



## CS 316: A quick overview of intelligent agents

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- An **intelligent agent** is anything that can be viewed as **perceiving** its environment and **acting** upon that environment
- A **rational agent** is one that does the right thing
  - We, the **independent observers** are the ones that decide on objective performance measures
- What is rational at a given moment depends on four things:
  - The performance measure (rational  $\neq$  successful)
  - The **percept sequence** of the agent (rational  $\neq$  clairvoyant)
  - What the agent knows about the environment (rational  $\neq$  omniscient)
  - What are the actions the agent can perform

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## STRUCTURE OF INTELLIGENT AGENTS

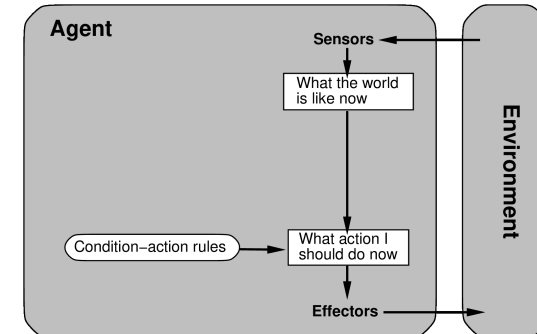


- Percepts may update an **internal state** used in order to choose proper actions
- Agent types:
  - simple reflex agents
  - reflex agents with state
  - goal-based agents
  - utility-based agents
- Environment types:

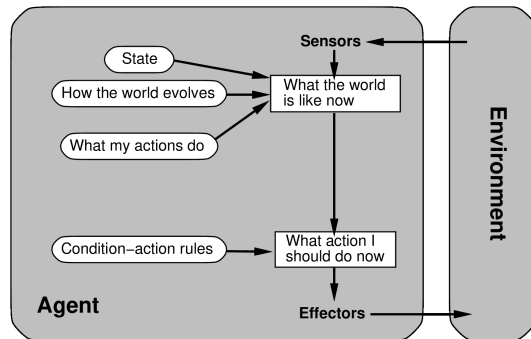
P ercepts  
A ctions  
G oals  
E nvironment

|                      | Chess | Image anal. | eBay   | Taxi |
|----------------------|-------|-------------|--------|------|
| <b>Accessible</b>    | Yes   | Yes         | No     | No   |
| <b>Deterministic</b> | Yes   | Yes         | Partly | No   |
| <b>Episodic</b>      | No    | Yes         | No     | No   |
| <b>Static</b>        | Yes   | Semi        | Semi   | No   |
| <b>Discrete</b>      | Yes   | No          | Yes    | No   |

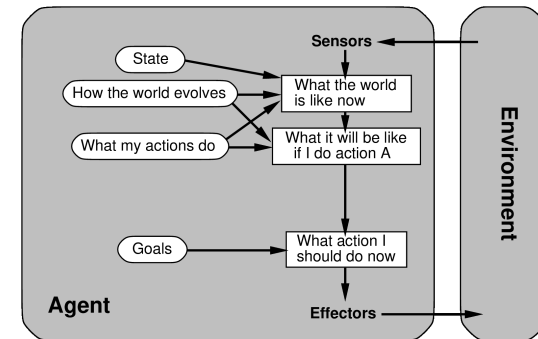
## SIMPLE REFLEX AGENTS



## REFLEX AGENTS WITH STATE



## GOAL-BASED AGENTS



## UTILITY-BASED AGENTS

