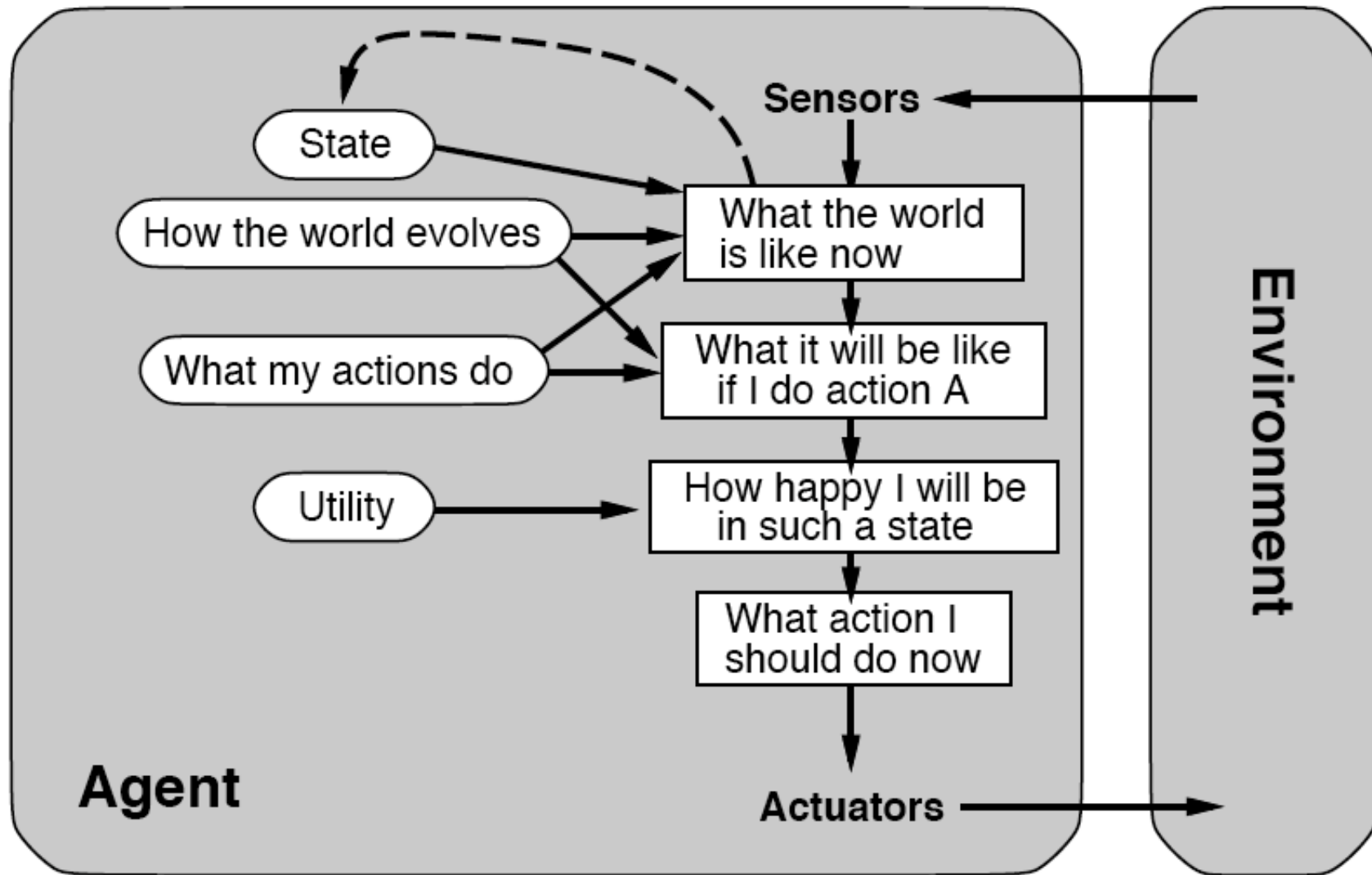
Reflex agents with state



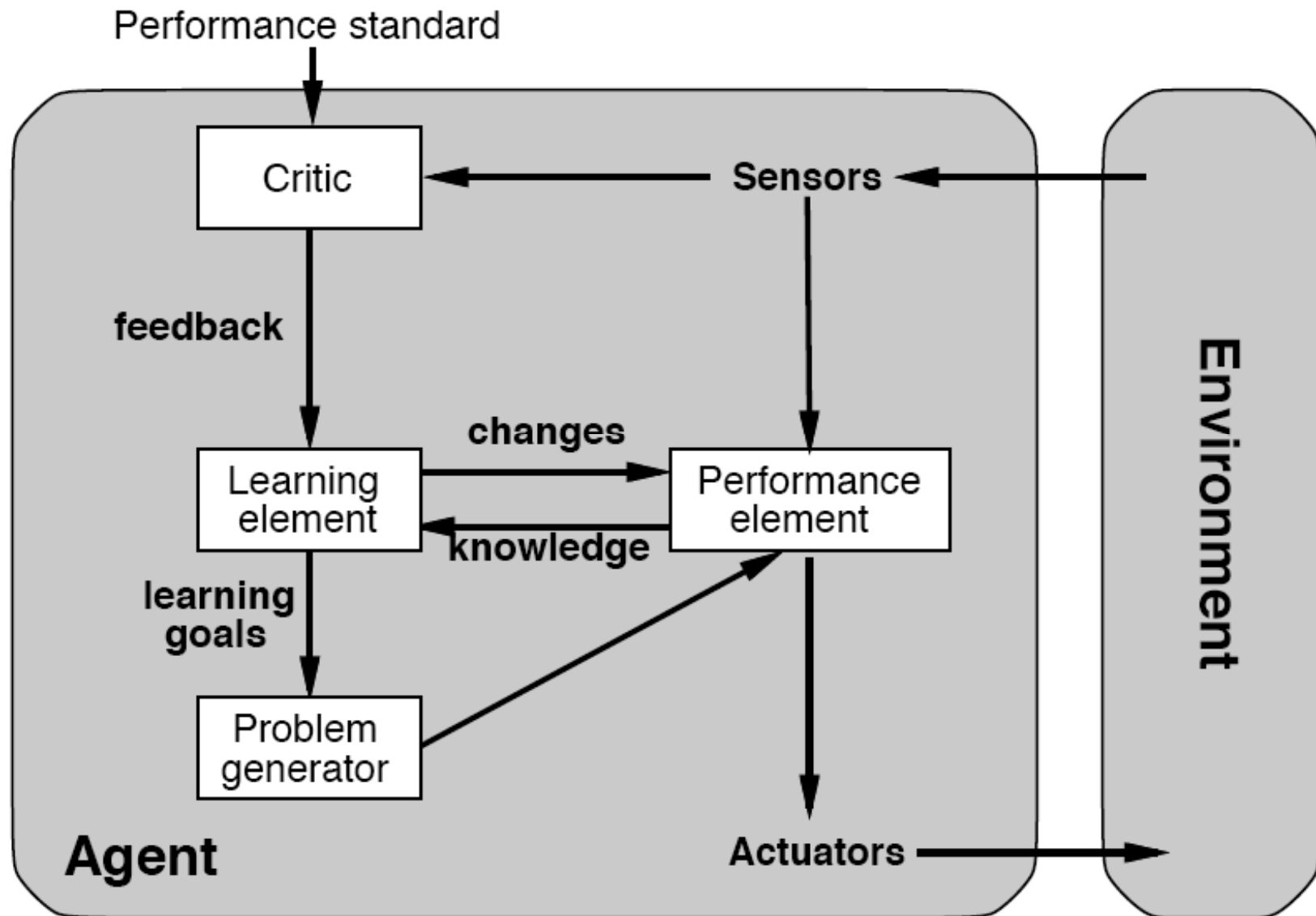
Goal-based agents



Utility-based agents



Learning agents



Summary

Agents interact with environments through actuators and sensors

The agent function describes what the agent does in all circumstances

The performance measure evaluates the environment sequence

A perfectly rational agent maximizes expected performance

Agent programs implement (some) agent functions

PEAS descriptions define task environments

Environments are categorized along several dimensions:

observable? deterministic? episodic? static? discrete? single-agent?

Several basic agent architectures exist:

reflex, reflex with state, goal-based, utility-based