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Sommario/riassunto

An autonomous agent is a computational system that acquires sensory data from its environment and decides by itself how to relate the external stimulus to its behaviors in order to attain certain goals. Responding to different stimuli received from its task environment, the agent may select and exhibit different behavioral patterns. The behavioral patterns may be carefully predefined or dynamically acquired by the agent based on some learning and adaptation mechanism(s). In order to achieve structural flexibility, reliability through redundancy, adaptability, and reconfigurability in real-worl