```
function ACTIVE-ADP-AGENT(e) returns an action
  static: U, a table of utility estimates
          M, a table of transition probabilities from state to state for each action
          R, a table of rewards for states
          percepts, a percept sequence (initially empty)
          last-action, the action just executed

  add e to percepts
  R[STATE[e]] ← REWARD[e]
  M ← UPDATE-ACTIVE-MODEL(M, percepts, last-action)
  U ← VALUE-ITERATION(U, M, R)
  if TERMINAL?[e] then
      percepts ← the empty sequence
  last-action ← PERFORMANCE-ELEMENT(e)
  return last-action
```