

Overview of the module

Nicolas Le Hir

February 6, 2019

Overview of the module

The module will contain two aspects :

- ▶ Theoretical: Presentations and exercises
- ▶ Project : Building a game AI

- ▶ **Thursday :**

- ▶ General presentation on AI and its paradigms, with exercises

► **Thursday :**

- General presentation on AI and its paradigms, with exercices
- Presentation of the project, of the game, of the server, start of the project

► **Thursday :**

- General presentation on AI and its paradigms, with exercises
- Presentation of the project, of the game, of the server, start of the project

► **Friday :**

- Activities and exercises on AI topics :

► **Thursday :**

- General presentation on AI and its paradigms, with exercises
- Presentation of the project, of the game, of the server, start of the project

► **Friday :**

- Activities and exercises on AI topics :
 - Monte Carlo Methods

▶ **Thursday :**

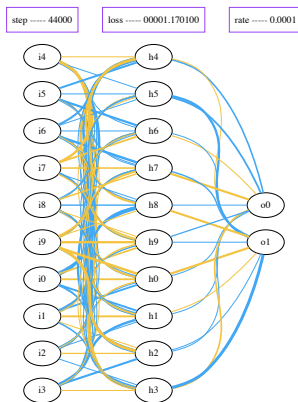
- ▶ General presentation on AI and its paradigms, with exercises
- ▶ Presentation of the project, of the game, of the server, start of the project

▶ **Friday :**

- ▶ Activities and exercises on AI topics :
 - ▶ Monte Carlo Methods
 - ▶ Game theory and A/B decision trees

► Friday :

- Activities and exercises on AI topics :
 - Monte Carlo Methods
 - Game theory and A/B decision trees
 - Neural networks



► **Thursday :**

- General presentation on AI and its paradigms, with exercises
- Presentation of the project, of the game, of the server, start of the project

► **Friday :**

- Activities and exercises on AI topics :
 - Neural networks
 - Monte Carlo Methods
 - Game theory and A/B decision trees
- Continuation of the project

Ressources

- ▶ **Github of the module** : contains presentations and exercises.
<https://github.com/nlehir/Intro-AI>
- ▶ **Github of the game** : contains the server and examples.
https://github.com/groznyniko/ia_fopera