CS344M
Autonomous Multiagent Systems

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Good Afternoon, Colleagues

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Are there any questions?

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- Change rooms?

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But there are examples. . .

Thermostats

- Are they agents or not?
- How does Wooldridge resolve this?

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- Computer-game-playing agent

Not Intelligent Agents

- Thermostat
- Telephone
- Answering machine
- Pencil
- Java object

Your Agent Examples

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Automotive: cruise control, parallel parker, traffic detecting agent

Physical Control: Elevators, oil spill robots, DARPA mule, Roomba

Simple: water boiler, smoke detector

Software: antivirus software, MS Windows

Telecom: portable GPS device, cell phone, computer monitors

Game/entertainment: MMO gold farming agent, NPC in video game, pacman player, backgammon player

Service: Stock trading agent, "carebot"

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- You, as a class, act as a learning agent
- **Actions**: Wave, Stand, Clap
- **Observations**: colors, reward
- **Goal**: Find an optimal *policy*
  - Way of selecting actions that gets you the most reward

How did you do it?

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- What is your policy?
- What does the world look like?

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