Weekly Syllabus

Week		Lecturer	Topic		Week		Lecturer	Topic
1	a	Nir	Intro		7	a	Nir	Intro to re-inforcement learning (Reinforcement Learning)
	b	Nir	Search (Blind, ½ informed)			b	Nir	Q-learning, Sarsa, T-lambda (Reinforcement Learning)
2	a	Nir	Search (½ informed, local)		8	a	Tim	Alpha Go (Reinforcement Learning & Planning)
	b	Nir	AI planning Models			b	Tim	FOND (Non Deterministic Planning)
3	a	Nir	Relaxations (classical Planning)		9	a	Guest	Plan recognition (Intention Recognition)
	b	Nir	Delete-Relaxation (classical Planning)			b	Tim	Non-standard goals or epistemic planning (Social Planning)
4	a	Nir	Delete-Relaxation (classical Planning)		10	a	Tim	Normal form games, solution concepts (Multi-agent)
	b	Nir	Width-Based Planning (classical Planning)			b	Tim	Random and mixed strategies (Multi-agent)
5	a	Nir	Width-Based Planning with simulators (Planning + Simulation)		11	a	Tim	Extended form games, backwards induction (Multi-agent)
	b	Tim	MDPs, value iteration (Probabilistic Planning)			b	Tim	Repeated and stochastic games (Multi-agent)
6	a	Tim	Policy iteration, search-based solutions (Probabilistic Planning)		12	a	Tim	Ethics of Automation
	b	Nir	MCTS, UCT (Model-Free Probabilistic Planning)			b	Tim	Ethics of AI