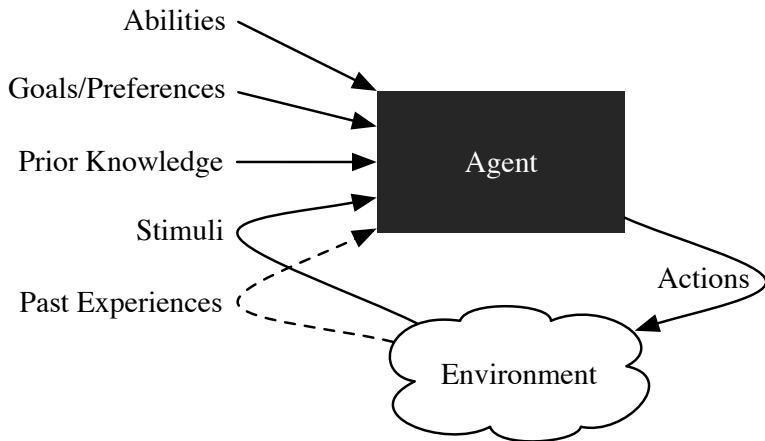


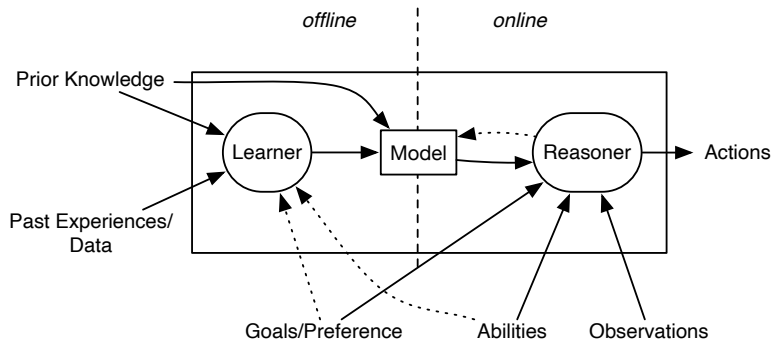
# Review: What is Artificial Intelligence?

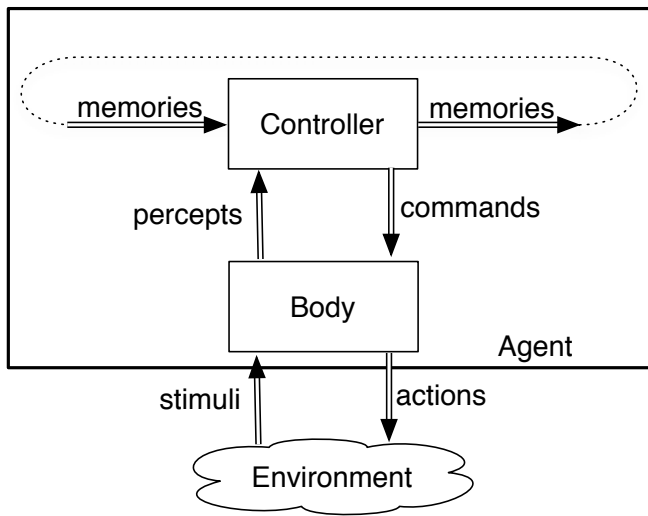
- Artificial Intelligence is the synthesis and analysis of computational agents that act intelligently.
- An agent is something that acts in an environment.
- An agent acts intelligently if:
  - ▶ its actions are appropriate for its goals and circumstances
  - ▶ it is flexible to changing environments and goals
  - ▶ it learns from experience
  - ▶ it makes appropriate choices given perceptual and computational limitations

# Review: Agents acting in an environment

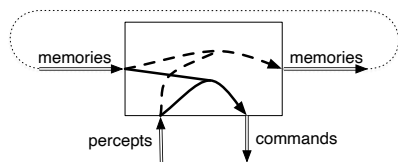


# Inside Black Box

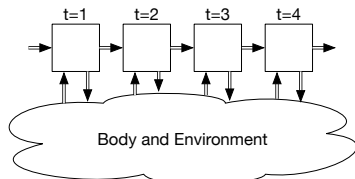




# Functions implemented in a controller



(a)

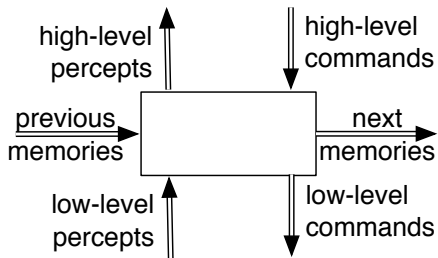
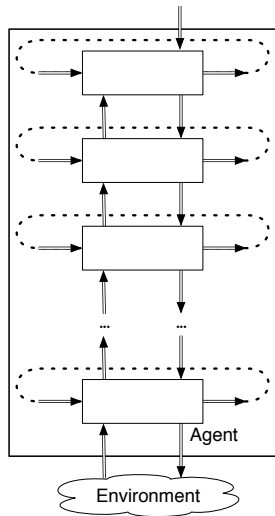


(b)

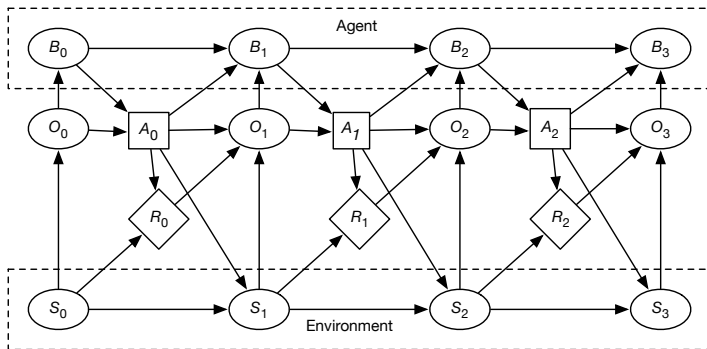
For discrete time, a controller implements:

- **belief state function** returns next belief state / memory.  
What should it remember?
- **command function** returns commands to body.  
What should it do?

# Hierarchical Robotic System Architecture



# Partial Observability



$B_i$  agent's belief state at time  $i$ .

$A_i$  agent's action.

$O_i$  is what the agent observes.

$R_i$  is the reward.

$S_i$  is the world state.