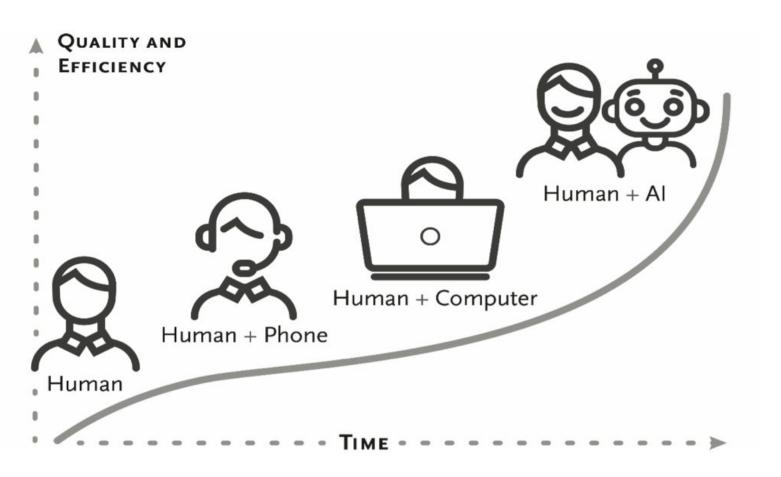
Artificial Intelligence

Lecture: Agent and Environment

- 1. Define intelligence.
- 2. What are the different approaches in defining artificial intelligence?
- 3. What is Turing test?
- 4. Suppose you design a machine to pass the Turing test. What are the capabilities such a machine must have?



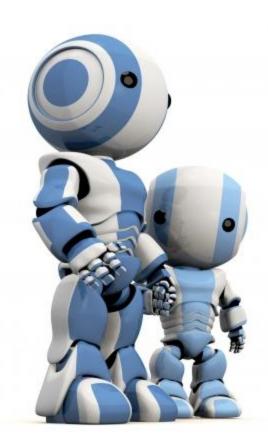
2. What are the different approaches in defining artificial intelligence?

- Thinking rationally
- Acting rationally
- Thinking like a human
- Acting like a human

4. Suppose you design a machine to pass the Turing test. What are the capabilities such a machine must have?

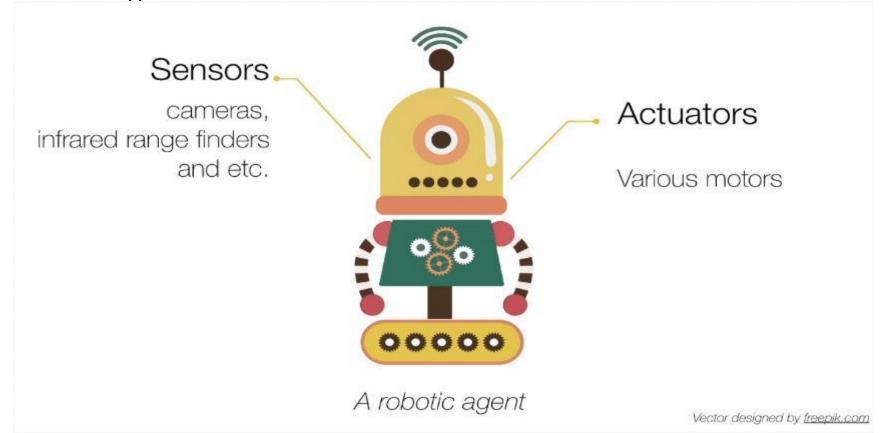
- Natural language processing
- Knowledge representation
- Automated reasoning
- Machine Learning
- Computer vision
- Robotics

- Define an Agent
- Define an Intelligent Agent
- Define an Rational Agent
- Explain Bounded Rationality
- Discuss different types of environmer
- Explain different agent architecture



Agents

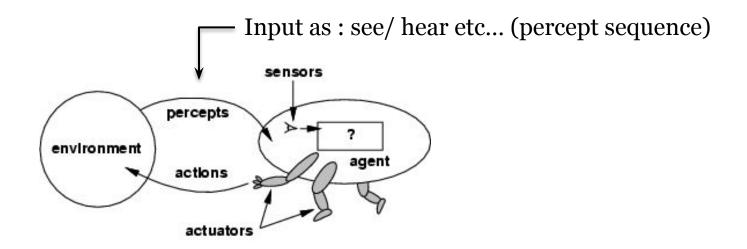
• An agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators



Agents

- An agent is anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators
- Human agent: eyes, ears, and other organs for sensors; hands, legs, mouth, and other body parts for actuators
- Robotic agent: cameras and infrared range finders for sensors; various motors for actuators

Agents & Environments

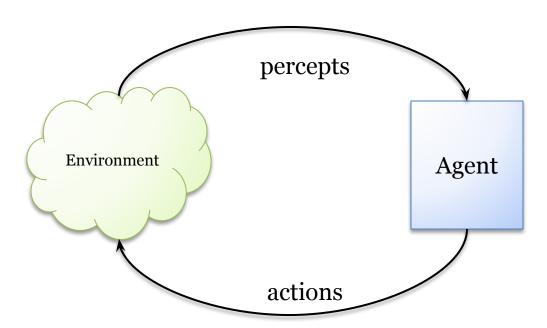


- **❖** Operate in an environment
- Perceives its environment through sensors
- ❖ Acts upon its environment through actuators / effectors
- **♦** Have Goals

Sensors & Effectors

- An Agent perceives its environment through sensors
 - The complete set of inputs at a given time is called a **percept**
 - The current percept, or a sequence of percepts can influence the actions of an agent
- It can change the environment through actuators / effectors
 - An operation involving an actuator is called an action
 - Action can be grouped into action Sequence

Agents



- Implement mapping from percept sequence to actions
- Performance measure to evaluate agents
- Autonomous agent: decide autonomously which action to take in the current situation to maximize progress towards its goals.

Performance

- Behavior and performance of IAs in terms of agent function
 - Perception history (sequence) to Action Mapping
 - Ideal mapping: specifies which an agent should to take at any point in time.
- Performance measure: a subjective measure to characterize how successful an agent is (e.g., speed, power usage, accuracy, money, etc..)

Example of Agents

- Humans:
 - Eyes, ears, skin, taste buds, etc. for Sensors
 - Hand, fingers, legs, mouth for Effectors
- Robot:
 - Camera, infrared, etc. for Sensors
 - wheels, lights, speakers etc. for Actuators
- Software Agents (softbot)
 - Functions as sensors
 - Functions as actuators

Types of Agents

- Softbots
 - ask.com
- Expert System
 - Cardiologist
- Autonomous Spacecraft
- Intelligent buildings

Agent Faculties

The fundamental faculties of intelligence are

- Acting
- Sensing
- Understanding, reasoning, learning

- In order to act intelligently, one must sense. Blind action is not a characterization of intelligence.
- Understanding is essential to interpret the sensory percepts and decide on an action.
- Many robotic agents stress sensing and acting, and do not have understanding.

Intelligent Agent

- Must Sense
- Must Act
- Must be autonomous (to some extent)
- Must be rational

Rationality

- AI is about building rational agents.
- An agent is something that perceives and acts.
- A rational agent always does the right thing.
 - 1. What are the functionalities (goals)?
 - 2. What are the components?
 - 3. How do we build them?

Perfect Rationality

- Perfect Rationality assumes that the rational agent knows all and will take the action that maximizes his utility.
- Human beings do not satisfy this definition of rationality.

Rational Action

- **Rational Action** is the action that maximizes the expected value of the performance measure given the percept sequence to date
- Is Rational Action means best action? < Rational = Best>?
 - Yes, to the best of its agent knowledge
- Does Rational means Optimal? <Rational = Optimal>?
 - Yes, to the best of its abilities
 - And its constraints
- In 1957, Simon proposed the notion of Bounded Rationality:

Bounded Rationality

"Because of the limitations of the human mind, humans must use approximate methods to handle many tasks." Herbert Simon, 1972

Agent Environment

• Environments in which agents operate can be defined in different ways. It is helpful to view the following definitions as referring to the way the environment appears from the point of view of the agent itself.

Environment: Observability

• Fully observable environment

- all of the environment relevant to the action being considered is observable.
- In such environments, the agent does not need to keep track of the changes in the environment.
- Example: A chess playing system is an example of a system that operates in a fully observable environment.

• Partially observable environment

- the relevant features of the environment are only partially observable.
- Example: A bridge playing program is an example of a system operating in a partially observable environment.

Environment: Determinism

- **Deterministic:** In **deterministic environments**, the next state of the environment is **completely described by the current state and the agent's action**. *Image analysis* systems are examples of this kind of situation. The processed image is determined completely by the current image and the processing operations.
- **Stochastic**: If an element of interference or uncertainty occurs then the environment is stochastic. Note that a deterministic yet partially observable environment will appear to be stochastic to the agent. Examples of this are the automatic vehicles that navigate a terrain, say, the Mars rovers robot. The new environment in which the vehicle is in is stochastic in nature.

• **Strategic**: If the environment state is wholly determined by the preceding state and the actions of multiple agents, then the environment is said to be strategic. Example: Chess. There are two agents, the players and the next state of the board is strategically determined by the players' actions.

Environment: Episodicity

• An **episodic environment** means that subsequent episodes do not depend on what actions occurred in previous episodes.

• In a sequential environment, the agent engages in a series of connected episodes.

Environment: Dynamism

- Static Environment: does not change from one state to the next while the agent is considering its course of action. The only changes to the environment are those caused by the agent itself.
 - A static environment does not change while the agent is thinking.
 - The passage of time as an agent deliberates is irrelevant.
 - The agent doesn't need to observe the world during deliberation.
- Dynamic Environment: A Dynamic Environment changes over time independent of the actions of the agent -- and thus if an agent does not respond in a timely manner, this counts as a choice to do nothing.
 - Example: Interactive tutor

Environment: Continuity

• Discrete/Continuous

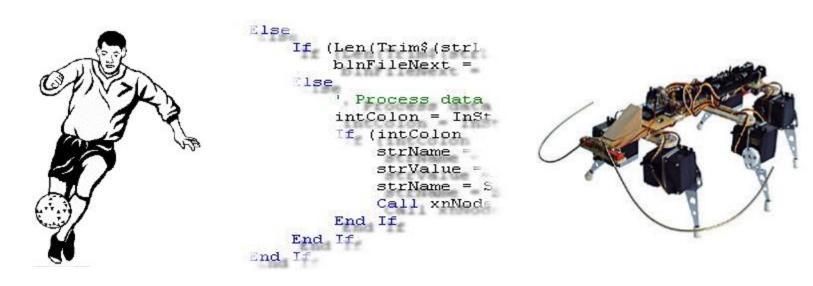
• If the number of distinct percepts and actions is limited, the environment is discrete, otherwise it is continuous.

Examples of Agents





Examples of Agents



<u>Humans</u> <u>Programs</u> <u>Robots</u>

senses keyboard, mouse, dataset cameras, pads body parts monitor, speakers, files motors, limbs

What is Rational Agents?

Rational Agents

A **rational agent** is one that does the right thing

- Need to be able to assess agent's performance
 - Should be independent of internal measures
- Ask yourself: has the agent acted rationally?
 - Not just dependent on how well it does at a task
- First consideration: evaluation of rationality

Thank You!

Any Questions?