Artificial Intelligence & Natural Language Processing

Properties of Environments in AI

Prepared by,

P.Ramya

Assistant Professor/CSE-IoT

SNS College of Engineering

Properties of Environments in AI

An environment in AI is defined based on several key properties that impact how an agent interacts with it:

1.Fully Observable vs. Partially Observable

 Fully Observable: The agent has complete access to the environment's state at all times.

 Partially Observable: The agent receives limited, noisy, or incomplete information about the environment.

2.Deterministic vs. Stochastic

 Deterministic: The next state is fully determined by the current state and the agent's action.

 Stochastic: The next state has uncertainty, meaning multiple outcomes are possible.

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3.Episodic vs. Sequential

    Episodic: Each action is independent, with no impact on future decisions.

    Sequential: The outcome of one action affects future actions

4.Static vs. Dynamic

    Static: The environment does not change while the agent is deciding.

    Dynamic: The environment can change over time, even without the agent's intervention.

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5.Discrete vs. Continuous

Discrete: The environment consists of a finite number of distinct states.

Continuous: The state and actions can have infinite possible values.

6.Single-Agent vs. Multi-Agent

Single-Agent: The agent operates independently in the environment.

Multi-Agent: Multiple agents interact, either cooperatively or competitively.

These properties help define the complexity and challenges an AI agent faces when operating in different environments.

P.Ramya/AI & NLP/19SB601/Properties of Environments in AI