Wrapping Up

Exam

- \diamondsuit Worth 70 marks: 7 questions, 10 marks each
- ♦ 3 hours, 30 mark hurdle
- Closed book, no calculators
- \diamondsuit 2 3 sentences sufficient for when \mathbf{brief} descriptive answer requested
- \diamondsuit A practice exam with solutions will be available soon
- ♦ Solutions for tutorial questions from later weeks will be available soon
- \diamondsuit Feedback quiz is another source of example questions
- \diamondsuit Roughly half of subject on "symbolic" Al, and half on "probabilistic" Al
- \Diamond Here are some examples of the types of skills required (not exhaustive)

Week 1: What is AI? Intelligent Agents

- Explain different approaches to defining Al
- ♦ Describe the operation of the Turing test
- Characterise the difficulty of different common tasks
- Characterise requirements for an agent in terms of its percepts, actions, environment and performance measure
- \diamondsuit Choose and justify choice of agent type for a given problem
- \diamondsuit Characterise the environment for a given problem

Week 2: Problem Solving and Search

- ♦ Formulate single-state search problem
- \Diamond Apply a search strategy to solve problem
- ♦ Analyse complexity of a search strategy

Week 3: Informed Search Algorithms

- \Diamond Demonstrate operation of search algorithms
- Discuss and evaluate the properties of search algorithms
 don't forget about iterative improvement algorithms
- \diamondsuit Derive and compare heuristics for a problem e.g., is a given heuristic h_1 admissible; for given heuristics h_1 and h_2 , does h_1 dominate h_2

Week 4: Game Playing and Adversarial Search

- Demonstrate operation of game search algorithms
 e.g., which nodes will be pruned under given node order
 or optimal node ordering in a given search tree
- \Diamond Discuss and evaluate the properties of game search algorithms
- \diamondsuit Design suitable evaluation functions for a game
- Explain how to search in nondeterministic games
 e.g., demonstrate operation of ExpectiMinimax

Week 5: Machine Learning in Game Search

- Discuss opportunities for learning in game playing
- \Diamond Explain differences between supervised and temporal difference learning
- \diamondsuit Not expected to derive or memorise the TDLeaf(λ) weight update rule, but if given this rule may ask you to explain what the main terms mean

Week 6: Constraint Satisfaction Problems

- \Diamond Model a given problem as a CSP
- ♦ Demonstrate operation of CSP search algorithms
 - e.g., in what order are variables or values chosen using minimum remaining values, degree heuristic, least constraining value
 - e.g., show how the domain of values of each variable are updated by forward checking, or arc consistency, where $X \to Y$ means using arc consistency to update domain of X so that for every value $x \in X$ there is some allowed value $y \in Y$
- Discuss and evaluate the properties of different constraint satisfaction techniques

Week 7: Guest Lecture

♦ No examinable material

Week 8: Uncertainty

- \diamondsuit Calculate conditional probabilities using inference by enumeration
- \diamondsuit Use conditional independence to simplify probability calculations
- ♦ Use Bayes' rule for solving diagnostic problems
- Note: if the arithmetic is too complex to compute the exact final value then simplify the expression as best you can

Week 9: Bayesian Networks

- ♦ Formulate a belief network for a given problem domain
- \Diamond Derive expression for joint probability distribution for given belief network
- ♦ Use inference by enumeration to answer a query about simple or conjunctive queries on a given belief network

Week 10: Making Complex Decisions

- \diamondsuit Compare and contrast different types of auctions
- \Diamond Describe the properties of a given type of auction
- \diamondsuit Select the most appropriate type of auction for a given application

Week 11: Robotics

- ♦ Determine the number of degrees of freedom of a robot, and whether it is holonomic
- ♦ Characterise sources of uncertainty in a robot application scenario
- ♦ Explain the basic concepts of localisation and mapping
- Formulate an application problem using incremental Bayes, and calculate posterior probabilities
- \diamondsuit Model the configuration space for a simple robot
- ♦ Compare different approaches to motion planning given a particular configuration space

Week 12: Research on Data Mining

♦ No examinable material

Exam

♦ Would you like to see the exam...

Wrapping Up

- ♦ I hope you enjoyed this introduction to AI
- ♦ Maybe we'll see you in the Master's level subjects
- ♦ Thank you for your patient attention
- \diamondsuit Good luck with your exams and future studies