



Intro to Artificial Intelligence

Boardgame IA Design

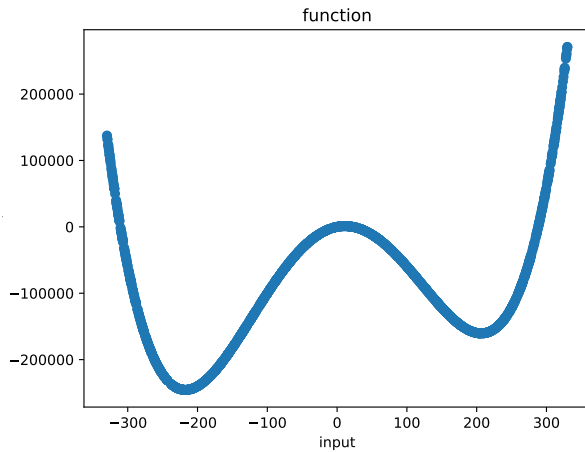
B9 - Artificial Intelligence Introduction

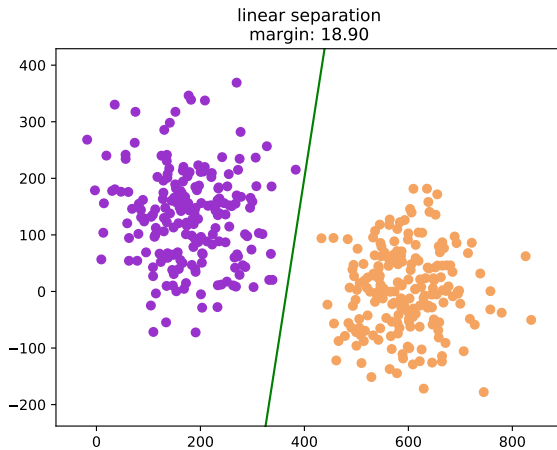
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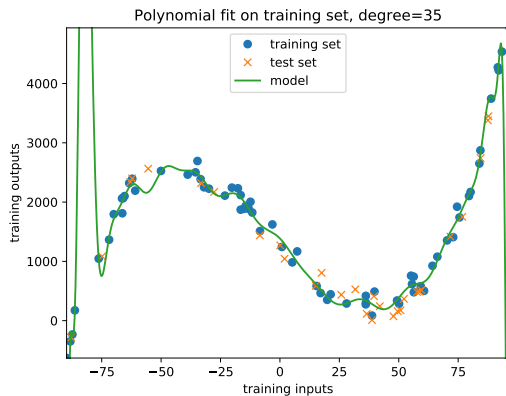
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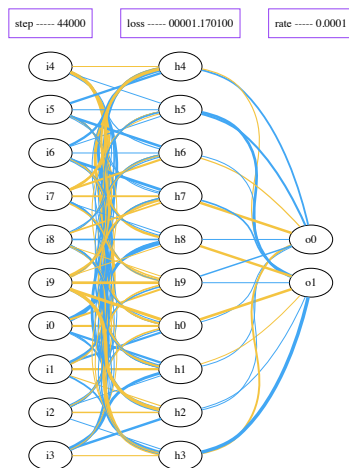


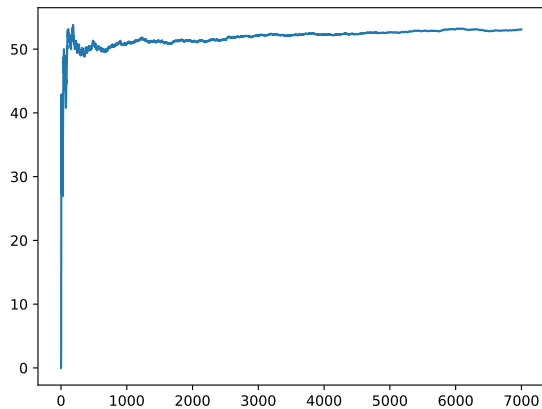
Figure: MNIST database [LeCun and Cortes, 2010]

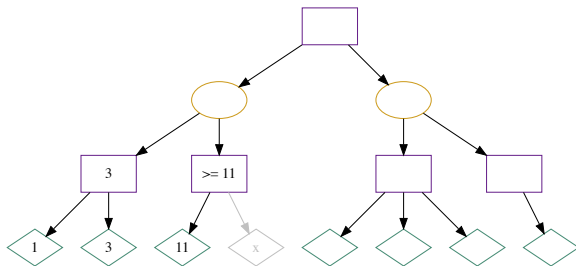












Overview of the module

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

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- Activities and exercises on AI topics :

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- Activities and exercises on AI topics :
 - Neural networks

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

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► **Friday:**

- Activities and exercises on AI topics :
 - Neural networks, application to MNIST
 - Monte Carlo Methods
 - Game theory and A/B decision trees
 - (maybe) Reinforcement Learning
- Continuation of the project

Third party libs

We will work with python, python 3.6 is preferred.

- ▶ **Thursday:**

- ▶ numpy
- ▶ matplotlib

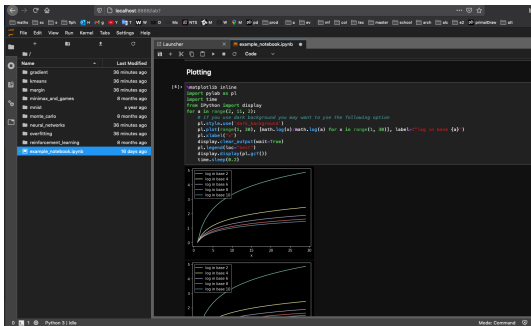
- ▶ **Friday;**

- ▶ graphviz
- ▶ pygraphviz
- ▶ tensorflow

- ▶ Optionnal : ipdb (debugger)

Organization

- In order to make installation easier and to make the course more interactive, you may use **docker** and **jupyter notebooks**. Please see the **README.md** in the github repo.



Ressources

- ▶ **github of the module** : contains presentations and exercises.
<https://github.com/nlehir/Intro-AI>
- ▶ **github of the game** : : contains the server and example clients. They communicate with sockets.
https://github.com/nlehir/phantom_opera

Contact

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References I



LeCun, Y. and Cortes, C. (2010).
{MNIST} handwritten digit database.