Lecture 1 of 42

Intelligent Agents Overview
Discussion: Problem Set 1, Term Projects 1 of 3

Wednesday, 22 August 2007

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KSOL course page: http://snipurl.com/v9v3
Course web site: http://www.kddresearch.org/Courses/Fall-2007/CIS730
Instructor home page: http://www.cis.ksu.edu/~bhsu

Reading for Next Class:
Sections 1.3 – 1.5, p. 16 – 29, Russell & Norvig 2nd edition
Sections 2.1 – 2.2, p. 32 – 38, Russell & Norvig 2nd edition
Syllabus and Introductory Handouts

Lecture Outline

- Reading for Next Class: Sections 1.3 – 1.5 & 2.1 – 2.2, R&N 2e
- Today and Friday: Intelligent Agent (IA) Design, Chapter 2 R&N
  - Shared requirements, characteristics of IAs
  - Methodologies
    - Software agents
    - Reactivity vs. state
    - Knowledge, inference, and uncertainty
- Intelligent Agent Frameworks
  - Reactive
  - With state
  - Goal-based
  - Utility-based
- Next Week: Problem Solving and Search, Chapter 3
  - State space search handout (Nilsson, *Principles of AI*)
  - Search handout (Ginsberg)

Problems and Methodologies (Review)

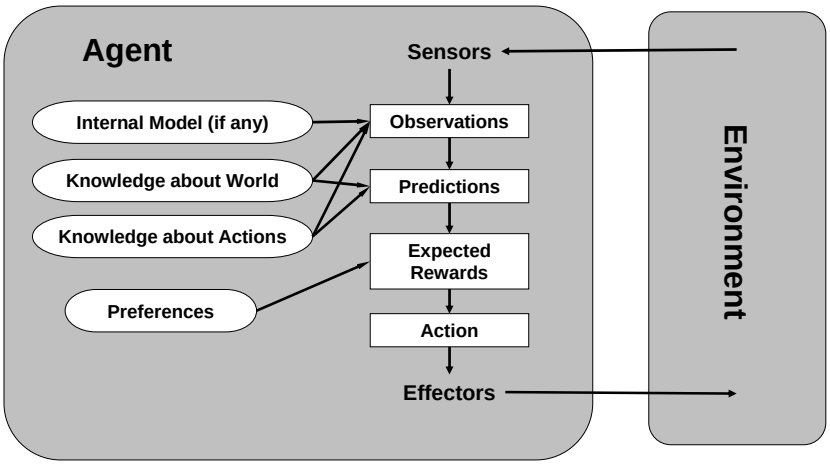
- Problem Solving
  - Classical search and planning
  - Game-theoretic models
- Making Decisions under Uncertainty
  - Uncertain reasoning, decision support, decision-theoretic planning
  - Probabilistic and logical knowledge representations
- Pattern Classification and Analysis
  - Pattern recognition and machine vision
  - Connectionist models: artificial neural networks (ANNs), other graphical models
- Data Mining and Knowledge Discovery in Databases (KDD)
  - Framework for optimization and machine learning
  - Soft computing: evolutionary algorithms, ANNs, probabilistic reasoning
- Combining Symbolic and Numerical AI
  - Role of knowledge and automated deduction
  - Ramifications for cognitive science and computational sciences

Figure of merit

Intelligent Agents (Review)

- Agent: Definition
  - Any entity that perceives its environment through sensors and acts upon that environment through effectors
  - Examples (class discussion): human, robotic, software agents
- Perception
  - Signal from environment
  - May exceed sensory capacity
- Sensors
  - Acquires percepts
  - Possible limitations
- Action
  - Attempts to affect environment
  - Usually exceeds effector capacity
- Effectors
  - Transmits actions
  - Possible limitations

Generic Intelligent Agent Model (Review)



Term Project Topics, Fall 2007 (review)

- 1. Game-playing Expert System
  - "Borg" for Angband computer role-playing game (CRPG)
  - http://www.thangorodrim.net/borg.html
- 2. Classic Trading Agent Competition (TAC)
  - Supply Chain Management (TAC-SCM) scenario
  - http://www.sics.se/tac/
- 3. Machine Learning in Bioinformatics
  - Evidence ontology for genomics or proteomics
  - http://bioinformatics.ai.sri.com/evidence-ontology/

Homework 1: Problem Set

- Assigned: 23:00 CDT Wed ~~23~~ 22 Aug ~~2006~~ 2007
- Due: before midnight CDT Wed ~~06~~ 05 Sep ~~2006~~ 2007
- Topics
  - Intelligent agents concepts
  - State space representations
  - Informed search
- To Be Posted
  - KSOL web site
  - KDDresearch.org (URL mailed to class mailing list)
- Questions and Discussion
  - General discussion on class mailing list: CIS730-L@listserv.ksu.edu
  - Questions for instructor: CIS730TA-L@listserv.ksu.edu
- Outside References: On Reserve (Cite Sources!)

How Agents Should Act

- Rational Agent: Definition
  - Informal: "does the right thing, given what it believes from what it perceives"
  - What is "the right thing"?
    - ⇨ First approximation: *action that maximizes success of agent*
    - ⇨ Limitations to this definition?
  - First: how, when to evaluate success?
  - Later: representing / reasoning with uncertainty, beliefs, knowledge
- Why Study Rationality?
  - Recall: aspects of intelligent behavior (last lecture)
    - ⇨ Engineering objectives: optimization, problem solving, decision support
    - ⇨ Scientific objectives: modeling correct inference, learning, planning
  - Rational cognition: formulating *plausible* beliefs, conclusions
  - Rational action: "doing the right thing" given beliefs

Rational Agents

- "Doing the Right Thing"
  - Committing actions: limited effectors, in context of agent knowledge
  - Specification (cf. software specification): pre/post-conditions
- Agent Capabilities: Requirements
  - Choice: select actions (and carry them out)
  - Knowledge: represent knowledge about environment
  - Perception: capability to sense environment
  - Criterion: *performance measure to define degree of success*
- Possible Additional Capabilities
  - Memory (internal model of state of the world)
  - Knowledge about effectors, reasoning process (reflexive reasoning)

Measuring Performance

- Performance Measure: *How* to Determine Degree of Sucesss
  - Definition: *criteria that determine how successful agent is*
  - Depends on
    - ⇨ Agents
    - ⇨ Environments
  - Possible measures?
    - ⇨ Subjective (agent may not have capability to give accurate answer!)
    - ⇨ Objective: *outside observation*
  - Example: web crawling agent
    - ⇨ Precision: did you get only pages you wanted?
    - ⇨ Recall: did you get all pages you wanted?
    - ⇨ *Ratio* of relevant hits to pages explored, resources expended
    - ⇨ Caveat: "you get what you ask for" (issues: redundancy, etc.)
- When to Evaluate Success
  - Depends on objectives (short-term efficiency, consistency, etc.)
  - Episodic? Milestones? Reinforcements? (e.g., games)

What Is Rational?

- Criteria
  - Determines what is rational *at any given time*
  - Varies with agent, environment, *situation*
- Performance Measure
  - Specified by outside observer or evaluator
  - Applied (consistently) to (one or more) IAs in given environment
- Percept Sequence
  - Definition: *entire history* of percepts gathered by agent
  - NB: agent may or may not have state, i.e., memory
- Agent Knowledge
  - Of environment – "required"
  - Of self (reflexive reasoning)
- Feasible Action
  - What can be performed
  - What agent believes it can attempt?

Ideal Rationality

- Ideal Rational Agent
  - Given: any possible percept sequence
  - Do: ideal rational behavior
    - ⇨ Whatever action is expected to maximize performance measure
    - ⇨ NB: expectation – informal sense for now; mathematical def'n later
  - Basis for action
    - ⇨ Evidence provided by percept sequence
    - ⇨ Built-in knowledge possessed by the agent
- Ideal Mapping from Percepts to Actions (Figure 2.1 p. 33 R&N 2^e)
  - Mapping p: *percept sequence* $\rightarrow$ *action*
  - Representing p as list of pairs: infinite (unless explicitly bounded)
  - Using p: ideal mapping from percepts to actions (i.e., ideal agent)
  - Finding explicit p: in principle, could use trial and error
  - Other (implicit) representations may be easier to acquire!

Knowledge and Bounded Rationality

- Rationality versus Omniscience
  - Nota Bene (*NB*): not the same
  - Omniscience: knowing *actual* outcome of all actions
  - Rationality: knowing *plausible* outcome of all actions
  - Example: is it too risky to go to the supermarket?
- Key Question
  - What is a *plausible* outcome of an action?
  - Related questions
    - ⇨ How can agents make rational decisions given beliefs about outcomes?
    - ⇨ What does it mean (algorithmically) to "choose the best"?
- Bounded Rationality
  - What agent *can* perceive and do
  - What is "likely" to be right – not what "turns out" to be right

Structure of Intelligent Agents

- Agent Behavior
  - Given: sequence of percepts
  - Return: IA's actions
  - Simulator: description of results of actions
  - Real-world system: committed action
- Agent Programs
  - Functions that implement *p*
  - Assumed to run in computing environment (architecture)
  - *Agent = architecture + program*
  - This course (CIS730): primarily concerned with *p*
- Applications
  - Chapter 22 (NLP/Speech), 24 (Vision), 25 (Robotics), R&N 2e
  - Swarm intelligence, multi-agent sytems, IAs in cybersecurity

Agent Programs

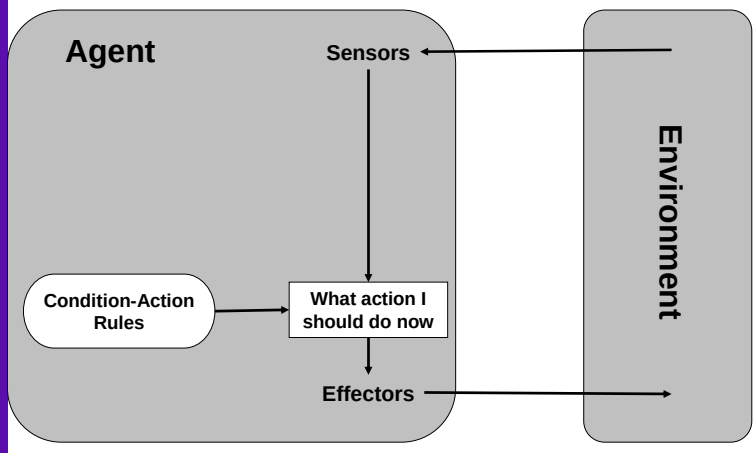
- **Software Agents**
  - Also known as (*aka*) software robots, softbots
  - Typically exist in very detailed, unlimited domains
  - Examples
    - Real-time systems: critiquing, avionics, shipboard damage control
    - Indexing (spider), information retrieval (IR; e.g., web crawlers) agents
    - Plan recognition systems (computer security, fraud detection monitors)
  - See: Bradshaw (*Software Agents*)
- **Focus of This Course: Building IAs**
  - Generic skeleton agent: Figure 2.4, R&N
  - function *SkeletonAgent* (*percept*) returns action
    - static: *memory*, agent's memory of the world
    - *memory* ← *Update-Memory* (*memory*, *percept*)
    - *action* ← *Choose-Best-Action* (*memory*)
    - *memory* ← *Update-Memory* (*memory*, *action*)
    - return *action*

Example: Game-Playing Agent [1]
Project Topic 1 of 3

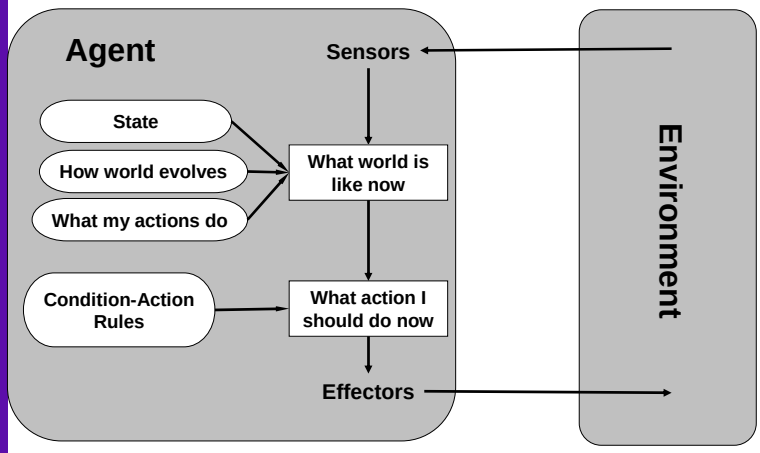
Example: Game-Playing Agent [2] Problem Specification

- Angband
  - Roguelike game – descended from Rogue, Moria
    See: http://en.wikipedia.org/wiki/Roguelike
  - v2.8.3
    Source code: http://www.thangorodrim.net
- Automated Roguelike Game-Playing Agents
  - Rog-O-Matic (1984)
    http://en.wikipedia.org/wiki/Rog-O-Matic
  - Angband Borgs (1998-2001)
    http://www.thangorodrim.net/borg.html
- Problem Specification
  - Study Borgs by Harrison, White
  - Develop a scheduling, planning, or classification learning system
  - Use White's APWBorg interface to develop a new Borg
  - Compare it to the classic Borgs

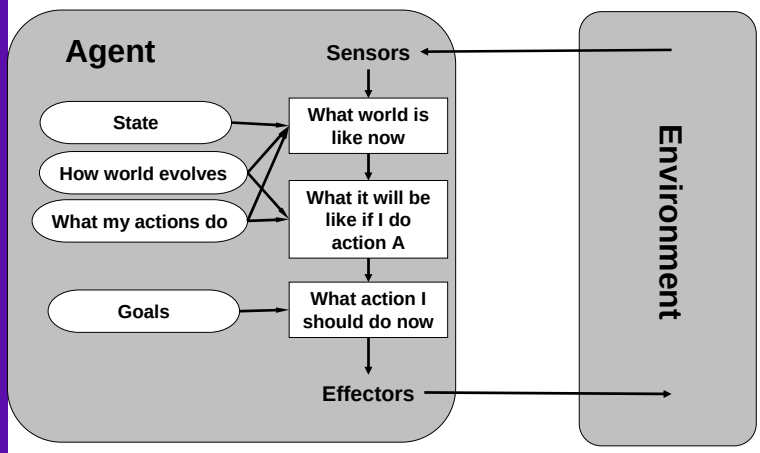
Agent Framework: Simple Reflex Agents [1]



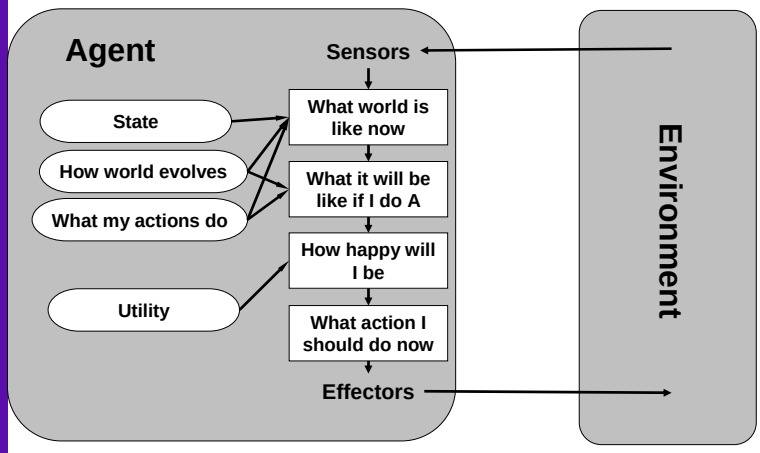
Agent Frameworks: (Reflex) Agents with State



Agent Frameworks: Goal-Based Agents



Agent Frameworks: Utility-Based Agents



Course Topics Fall, 2007

- Overview: Intelligent Systems and Applications
- Artificial Intelligence (AI) Software Development Topics
  - Knowledge representation
  - Search
  - Expert systems and knowledge bases
  - Planning: classical, universal
  - Probabilistic reasoning
  - Machine learning, artificial neural networks, evolutionary computing
  - Applied AI: agents focus
  - Some special topics (NLP focus)
- Implementation Practicum (≈ 40 hours)

Terminology

- Rationality
  - Informal definition
  - Examples: how to make decisions
  - Ideal vs. bounded
- Automated Reasoning and Behavior
  - Regression-based problem solving (see p. 7)
  - Goals
  - Deliberation
- Intelligent Agent Frameworks
  - Reactivity vs. state
  - From goals to preferences (utilities)

Summary Points

- Intelligent Agent Framework
- Rationality and Decision Making
- Design Choices for Agents (Introduced)
- Choice of Project Topics
  - 1. Game-playing expert system: Angband
  - 2. Trading agent competition, supply chain management (TAC-SCM)
  - 3. Knowledge base for bioinformatics: proteomics ontology
- Things to Check Out Online
  - Resources page
    http://www.kddresearch.org/Courses/Fall-2007/CIS730/Resources
  - Course mailing list archives (class discussions)
    http://listserv.ksu.edu/archives/cis730-l.html