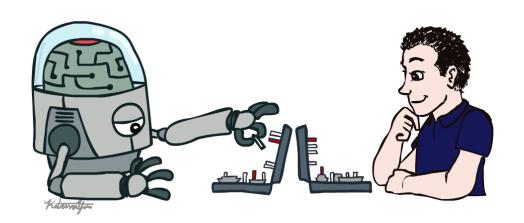
# CS 188: Artificial Intelligence Introduction



Instructors: Anwar Baroudi, Daniel Fried

University of California, Berkeley

(slides adapted from Dan Klein, Pieter Abbeel, Anca Dragan, Sergey Levine)

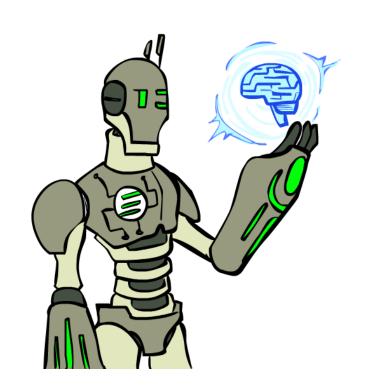
# Today

O What is artificial intelligence?

• Where did it come from?

O What can Al do?

• What is this course?



# Course Staff



Alex



Austen



Diana



Mesut



Micah



Noah

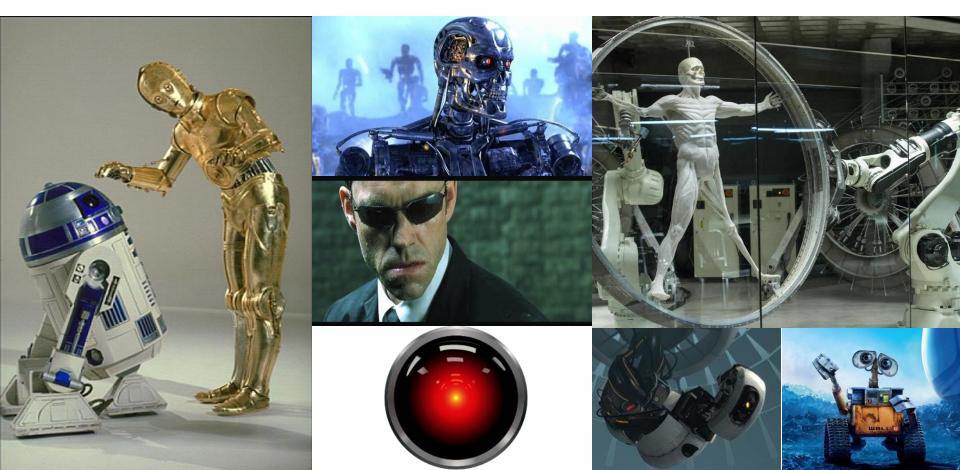


Roshan

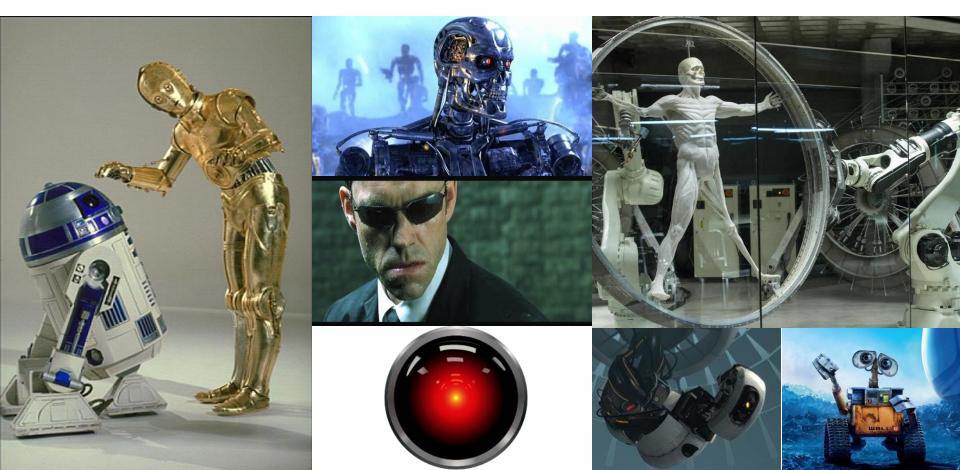


Tony

# Al



# Sci-Fi Al



### AI in the News



Source: The Guardian, 10/27/2014

### AI in the News



SCIENCE

Elon Musk Funds 1 Billion-Dollar Project To Save Mankind From Artificial Intelligence

Source: WakingScience

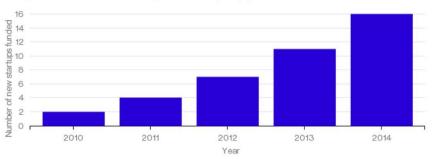
# Center for Human-Compatible Al



# Al Booming in Industry

### HAL 9000 Is Coming

Newly funded artificial intelligence startups, by year

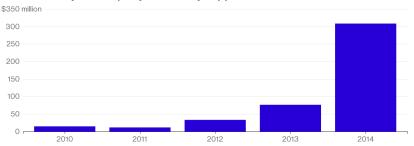


Data: CB Insights

Bloomberg

### Artificial Intelligence, Real Money

Total venture capital money for pure AI startups, by year



Source: CB Insights

Bloomberg 💵

## What is AI?

The science of making machines that:

### Rational Decisions

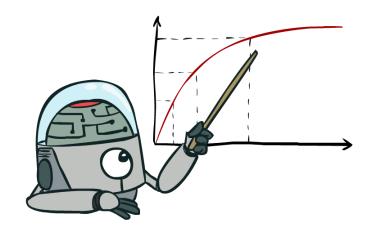
We'll use the term **rational** in a very specific, technical way:

- Rational: maximally achieving pre-defined goals
- Rationality only concerns what decisions are made (not the thought process behind them)
- Goals are expressed in terms of the utility of outcomes
- Being rational means maximizing your expected utility

A better title for this course would be:

**Computational Rationality** 

# Maximize Your Expected Utility



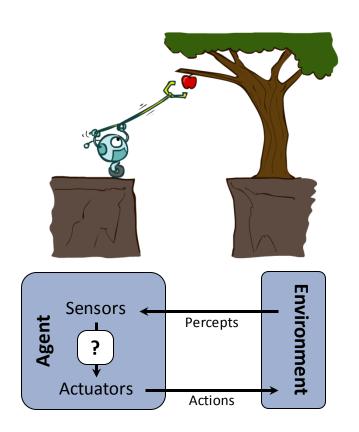
### What About the Brain?

- Brains (human minds) are very good at making rational decisions, but not perfect
- Brains aren't as modular as software, so hard to reverse engineer!
- "Brains are to intelligence as wings are to flight"
- Lessons learned from the brain: memory and simulation are key to decision making

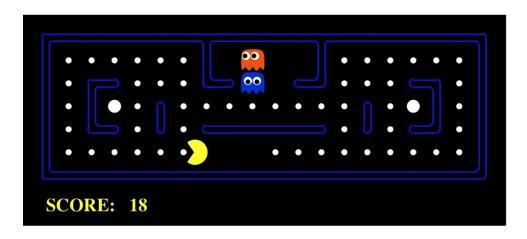


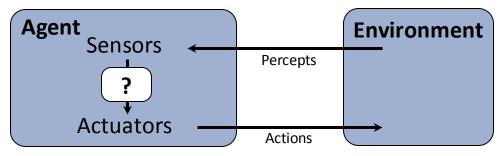
# **Designing Rational Agents**

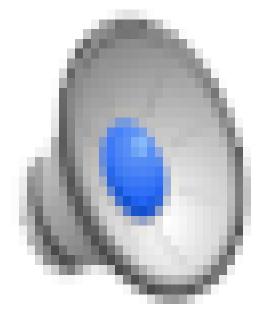
- An agent is an entity that perceives and acts.
- A rational agent selects actions that maximize its (expected) utility.
- Characteristics of the percepts, environment, and action space dictate techniques for selecting rational actions
- This course is about:
  - General Al techniques for a variety of problem types
  - Learning to recognize when and how a new problem can be solved with an existing technique



# Pac-Man as an Agent







# Course Topics

- Part I: Making Decisions
  - Fast search / planning
  - o Constraint satisfaction
  - Adversarial and uncertain search
- Part II: Reasoning under Uncertainty
  - o Bayes' nets
  - Decision theory
  - Machine learning



# Al



[learning decisions; sometimes independent]

Robots [physically embodied]

Rational Agents [decisions]

Human-Al Interaction

NLP

Computer Vision

# Logistics!

### Website

### Website – sign up!

- o tentative schedule
- o homework, projects, lecture slides and notes, course policies, etc.
- o use your berkeley id
- o Policies/other pages in construction, syllabus up to date

https://edge.edx.org/courses/course-v1:BerkeleyX+CS188+2018\_SU/info



BerkeleyX: CS188

Artificial Intelligence - Berkeley (Spring 2018)

# Gradescope

- Gradescope sign up!
  - Used for submitting Projects and seeing exams
  - Find our class and enroll yourself using entry code: 98NNJZ
  - Use your berkeley email
  - o Make sure there is an SID associated with your account

### Piazza

### Communication:

- o piazza ask and answer questions; announcements
- o private matters private messages
- o if you really need to, here is the staff email: cs188su18@lists.berkeley.edu
- o exceptions email Noah (head GSI) at noah.golmant@berkeley.edu

### **Course Format**

### Lectures MTWThu

- o I want for you to show up and actively engage
- Video recordings
  - None

### Discussion Sections

- o 3; schedule announced on piazza
- Pick 1 to go to; show up to it consistently -> bonus 1%
- Videos posted at end of the week
- No sections today or tomorrow

### Homework

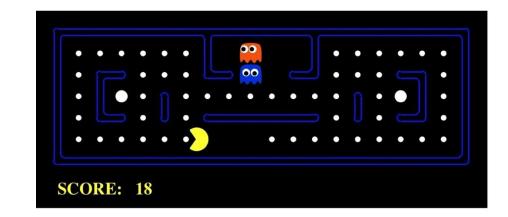
- Typically due Sundays at midnight (11:59pm) (beware of edx timezones, often in UTC)
- Exercises based on class material
- Solve together, submit alone
  - o Academic integrity!
- Autograded, multiple (but limited) submissions!
  - o Can get extra by going to office hours!
- o I expect you to get 100% on homework
- o \*No slip days\*

### Projects

- Typically due Tuesdays at midnight
  - o 5 slip days, max 2 per project
- o 6 projects, groups of 1-2
  - o Academic integrity!



- o Also autograded
- o I expect you to get 100% on projects
- Run autograder locally on your computer, generates a token to submit to Gradescope



### Exams

- o Midterm: Monday, 7/16, 5-8PM
- o Final: Wednesday, 8/8, 5-8PM
- No makeup exams
- Exams are the main assessment tool, so they are hard
- Exam Practice Sessions
  - Schedule on Piazza
  - Will start next week

### Office hours

- Schedule on Piazza
- TAs: concepts, projects, homework
- Anwar and Daniel: concepts, high level guidance, administrative etc.

# Prerequisites

- CS 61A and CS 61B and CS 70
- Lots of math
  - There is a math self diagnostic test on edge.edx.org take it! (not graded)
- Lots of programming
  - There is a 0<sup>th</sup> project (P0) which we will post today
  - o Due Friday at 11:59pm
  - You get no points for submitting it
  - o Stay tuned via piazza

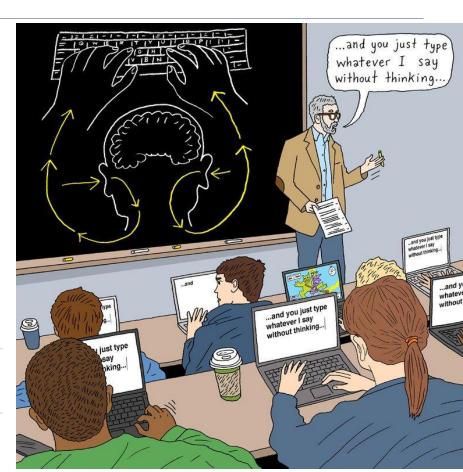
# Laptops in Lecture

# The New York Times

# Laptops Are Great. But Not During a Lecture or a Meeting.

### **Economic View**

By SUSAN DYNARSKI NOV. 22, 2017



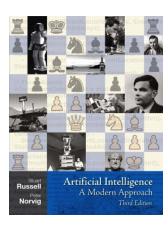
# Laptops in Lecture

### (starting next lecture)

- I prefer if you don't use laptops or phones in lecture.
- If you really want to use a laptop, sit in the back.
- I encourage you to sit in the front so that we can have an interaction.
- If you have special circumstances please talk to me

### Textbook

- Not required, but for students who want to read more we recommend
  - Russell & Norvig, AI: A Modern Approach, 3<sup>rd</sup> Ed.

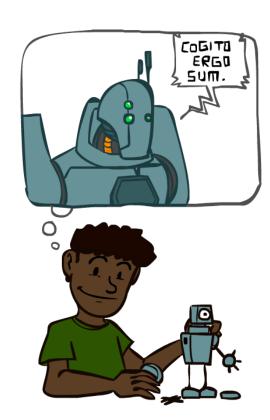


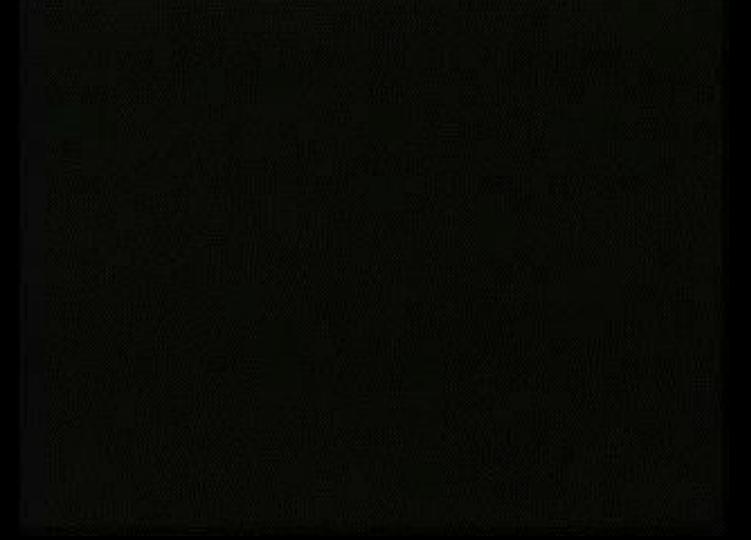
 Warning: Not a course textbook, so our presentation does not necessarily follow the presentation in the book.

# Important This Week

- Important this week:
  - Register for the class on edx and gradescope
  - Register for the class on piazza --- our main resource for discussion and communication
  - **P0: Python tutorial** is out (exceptionally due Friday)
  - Math self-diagnostic up on web page --- important to check your preparedness for second half
  - Mark exam dates in your calendars
- Also important:
  - Sections start later this week.
  - If you are wait-listed, talk to us, we hope to get everyone in
  - Office Hours start tomorrow (Tuesday).

# A (Short) History of AI





# A (Short) History of Al

- 1940-1950: Early days
  - o 1943: McCulloch & Pitts: Boolean circuit model of brain
  - o 1950: Turing's "Computing Machinery and Intelligence"

### o 1950—70: Excitement: Look, Ma, no hands!

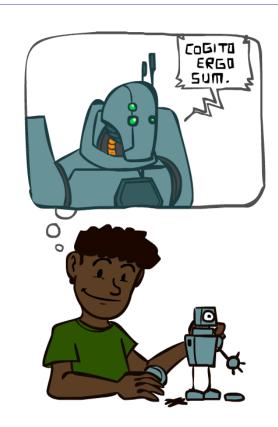
- 1950s: Early AI programs, including Samuel's checkers program, Newell & Simon's Logic Theorist, Gelernter's Geometry Engine
- o 1956: Dartmouth meeting: "Artificial Intelligence" adopted
- 1965: Robinson's complete algorithm for logical reasoning

### 1970—90: Knowledge-based approaches

- o 1969—79: Early development of knowledge-based systems
- o 1980—88: Expert systems industry booms
- o 1988—93: Expert systems industry busts: "Al Winter"

### 1990—: Statistical approaches

- Resurgence of probability, focus on uncertainty
- o General increase in technical depth
- Agents and learning systems... "Al Spring"?
- 2000—: Where are we now?



### What Can Al Do?

Quiz: Which of the following can be done at present?

- ✓ Play a decent game of Jeopardy?
- ✓ Win against any human at chess?
- ✓ Win against the best humans at Go?
- Play a decent game of tennis?
- ✓ Grab a particular cup and put it on a shelf?
- ★ Unload any dishwasher in any home?
- ✓ Drive safely along the highway?
- Drive safely along Telegraph Avenue?
- ✓ Buy a week's worth of groceries on the web?
- ✗ Buy a week's worth of groceries at Berkeley Bowl?
- Discover and prove a new mathematical theorem?
- Perform a surgical operation?
- ★ Unload a known dishwasher in collaboration with a person?
- ✓ Translate spoken Chinese into spoken English in real time?
- ★ Write an intentionally funny story?

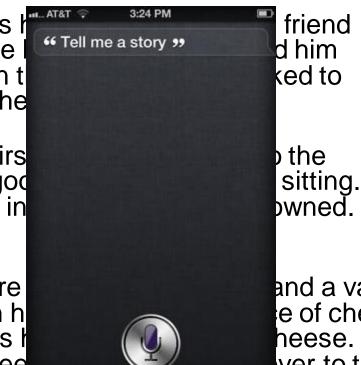


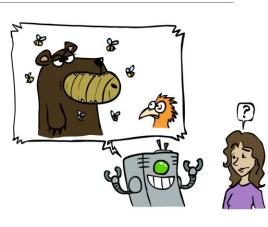
## Unintentionally Funny Stories

 One day Joe Bear was I Irving Bird where some I there was a beehive in t the oak tree. He ate the

 Henry Squirrel was thirs river bank where his god Henry slipped and fell in The End.

 Once upon a time there the crow was sitting in h He noticed that he was h and swallowed the chee

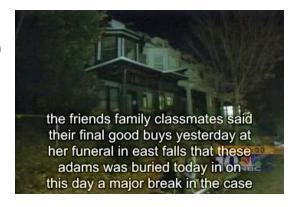




and a vain crow. One day e of cheese in his mouth. heese. He became hungry, ver to the crow. The End.

## Natural Language

- Speech technologies (e.g. Siri)
  - Automatic speech recognition (ASR)
  - Text-to-speech synthesis (TTS)
  - Dialog systems



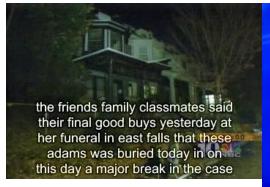
# It's hard to wreck a nice beach (recognize speech)



## Natural Language

- Speech technologies (e.g. Siri)
  - Automatic speech recognition (ASR)
  - Text-to-speech synthesis (TTS)
  - Dialog systems
- Language processing technologies
  - Question answering
  - Machine translation









- Web search
- Text classification, spam filtering, etc...

## What's the difference?

#### Speech recognition

- Match one pattern (speech) to another (text)
- Lots of examples human transcription

#### Machine translation

- Match one pattern (English) to another (Chinese)
- Lots of examples human translation (e.g. United Nations proceedings)

#### Generating stories

o Requires common sense, outside knowledge...

## Computer Vision



"man in black shirt is playing guitar."



"construction worker in orange safety vest is working on road."



"two young girls are playing with lego toy."



"boy is doing backflip on wakeboard."



"girl in pink dress is jumping in air."



"black and white dog jumps over bar."



"young girl in pink shirt is swinging on swing."



"man in blue wetsuit is surfing on wave."

Karpathy & Fei-Fei, 2015; Donahue et al., 2015; Xu et al, 2015; many more



## Game Agents

- Classic Moment: May, '97: Deep Blue vs. Kasparov
  - First match won against world champion
  - o "Intelligent creative" play
  - o 200 million board positions per second
  - Humans understood 99.9 of Deep Blue's moves
  - Can do about the same now with a PC cluster



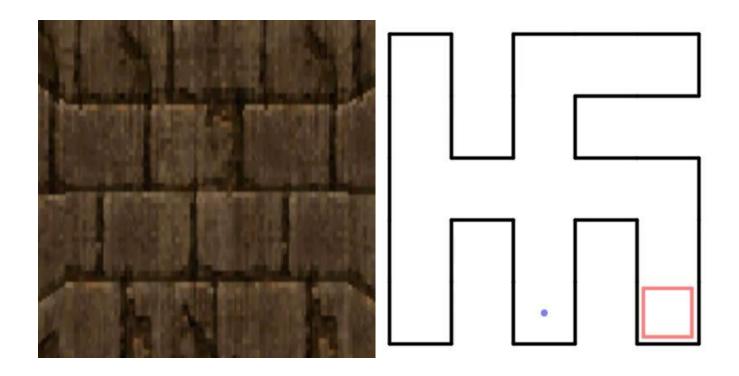
 1997: Deep Blue Beats Kasparov "Deep Blue hasn't proven anything."





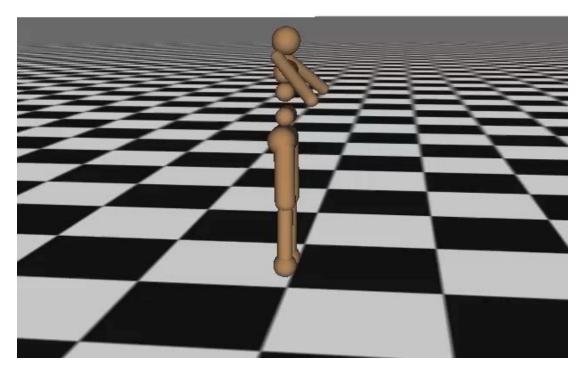


# Game Agents



## Simulated Agents

#### Iteration 0



[Schulman, Moritz, Levine, Jordan, Abbeel, ICLR 2016]

# Simulated Agents



### Robotics

#### Robotics

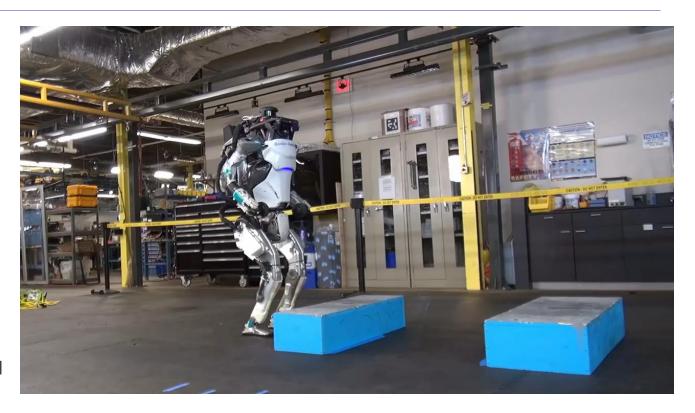
- o Part mech. eng.
- o Part Al
- Reality much harder than simulations!

#### Technologies

- o Vehicles
- o Rescue
- Help in the home
- o Lots of automation...

#### In this class:

- We ignore mechanical aspects
- Methods for planning
- Methods for control



Boston Dynamics Demo, 2017

## What about the real world?

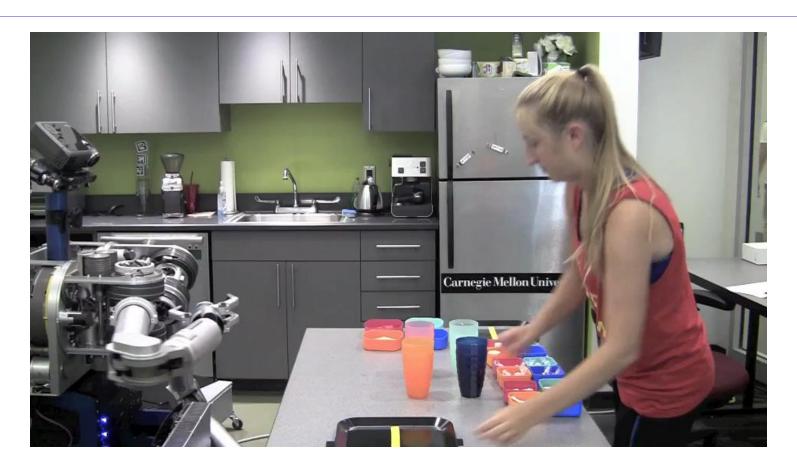


DARPA Robotics Challenge, 2015

## What about the real world?



Berkeley Robot for the Elimination of Tedious Tasks (BRETT)



O Why did it decide to do that?



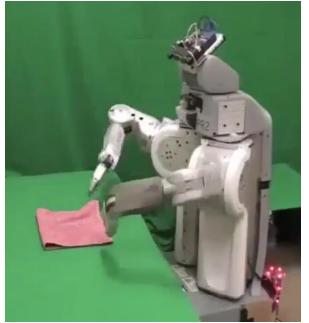
O Why did it decide to do that?



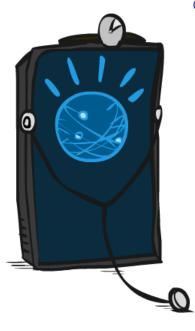
**Clear utility function** 



# Not so clear utility function



## Al's Impact



- Applied AI involves many kinds of automation
  - o Scheduling, e.g. airline routing
  - o Route planning, e.g. Google maps
  - Medical diagnosis
  - Web search engines
  - Spam classifiers
  - Automated help desks
  - Fraud detection
  - Product recommendations
  - o ... Lots more!

