

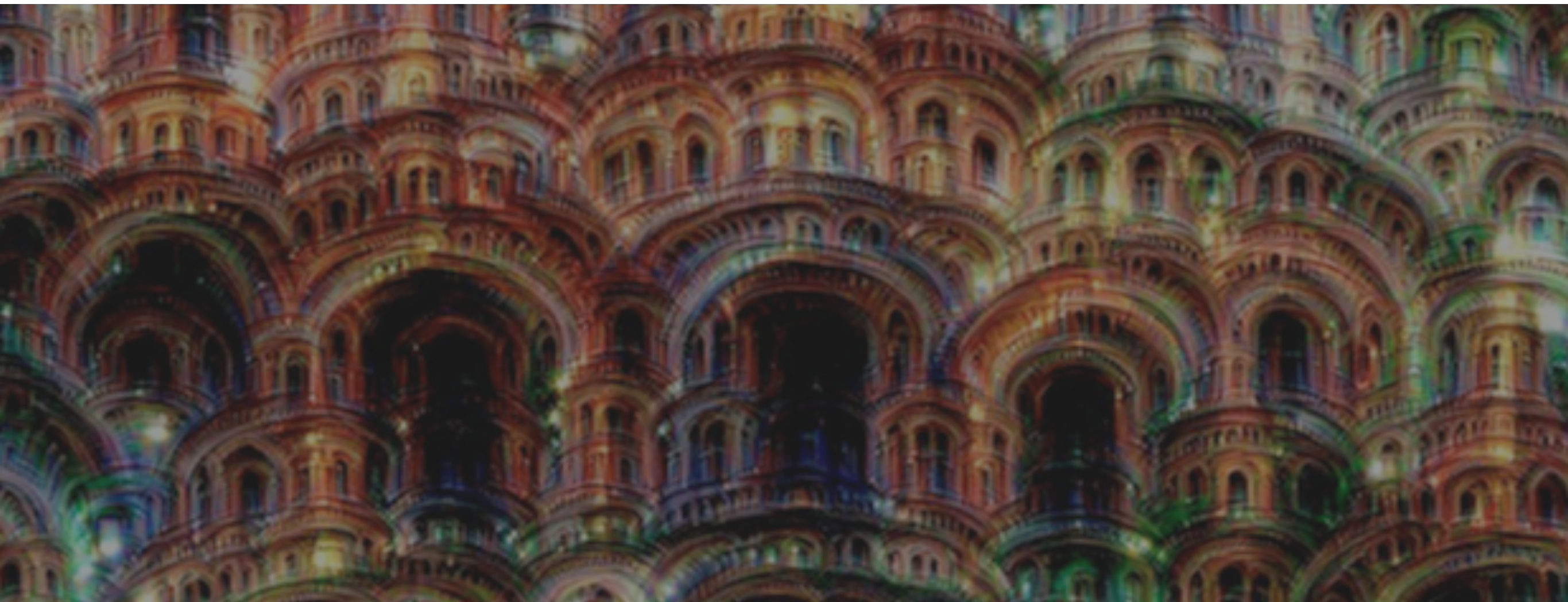


# PI



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# Introduction to Artificial Intelligence

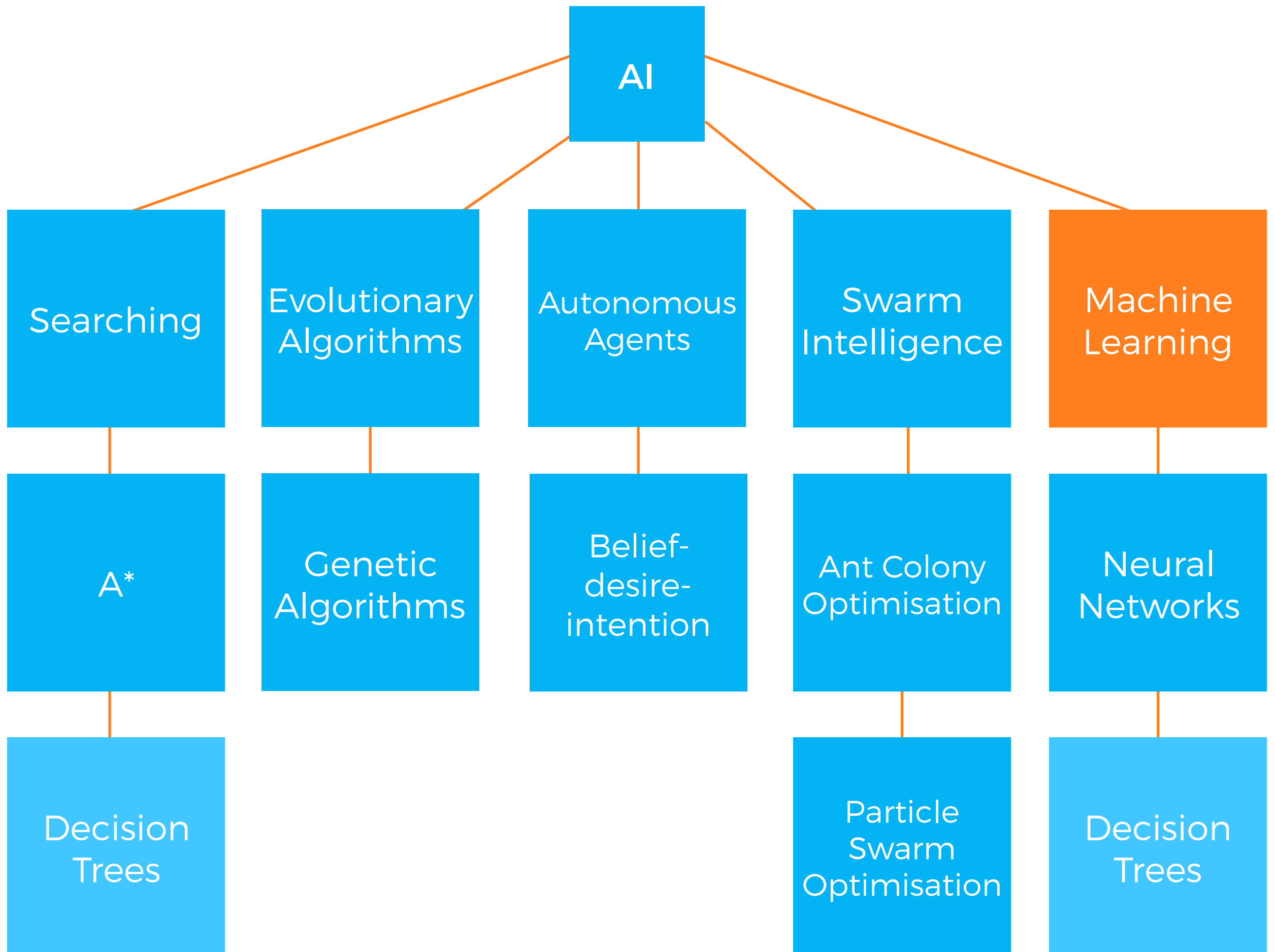
What's AI?

How to make computers do things which, at the moment, people do better.

Solve problems which cannot be  
solved or cannot be solved  
optimally by common  
computation algorithms.

An algorithm that learns, or is  
trained.

# Common AI Algorithms



# A\* Search

Useful for path finding





# Genetic Algorithm

Useful to determine optimised  
solutions by evolution

Parent



Parent



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Child A



Child B



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Mutated Child A



Mutated Child B

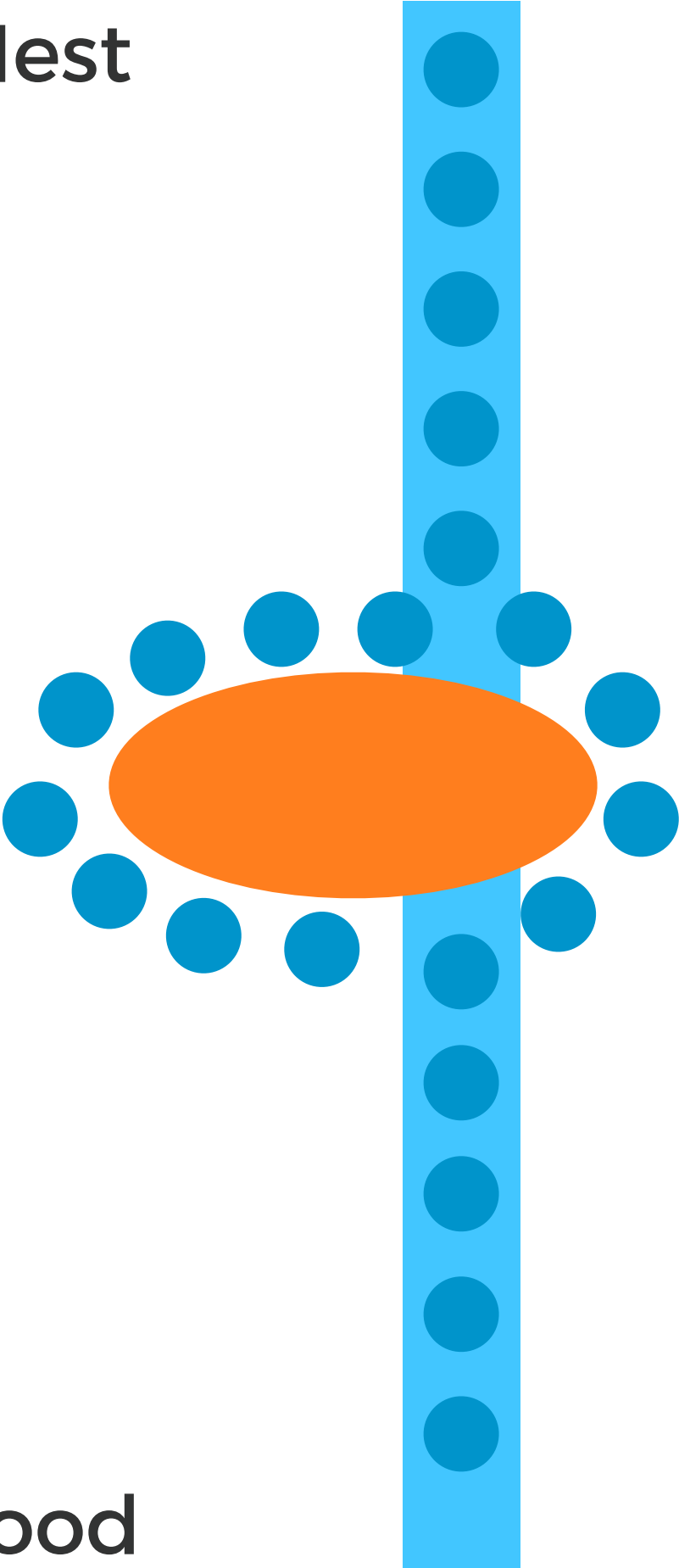


# Ant Colony Optimisation

Useful for path finding

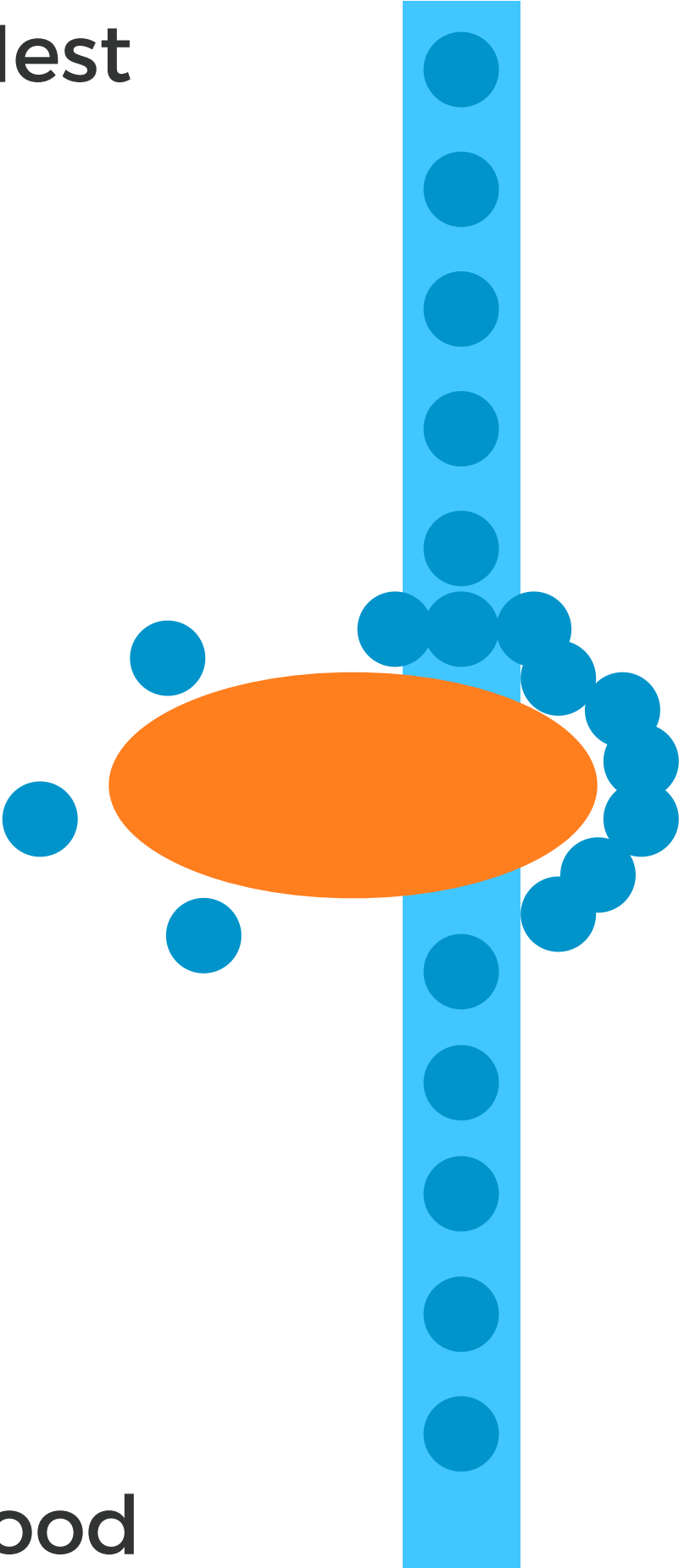
Nest

Food

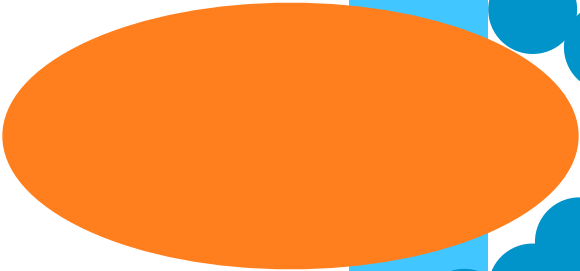


Nest

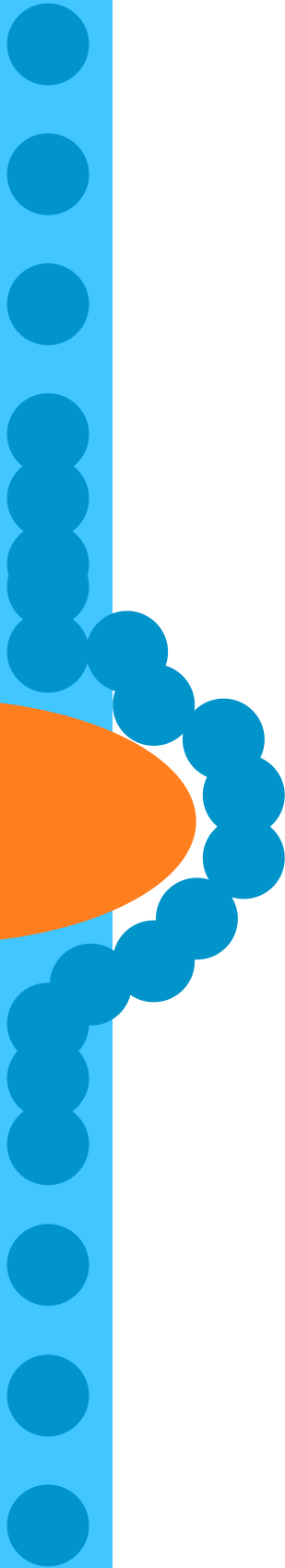
Food



Nest



Food



# Neural Network

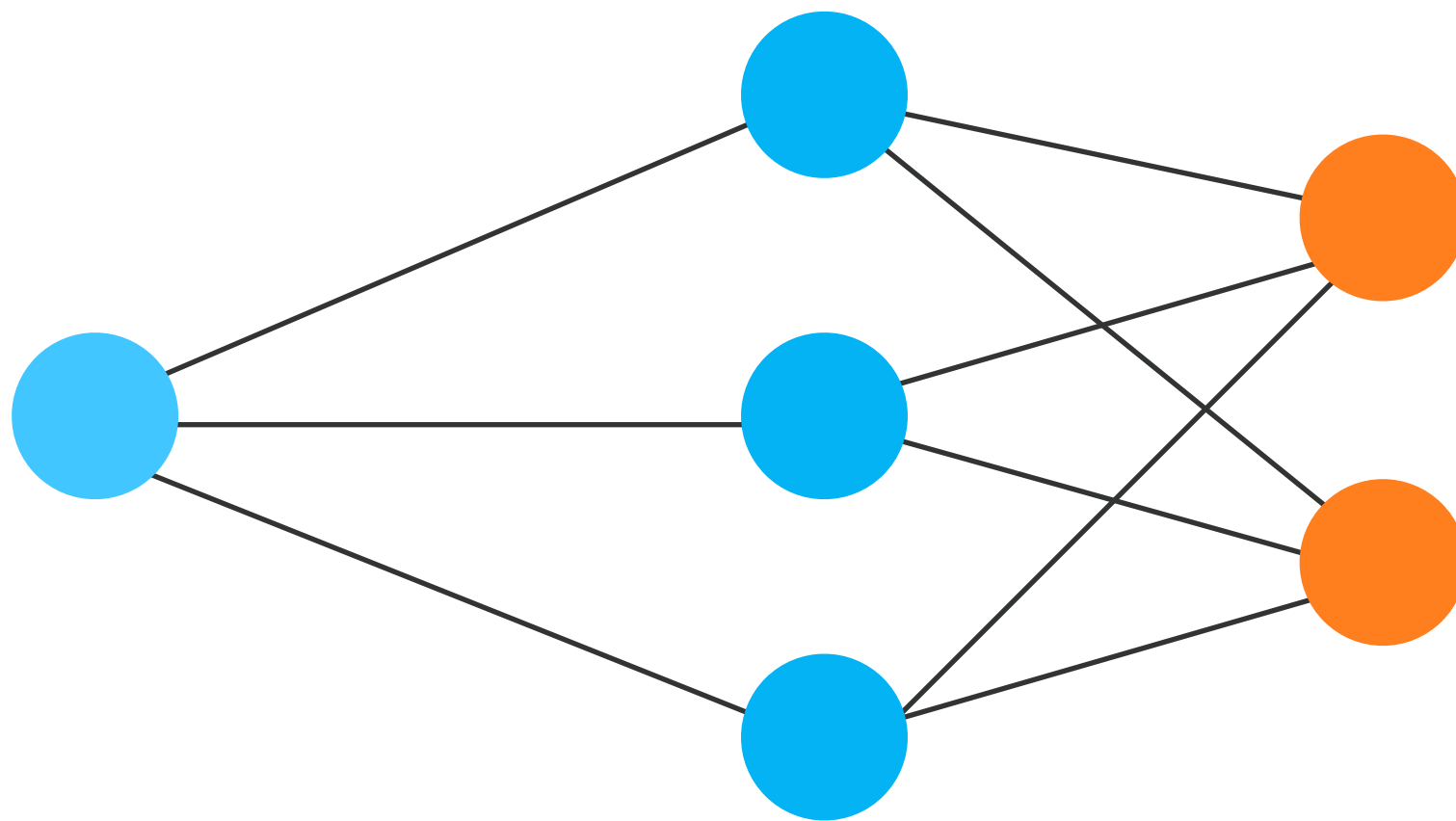
Loosely modelled on the human brain. Useful for classification and optimisation



**Input  
Node**

**Hidden  
Nodes**

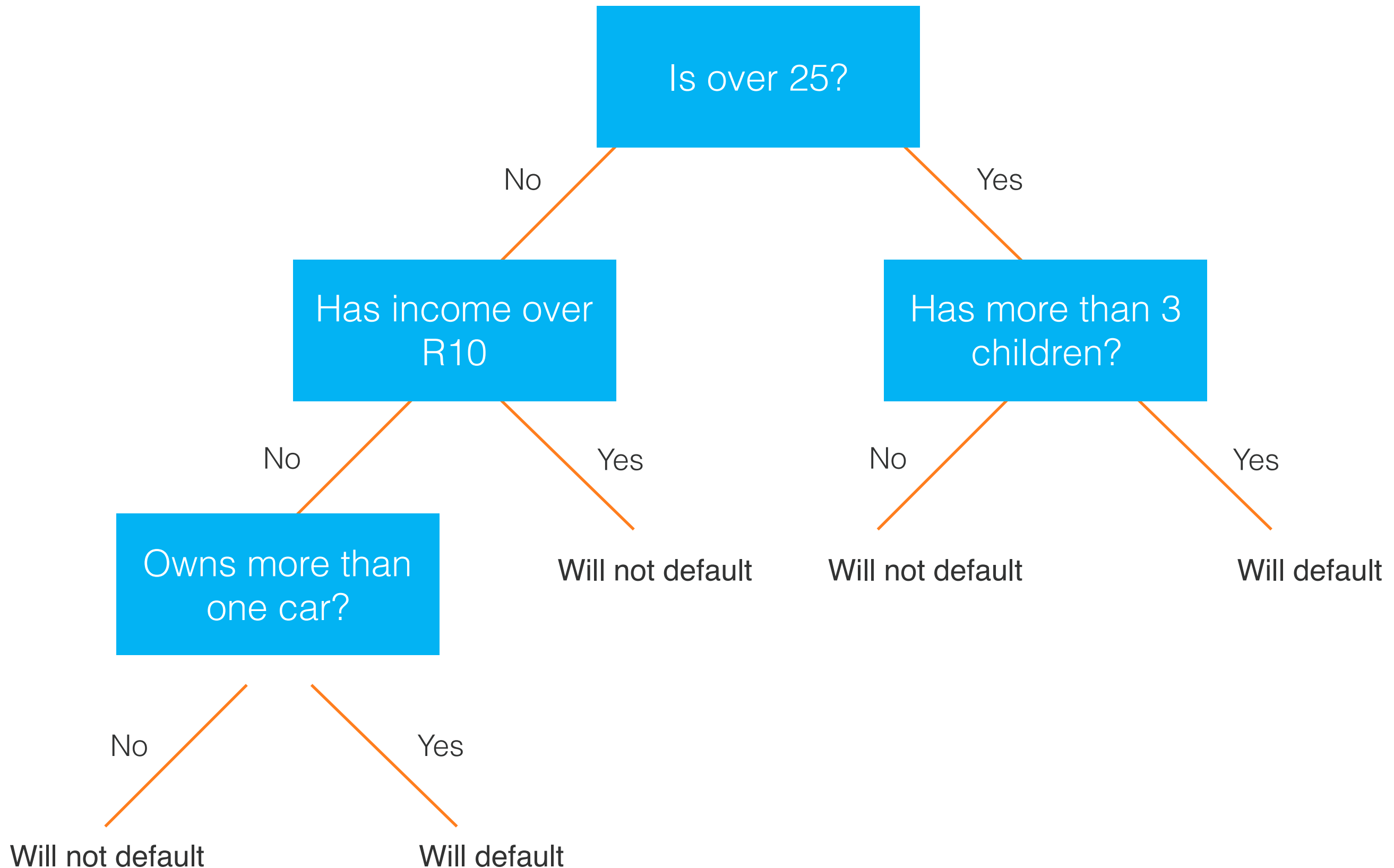
**Output  
Nodes**



# Decision Tree

Useful when playing turn  
based games and  
classification

# Will default on loan?





We are on the edge of  
change comparable to the  
rise of human life on Earth.

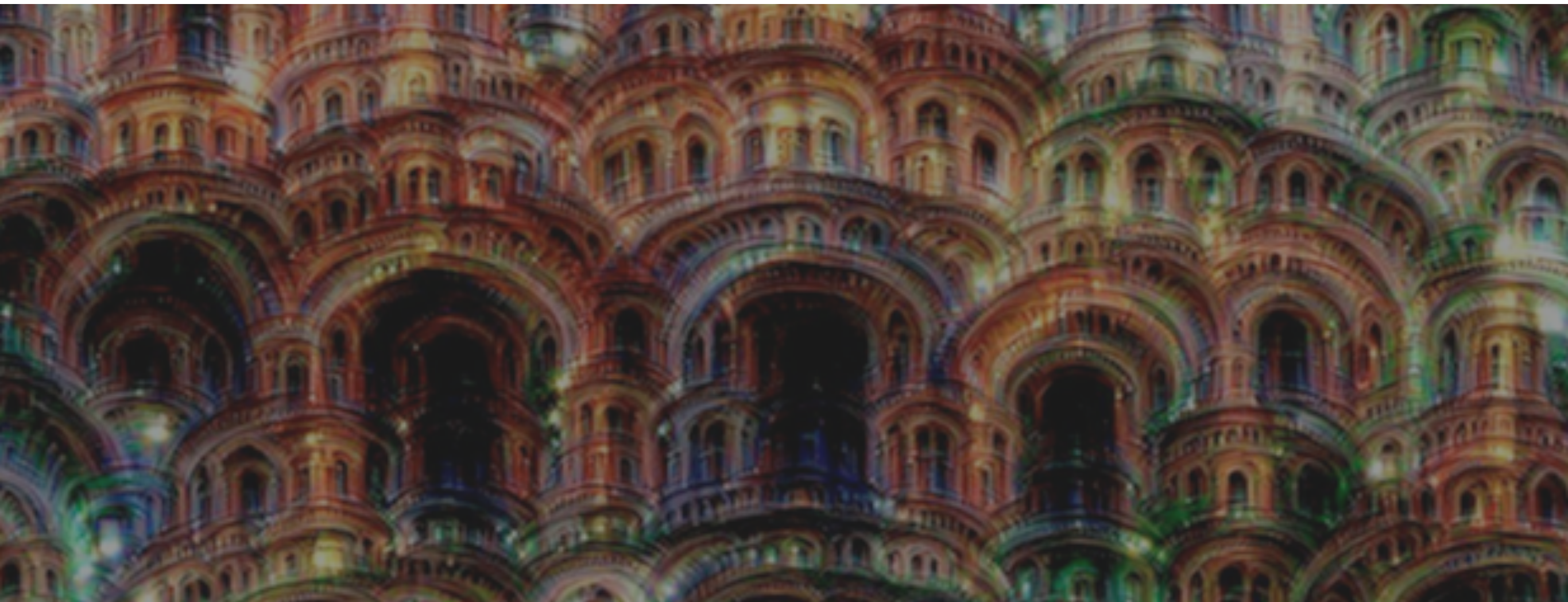
- Vernor Vinge

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