Intelligent Agents

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Overview

- What is an agent?
- Rational agent
- Types of environments
- Types of agents
Agent perceives its *environment* through *sensors* and acts on its environment through *actuators*

- **Percepts**: Perceptual inputs to the agent
- **Percept sequence**: complete history of the agent’s percepts
Vacuum Agent

- Input: Percept = [location, state]
  - Location ∈ {A, B}
  - State ∈ {Clean, Dirty}
- Return: Action ∈ {Left, Right, Suction}
Rational Agent

- Rational Agent takes actions that maximize the performance measure given the percept sequence and any prior knowledge
  - Performance measures?

  - Prior knowledge?

- Is VacuumAgent rational?
Self-Driving Car

CES 2019: www.youtube.com/watch?v=gfWjsKsEry0
Rational Agent

Should a rational agent:

- Know everything?
- Explore?
- Learn?
# Task Environment

- **PEAS**
  - **Performance**
  - **Environment**
  - **Actuators**
  - **Sensors**

![Self-driving car](image)

<table>
<thead>
<tr>
<th>Agent Type</th>
<th>Performance</th>
<th>Environment</th>
<th>Actuators</th>
<th>Sensors</th>
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<tbody>
<tr>
<td>Self-driving car</td>
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## Task Environment Examples

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<td>Puzzle solver</td>
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<td>Part picker</td>
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Task Environment Properties

- Fully observable vs. partially observable
  - Do sensors give complete state of environment

- Single agent vs. multiagent
  - Are there other agents in the environment whose performance is affected by this agent

- Puzzle solver?

- Part picker?
Task Environment Properties

- Deterministic vs. stochastic
  - Next state of environment completely determined by current state and agent’s action

- Episodic vs. sequential
  - Future percepts and actions do not depend on past percepts and actions

- Puzzle solver?

- Part picker?
Task Environment Properties

- Static vs. dynamic
  - Can the environment change while the agent is deliberating

- Discrete vs. continuous
  - Are there a fixed number of environment states

- Known vs. unknown
  - Are the effects of actions known

- Puzzle solver?

- Part picker?
Hunt the Wumpus game

- Written in BASIC, 1972
- First available on the TI-99/4A
Wumpus World (PEAS)

- Performance measure
  - +1000 for leaving cave with gold
  - -1000 for falling in pit or being eaten by wumpus
  - -1 for each action taken
  - -10 for using the arrow
  - Game ends when agent dies or leaves cave
Wumpus World (PEAS)

- Environment
  - 4x4 grid of rooms
  - Agent starts in square [1,1] facing right with 1 arrow
  - Location of wumpus and gold chosen at random other than [1,1]
  - Each square other than [1,1] has a 0.2 probability of containing a pit
Wumpus World (PEAS)

- **Actuators**
  - **Forward**
  - **TurnLeft** by 90°
  - **TurnRight** by 90°
  - **Grab** picks up gold if agent in gold location
  - **Shoot** shoots arrow in direction agent is facing
    - Arrow continues until hits wumpus or wall
  - **Climb** leaves cave if agent in [1,1]
Wumpus World (PEAS)

- **Sensors (Boolean)**
  - **Stench** if wumpus in directly (not diagonally) adjacent square
  - **Breeze** if pit in directly adjacent square
  - **Glitter** if gold in agent’s current square
  - **Bump** if agent walks into a wall
  - **Scream** if wumpus is killed
Wumpus Environment

- Fully or partially observable?
- Discrete or continuous?
- Static or dynamic?
- Deterministic or stochastic?
- Single or multi-agent?
- Episodic or sequential?
- Known or unknown?
Basic Agent Program

- Details of design based on task (PEAS) and properties of environment

```
Action Agent (Percept percept) {
    Process percept
    Choose action
    return action
}
```
Table-driven Agent

- Table: Percepts $\rightarrow$ Actions
- Where does table come from?
- How large is table?

Action **TableDrivenAgent** (Percept percept)
{
  PerceptSequence percepts
  Table T

  Append percept to end of percepts
  action = Lookup (percepts, T)
  return action
}
Simple Reflex Agent

- Where do rules come from?
- Random component to avoid repetitive behavior

```plaintext
Action SimpleReflexAgent (Percept percept) {
    RuleSet rules
    state = InterpretInput (percept)
    rule = RuleMatch (state, rules)
    action = rule.action
    return action
}
```
Model-based Reflex Agent

- Model describes how world evolves and effects of actions
- Where do model and rules come from?
- How to represent state and model?

```plaintext
Action ModelBasedReflexAgent (Percept percept)
{
    RuleSet rules
    Model model

    state = UpdateState (state, action, percept, model)
    rule = RuleMatch (state, rules)
    action = rule.action
    return action
}
```
Goal-based Agent

- Search for sequence of actions to achieve goals
- Model, state, goals
  - Source?
  - Representation?
Utility-based Agent

- Search for sequence of actions to reach a high utility state
- Maximize expected utility
- Model, state, utility
  - Source?
  - Representation?
Learning Agent

- Learning element changes agent to improve performance
  - Models, rules, goals
- Performance element one of previous agents
- Critic provides feedback on agent’s performance
- Problem generator drives agent to explore
Summary

- Rational agent seeks to maximize performance
- Agent’s task defined in terms of Performance, Environment, Actuators and Sensors
- Agent’s environment defined in terms of multiple dimensions (observability, …)
- Agent’s type defined in terms of reflexes, rules, models, goals and/or utilities
- All agents can benefit from learning