

# CS 486/686

## Introduction to Artificial Intelligence

Alice Gao  
Lecture 2

Readings: R & N 2.1, 2.2, 2.3 (esp 2.3.2)

Based on work by K. Leyton-Brown, K. Larson, and P. van Beek

# Outline

Learning goals

Rational Agents

Properties of Task Environments

Revisiting the learning goals

## Learning goals - CS 486/686 Lecture 2

By the end of the lecture, you should be able to

- ▶ Given examples of sensors and actuators.
- ▶ Define rational agents.
- ▶ Given a task environment, describe its properties.
- ▶ Given a property, give examples of task environments that have this property.

# Agents

- ▶ Interact with the environment.
- ▶ Perceive the environment using sensors.
- ▶ Act on the environment using actuators.

As a human, what sensors and actuators do we have?

Consider a software agent. What sensors and actuators does it have?

## Definition of a rational agent

For each possible **percept sequence**, a rational agent should **select an action** that is expected to maximize its **performance measure**, given the evidence provided by the percept sequence and whatever **prior knowledge** the agent has.

# Properties of Task Environments

The problems: the task environments

The solutions: the rational agents

Properties of the task environment:

- ▶ Fully observable v.s. partially observable
- ▶ Deterministic v.s. stochastic
- ▶ Static v.s. dynamic
- ▶ Episodic v.s. sequential
- ▶ Known v.s. unknown
- ▶ Single agent v.s. multi-agent

# Uncertainty

Given the observations, can the agent determine the state?

- ▶ Fully observable: The agent knows the state of the world from the observations.
- ▶ Partially observable: Many states are possible given an observation.

## CQ: Fully versus Partial Observability

**CQ:** Which pair of environments has different observability?

- (A) Poker and autonomous cars
- (B) Chess and medical diagnosis
- (C) Crossword puzzle and Go



# Examples of Uncertainty

Come up with some additional examples yourself.

Fully observable:

Partially observable:

# Uncertain dynamics

Given the current state and an action, can the agent predict the next state?

- ▶ Deterministic: The next state is completely determined given the current state and the action.
- ▶ Stochastic: The current state and an action can lead to multiple possible next states.

## CQ: Deterministic versus Stochastic

**CQ:** Consider Chess and Poker.

Which of the following is correct?

- (A) Both are deterministic.
- (B) Both are stochastic.
- (C) Chess is deterministic. Poker is stochastic.
- (D) Chess is stochastic. Poker is deterministic.

## Examples of uncertain dynamics

Come up with some additional examples yourself.

Deterministic:

Stochastic:

# An uncertain environment

An environment is uncertain if

- ▶ It is not fully observable, or
- ▶ It is not deterministic.

# Can the environment change?

Can the environment change while the agent interacts with it?

- ▶ Static: The environment does not change.
- ▶ Dynamic: The environment changes while the agent interacts with it.

## CQ: Static versus dynamic

**CQ:** Consider autonomous cars and medical diagnosis.

Which of the following statement is correct?

- (A) Both are static.
- (B) Both are dynamic.
- (C) Autonomous cars is static. Medical diagnosis is dynamic.
- (D) Autonomous cars is dynamic. Medical diagnosis is static.

# Examples of changing environments

Come up with some additional examples yourself.

Static:

Dynamic



# Long-term consequence of actions

Can the agent's current action affect future actions?

- ▶ Episodic: The current action does not affect future actions.
- ▶ Sequential: The current action could affect all future actions.

## CQ: Episodic v.s. Sequential

**CQ:** Consider crossword puzzle and image classification.  
Which of the following statement is correct?

- (A) Both are episodic.
- (B) Both are sequential.
- (C) Crossword puzzle is episodic. Image classification is sequential.
- (D) Crossword puzzle is sequential. Image classification is episodic.

# Learning the rules of the environment

Does the agent know the rules of the environment?

- ▶ Known: The agent knows all the rules of the environment.
- ▶ Unknown: The agent does not know all the rules of the environment.

# Number of agents

Does the agent consider all other agents to be part of the environment?

- ▶ Single agent: The agent assumes that any other agents are part of the environment.
- ▶ Multi-agent: The agent explicitly models other agents and reasons strategically about the other agents.

## CQ: Single or multi agent

**CQ:** Is autonomous cars single agent or multi-agent?

- (A) Definitely single agent.
- (B) Definitely multi-agent.
- (C) It depends.

## Revisiting the learning goals

By the end of the lecture, you should be able to

- ▶ Given examples of sensors and actuators.
- ▶ Define rational agents.
- ▶ Given a task environment, describe its properties.
- ▶ Given a property, give examples of task environments that have this property.