

“AI and Machine Learning: Game Playing, Data Analysis and Classification”

The proposed schedule

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| 1. Introduction and Search Strategies (Day 1 Morning) | Based on Berkeley AI course in part. |
| 2. Adversarial Search and Game Playing (Day 1 Afternoon) | Based on Berkeley AI course in part. |
| 3. Machine learning and regression/classification (Day 2 Morning) | Based on Berkely Statistics course in part |
| 4. Robust Fitting and A* and Influence (Day 2 Afternoon) | Based on own research. |
| 5. Markov Decision Processes (Day 3 Morning) | Based on Berkeley AI course in part. |
| 6. Reinforcement Learning and Robust Fitting (Day 3 Afternoon). | Based on own research |
| 7. Neural networks (Day 4 Morning) | Based on Berkeley Statistics course in part |
| 8 Deep Learning and Examples (Day 4 Afternoon) | Based on Berkeley Statistics course in part |

NOTE – the above is a rough guide as to the sequencing. Inevitably, some parts will be covered quicker than the schedule and some parts slower. We may not finish the whole set of materials.