

SNS COLLEGE OF ENGINEERING

(Autonomous)
DEPARTMENT OF CSE-IoT ENGINEERING



Artificial Intelligence & Natural Language Processing

Agent and Environment

Prepared by,
P.Ramya
Assistant Professor/CSE-IoT
SNS College of Engineering



Agents and Environments

Definition: "An agent perceives its environment through sensors and acts through actuators."

Types of Agents:

- •Simple Reflex Agents
- •Model-Based Agents
- •Goal-Based Agents
- •Utility-Based Agents
- •Learning Agents



Simple Reflex Agents

Definition:

- •These agents make decisions based on the **current perception** and follow predefined rules.
- •They do not store past experiences or adapt to new situations.
- •They work well in **fully observable environments** where every necessary detail is available.

How They Work:

- •Uses **condition-action rules (IF-THEN statements)** to react to environmental changes.
- •Example: A thermostat turning on/off based on temperature readings.

- •Cannot handle **partially observable** environments.
- •Fails in complex situations where simple rules are insufficient.



Model-Based Reflex Agents

Definition:

- •These agents maintain an internal model of the environment to track unobserved aspects.
- •They can handle **partially observable environments** by using memory.

How They Work:

- •Stores previous states and uses that data to make better decisions.
- •Example: A self-driving car maintaining a map of surroundings and reacting accordingly.

Advantages:

- •Works better in **dynamic** and **uncertain** environments.
- •Can predict future outcomes based on past knowledge.

Limitations:

•Requires more **computational power** and **storage capacity** than simple reflex agents.

Goal-Based Agents

Definition:

- •These agents take actions to **achieve specific goals** instead of just reacting to conditions.
- •They evaluate possible actions and choose the one that leads to a desired goal.

How They Work:

- •Uses **search algorithms** and **planning techniques** to determine the best path to achieve a goal.
- •Example: Google Maps Navigation selecting the best route to a destination.

Advantages:

- •More **flexible** than reflex agents.
- •Can **plan ahead** instead of reacting instantly.

- •Requires **more processing power** to evaluate multiple options.
- •May be **inefficient** if the goal is unclear or unreachable.



Utility-Based Agents

Definition:

- •These agents **not only aim to achieve a goal** but also **maximize performance or efficiency** by choosing the best possible action.
- •Instead of simply reaching a goal, they consider **how well** they achieve it.

How They Work:

- •Uses **utility functions** to rank different possible actions.
- •Example: A stock trading AI choosing the best stock to maximize profits instead of just buying any available stock.

Advantages:

- •Optimized decision-making for complex and multi-step problems.
- •Helps in scenarios where there are **multiple correct answers** but one is **better** than others.

- •Requires a well-defined utility function to evaluate choices.
- •Can be **computationally expensive**.



Learning Agents

Definition:

- •These agents **learn from past experiences** and improve their decision-making over time.
- •Uses machine learning algorithms to adjust behavior.

How They Work:

- •Initially follows basic rules, but improves by analyzing feedback.
- •Example: Chatbots like ChatGPT, which learn from past interactions to provide better responses.

Advantages:

- •Can adapt to new situations without reprogramming.
- •More **efficient** than static agents in changing environments.

- •Requires large datasets to train.
- •May take **time to learn** and optimize performance.



Comparison Table of Different Agents

Agent Type	Memory	Goal- Oriented?	Adaptive?	Example
Simple Reflex Agent	× No	× No	× No	Thermostat
Model- Based Agent	Yes	× No	× No	Self-driving car
Goal-Based Agent	✓ Yes	Yes Yes	× No	Google Maps
Utility- Based Agent	Yes	Yes	× No	Stock trading AI
Learning Agent	Yes	Yes	Yes	ChatGPT

