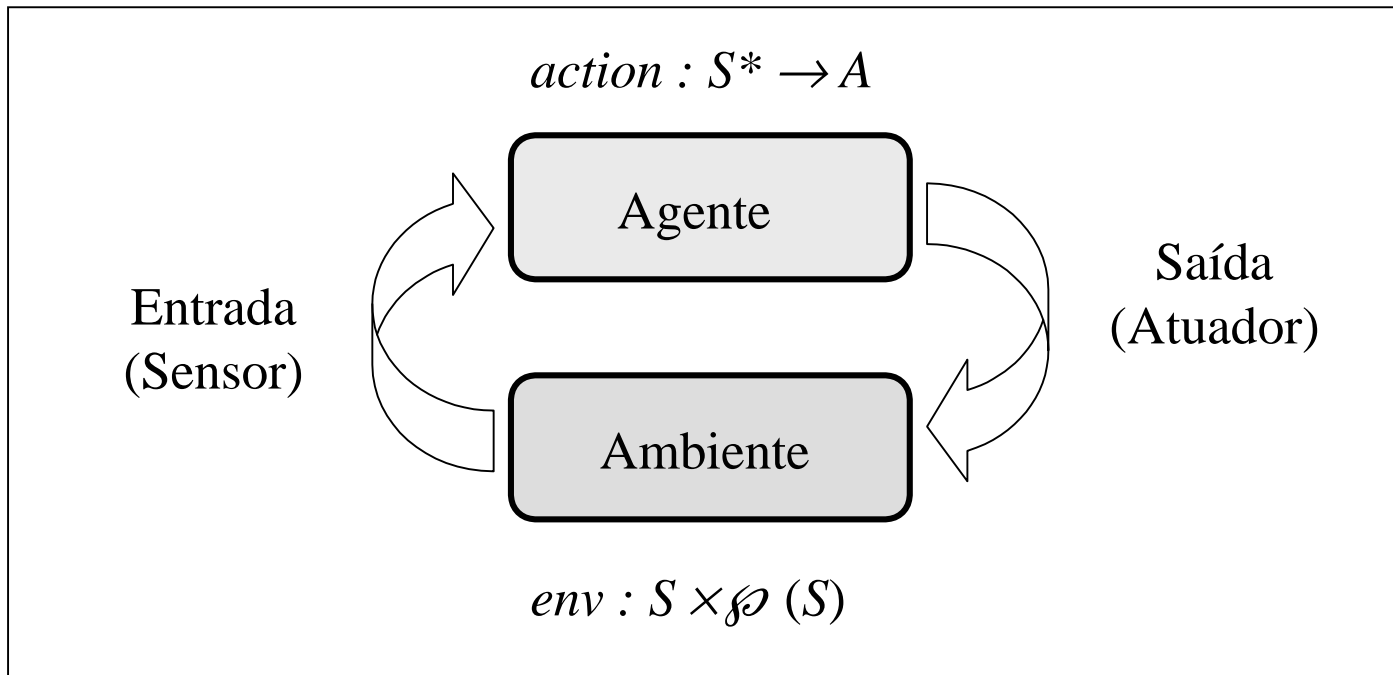


Modelo Abstrato de Agentes

Agente Padrão

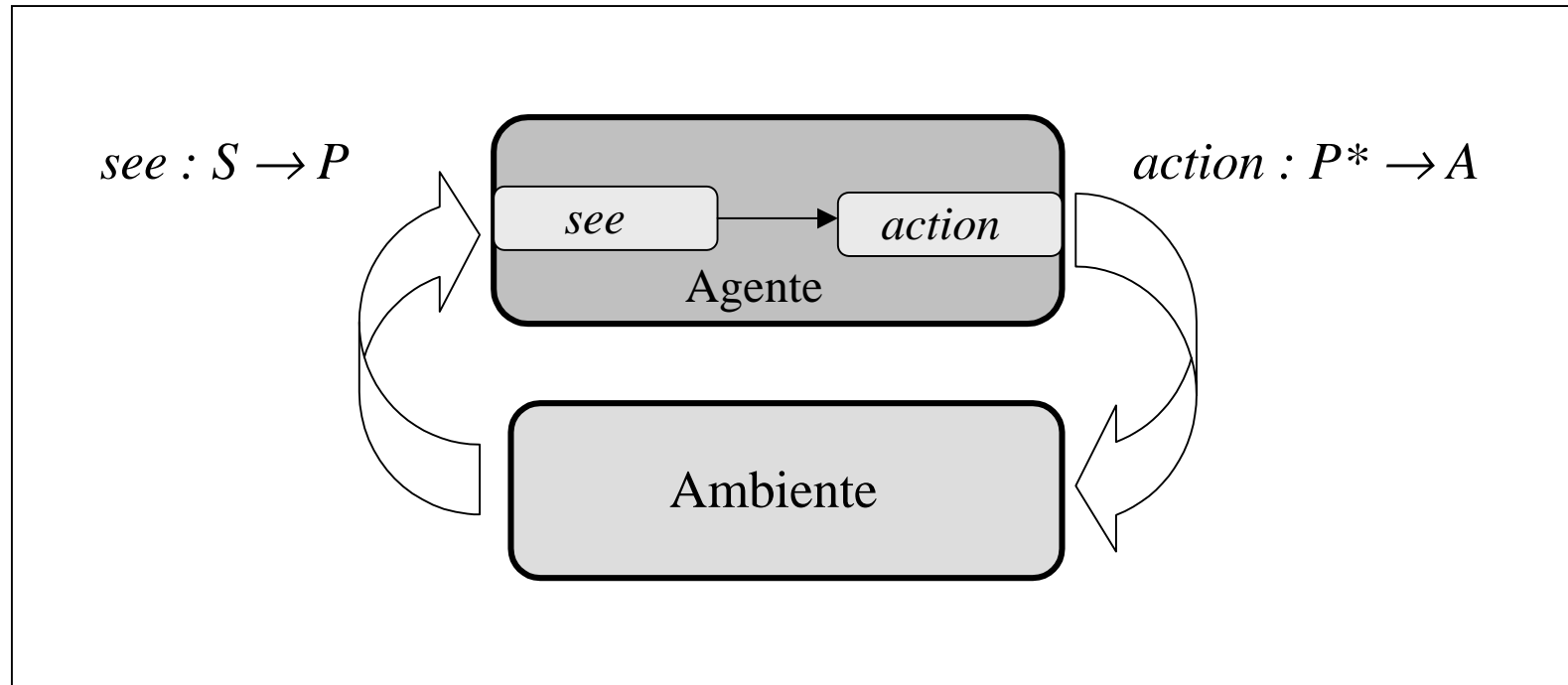


$S = \{s_1, s_2, \dots\}$ Estados do Ambiente $A = \{a_1, a_2, \dots\}$ Conjunto de Ações

História: $h : s_0 \xrightarrow{a_0} s_1 \xrightarrow{a_1} s_2 \xrightarrow{a_2} s_3 \rightarrow \dots \xrightarrow{a_{u-1}} s_u \xrightarrow{a_u} \dots$

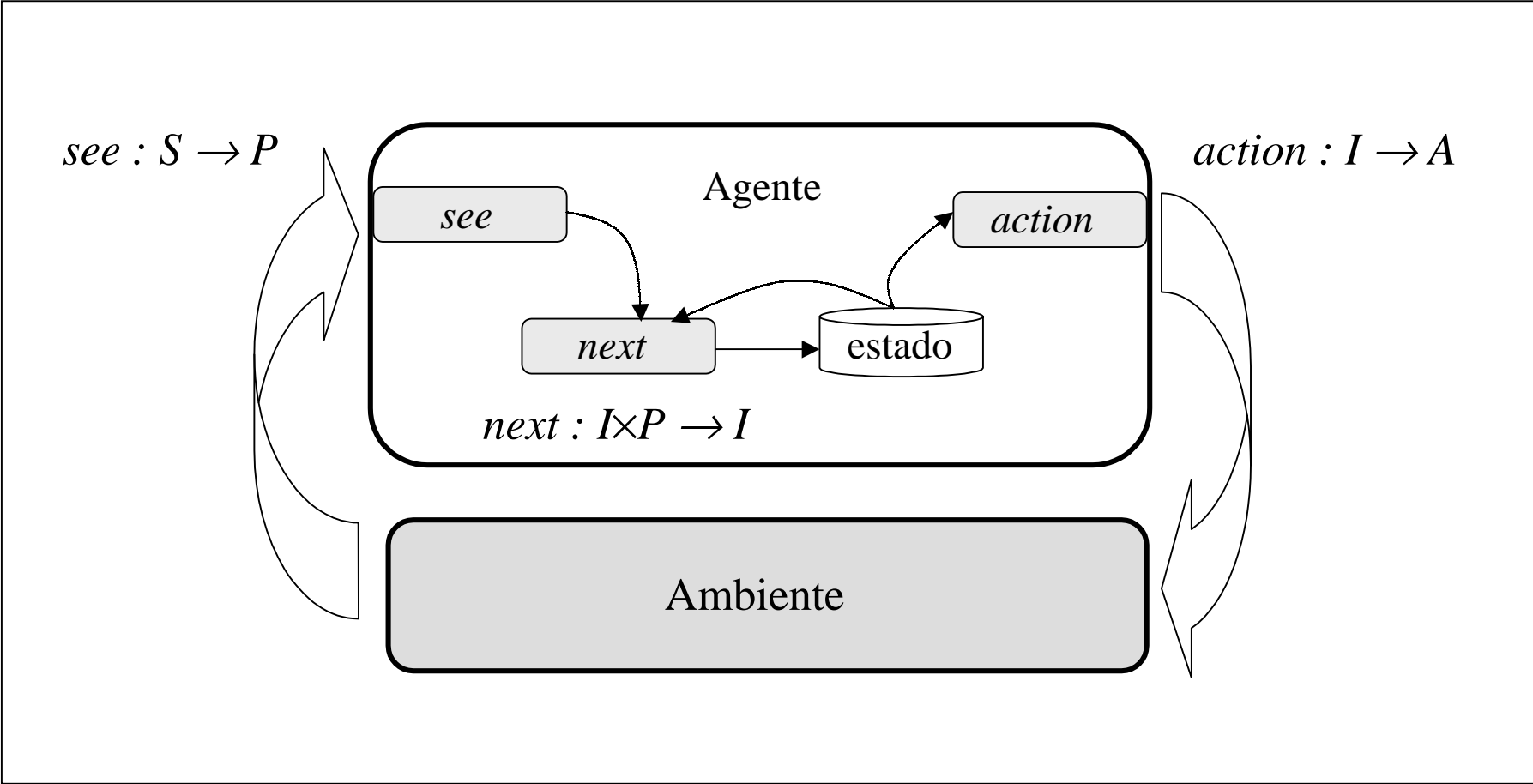
$\forall u \in \mathbb{N}, a_u = action((s_0, s_1, \dots, s_u))$ e $\forall u \in \mathbb{N} \mid u > 0, s_u \in env(s_{u-1}, a_{u-1})$

Agentes Reativos



$P = \text{conjunto (n\~{a}o vazio) de "percep\~{c}o\~{e}s"}$

Agentes com Estado Interno



• Referências

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- Bradshaw, J. (Ed.) *Software Agents*, MIT Press, Cambridge, USA, 1997.