

Mansoura University Faculty of Computers and Information Department of Computer Science Second Semester: 2020-2021



[CS324P] Artificial Intelligence - 1: An Introduction

Grade: Third Year (Computer Science)

Ass. Prof. Taher Hamza

Dr. Sara El-Metwally

Faculty of Computers and Information,

Mansoura University,

Egypt.

COURSE OUTLINES

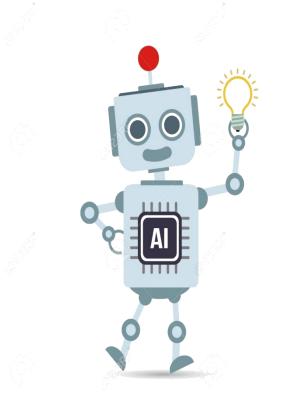
- Course Meeting Time: ?
- Course Instructors: Dr. Taher Hamza and Dr. Sara El-Metwally
- Course TAs: Eng. Amr El-Edkawy
- Course Labs: C#, Python

COURSE OUTLINES

• Grading:

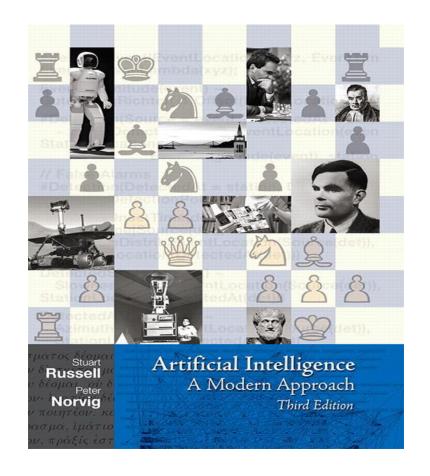
Activities	Percentages
Midterm	10%
Practical	10%
Project Course	10%
Oral	10%
Final	60%

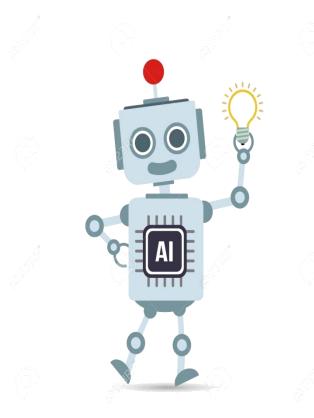
Practical



COURSE OUTLINES

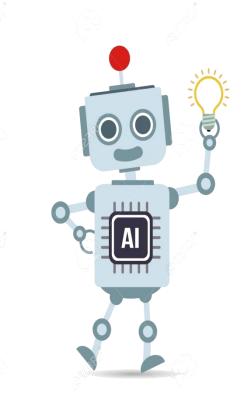
Course Textbook:





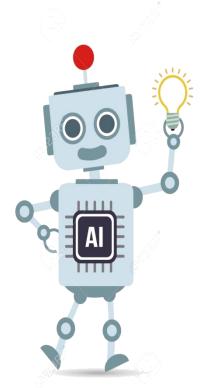
COURSE PROJECTS

I-N-puzzle	II-Monkey and banana problem
2-Route finding problems	12-The Knuth Sequence
3-N-Queens	13-Backgammon
4-Missionaries and cannibals	I4-Sudoku
5-Crypto arithmetic puzzle	15-Time table scheduling problems
6-Tower of Hanoi	16-Map coloring
7-Tic-tac-toe	17-Maze
8-Travelling Salesman	18-Chess
9-Vacuum world	19-Checkers
10-Wolf-goat-cabbage	20-Pac-Man
21- Bridge	22-Knight Tour
23-Elevator	24- Containers problems



COURSE PROJECT REQUIREMENTS

- Teams (up to 3 students).
- Projects first come first taken.
- Maximum 3 repeated projects each with different implemented algorithm.
- Your Inputs is valuable (New ideas, new algorithms, machine and deep learning algorithms).
- All projects codes are available online so <u>PLEASE DO NOT BUY YOUR</u> PROJECT or COPY & Past it!

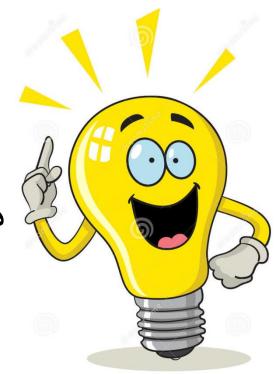


COURSE PROJECT REQUIREMENTS

أفكار مجنونة

جائزة للمركز الأول

درجات العملي والشفوي والحضور لأحسن ثلاث مشاريع



بداية لفكرة لمشروع تخرج

أحسن ثلاث مشاريع ليهم شهادات تقدير

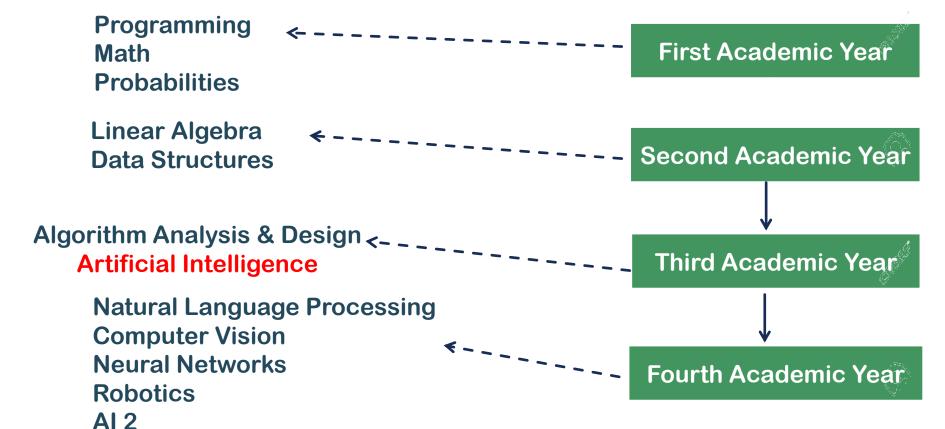
المشاركة في اي مسابقات على مستوى مصر والعالم

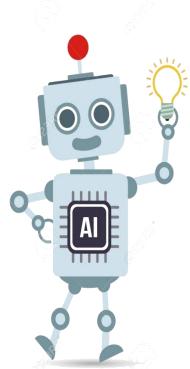
COURSE PROJECT REQUIREMENTS

- Project Proposal (Out: March. 21, Due: April. 10).
- Project Discussions (Lectures, Labs, random groups)
- Project Deadline (Final lab meeting in this semester ?)
- Project Outcomes:
 - A Github page that includes a Readme file that describes your project idea, algorithm, how to run and use the code and any useful links etc. and your project source code with any dependency.
 - 2. Your proposal should be added to your Github page.
 - 3. a Video demo that describe your project (English), the link should be added to your Github page and the video should be uploaded to our course channel on YouTube!
 - 4. Group Photo with a faculty logo.

MANSOURA FCIS COURSE DEPENDENCY

Expert Systems





COURSE OBJECTIVES

- Gain a historical perspective of AI and its foundations.
- Become familiar with basic principles of Al toward problem solving, inference, perception, knowledge representation, and learning.
- Investigate applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models.
- Explore the current scope, potential, limitations, and implications of intelligent systems.
- Application of AI in solving real world problems.

WHY AI



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WHY AI

- Some interesting videos:
 - https://www.youtube.com/watch?v=5tvmMX8r_OM&list=PLtBw6njQRU-rwp5__7C0olVt26ZgjG9Nl&index=1
 - https://www.youtube.com/watch?v=I82PxsKHxYc
 - https://www.youtube.com/watch?v=rZufA635dq4

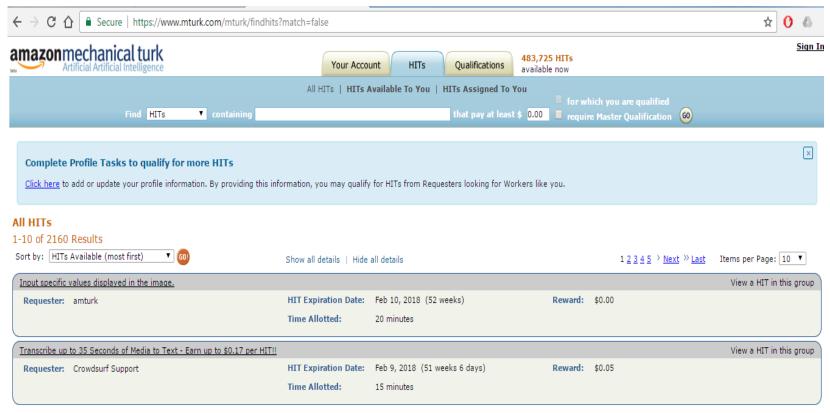
HISTORY OF AI



Image credit: https://en.wikipedia.org/wiki/The_Turk

HISTORY OF AL

Amazon Mechanical Turck (2005)



HISTORY OF AI

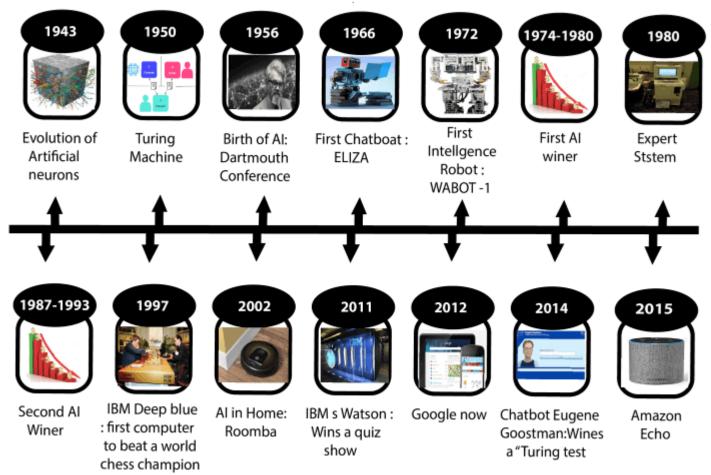


Image credit: https://www.javatpoint.com/history-of-artificial-intelligence

TURING TEST

The Turing Test, proposed by Alan Turing (1950) was designed to provide a satisfactory operational definition of intelligence.

 A computer passes the test if a human interrogator, after posing some written questions, cannot tell whether the written responses come from a person or from a computer.



TURING TEST APPROACH

- The computer would need to possess the following capabilities:
 - Natural language processing to enable it to communicate successfully in English.
 - Knowledge representation to store what it knows or hears.
 - Automated reasoning to use the stored information to answer questions and to draw new conclusions.
 - Machine learning to adapt to new circumstances and to detect and extrapolate patterns.
 - Computer vision to perceive objects.
 - Robotics to manipulate objects and move about.

AGENT

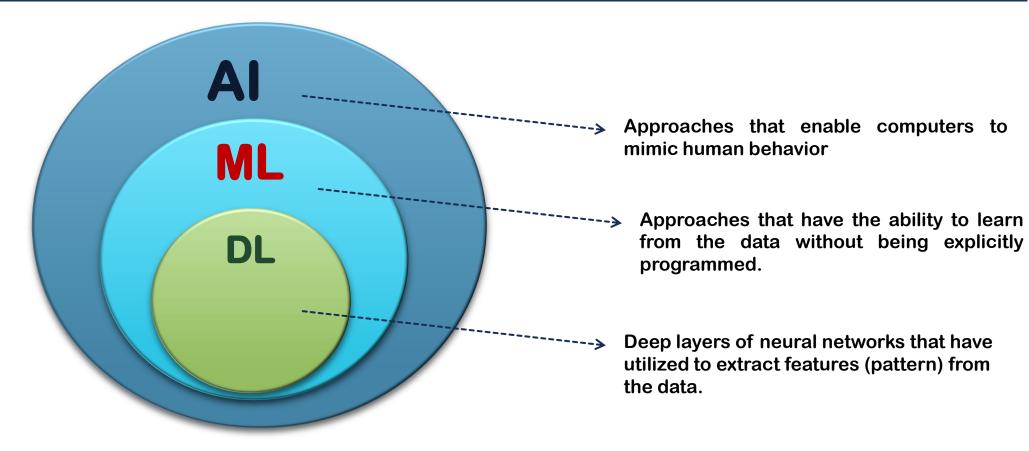
- An agent is just something that acts (agent comes from the Latin agere, to do).
- A rational agent is one that acts so as to achieve the best outcome or, when there is uncertainty, the best expected outcome.
- Intelligence is concerned mainly with rational action. Ideally, an intelligent agent takes the best possible action in a situation.

WHAT IS AI?

Different people approach AI with different goals in mind. Two important questions to ask are: Are you concerned with thinking or behavior? Do you want to model humans or work from an ideal standard?

	Human	Rationally
Think	Systems that think like humans.	Systems that think rationally.
Act	Systems that act like humans.	Systems that act like rationally.

Al



PROJECT DEMOS!

- ✓ https://www.youtube.com/watch?v=ylySi_VwArE&list=PLfpF16M7eBGP3nW8Y352Odw zNTCQoAUtC&index=11
- ✓ https://www.youtube.com/watch?v=yK8gnjFigXc&list=PLfpF16M7eBGP3nW8Y352Odw zNTCQoAUtC&index=12

Thank you!