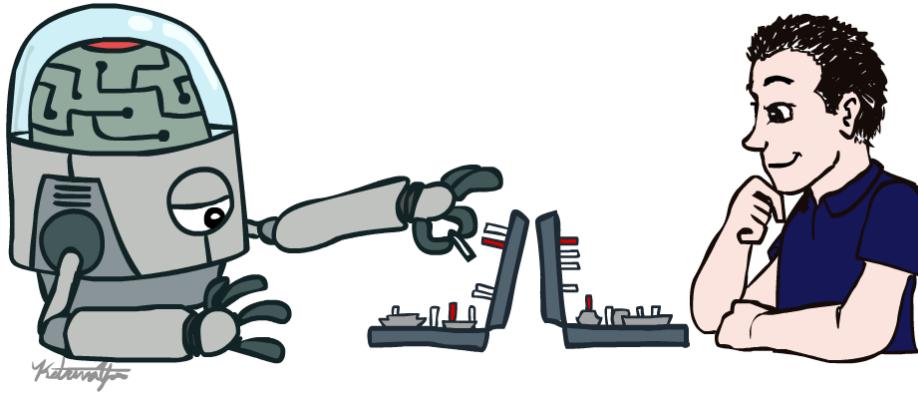


CS 5522: Artificial Intelligence II

Introduction

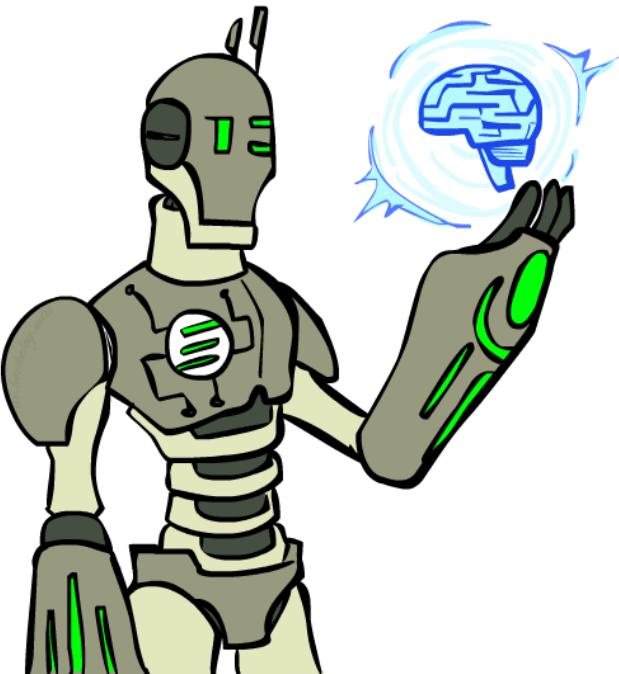


Instructor: Wei Xu
Ohio State University

[These slides were adapted from CS188 Intro to AI at UC Berkeley.]

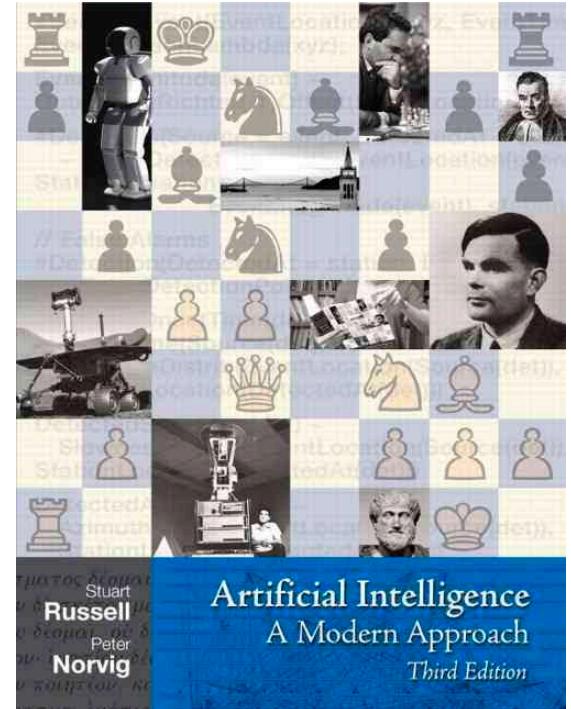
Today

- What is artificial intelligence?
- What can AI do?
- What is this course?



Textbook

- Russell & Norvig, AI: A Modern Approach, 3rd Ed.

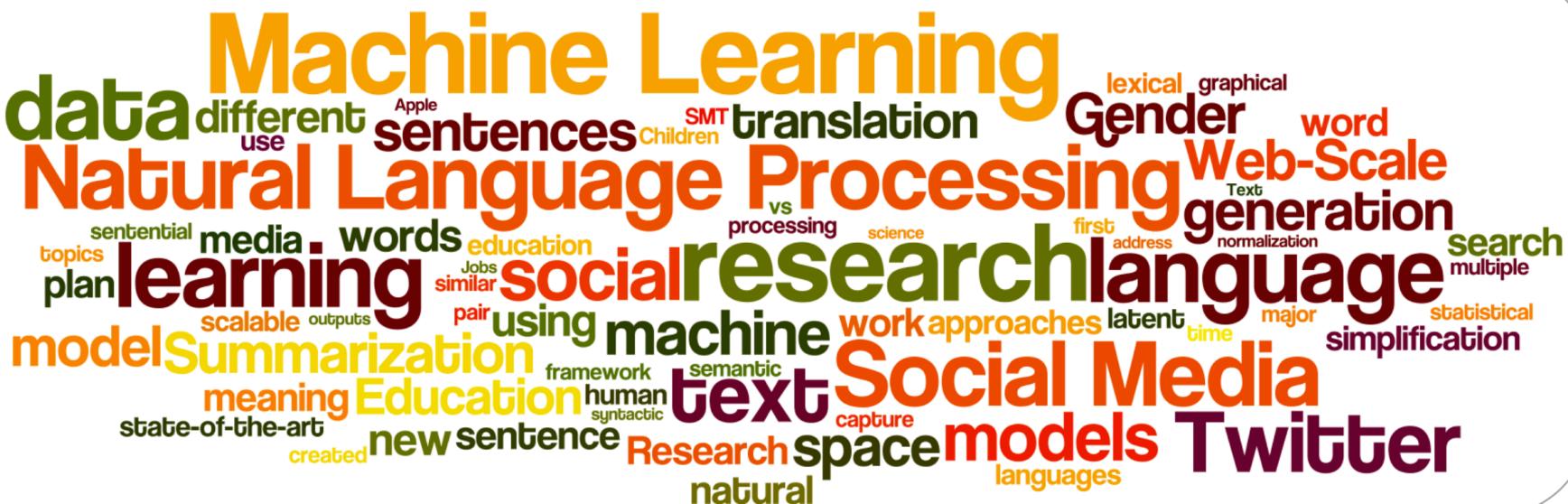


Who am I?

Assistant Professor **Wei Xu**

Department of Computer Science and Engineering
Ohio State University

[What I Normally Do]



Course Webpage

Grading

Grading will be based on:

Participation (10%)

You will receive credit for asking and answering questions related to the homework on Piazza and engaging in class discussion.

Homeworks (50%)

The homeworks will include both written and programming assignments. Homework should be submitted to the Dropbox folder in [Carmen](#) by 11:59pm on the day it is due (unless otherwise instructed). Each student will have 3 flexible days to turn in late homework throughout the semester. As an example, you could turn in the first homework 2 days late and the second homework 1 day late without any penalty. After that you will lose 20% for each day the homework is late. Please email your homework to the instructor in case there are any technical issues with submission.

Midterm (20%)

Final Exam (20%)

Course Webpage

Homework Assignments

- Homework 0 [written part](#) and [programming part](#) (due 1/12, hand in a paper copy of both parts at the beginning of class)
- [Homework 1](#) (due TBA)
- [Homework 2](#) (due TBA)
- [Homework 3](#) (due TBA)
- [Homework 5](#) (due TBA, follow instructions for submission at the bottom of the assignment)

Resources

- [Piazza](#) (discussion, announcements and restricted resources)
- [Carmen](#) (homework submission)

Prerequisites

- Probability
- Calculus
- Linear Algebra
- Python

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- Probability
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- Lots of Math and Programming!

Sci-Fi AI?

Sci-Fi AI?



Sci-Fi AI?



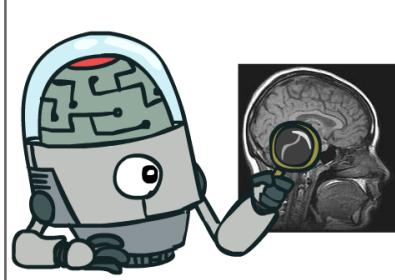
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The science of making machines that:

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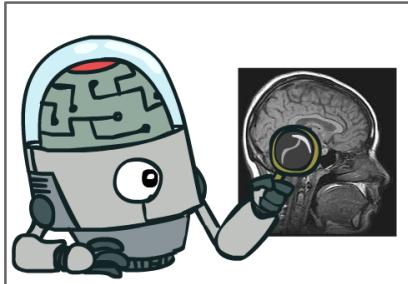
Think like people



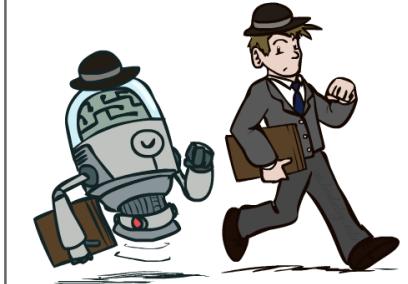
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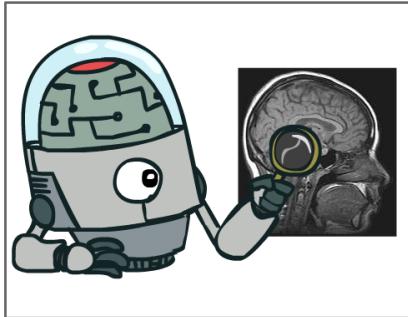
Act like people



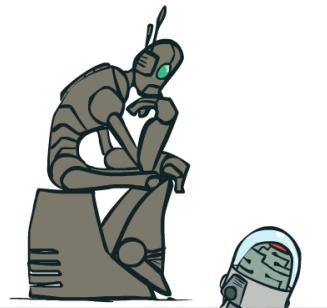
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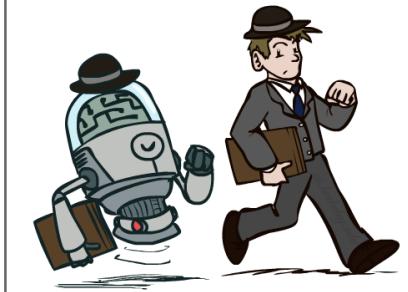
Think like people



Think rationally



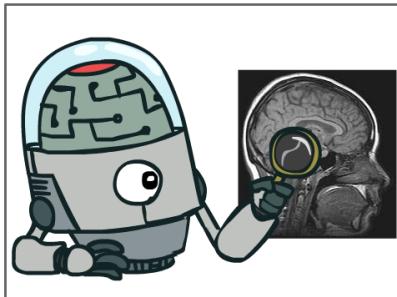
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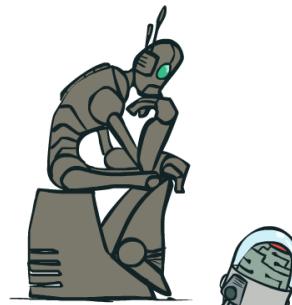
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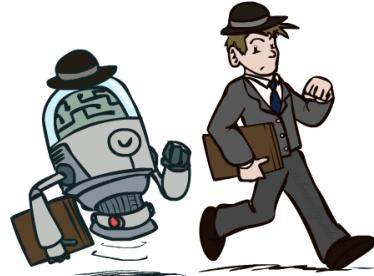
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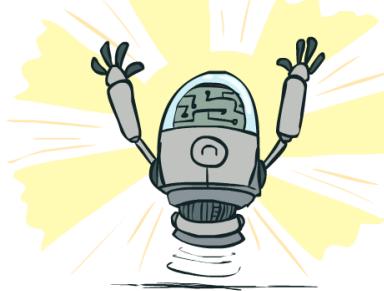
Think rationally



Act like people



Act rationally



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
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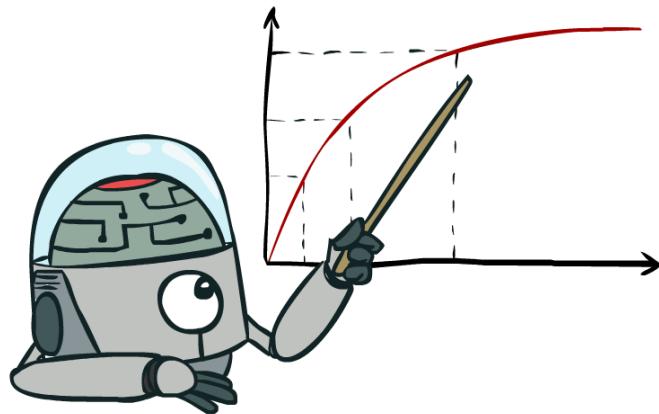
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A better title for this course would be:

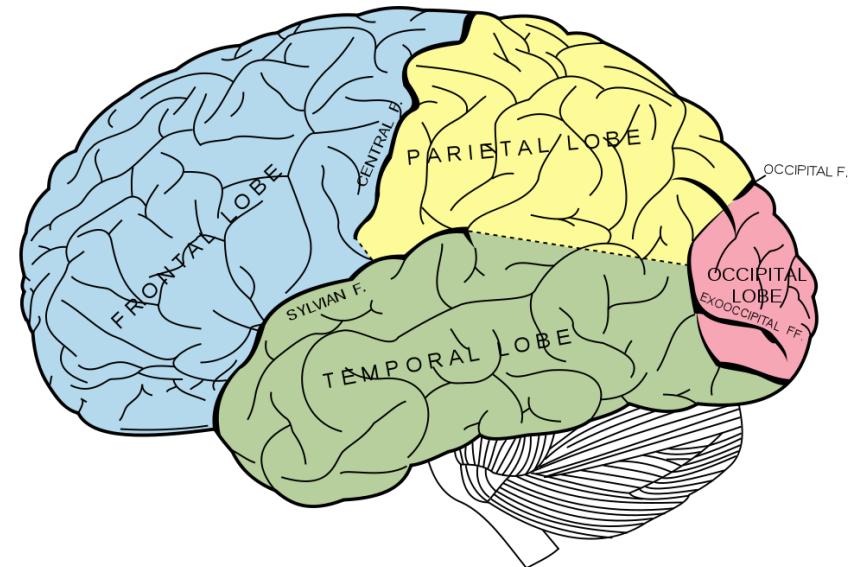
Computational Rationality

Maximize Your Expected Utility

Maximize Your Expected Utility



What About the Brain?

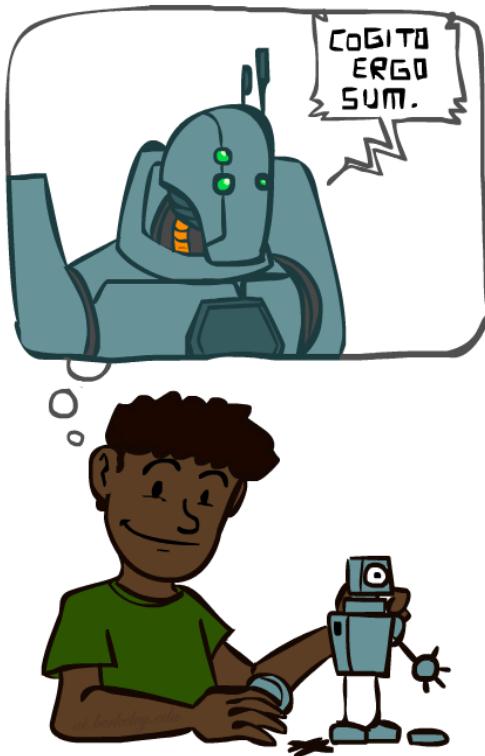


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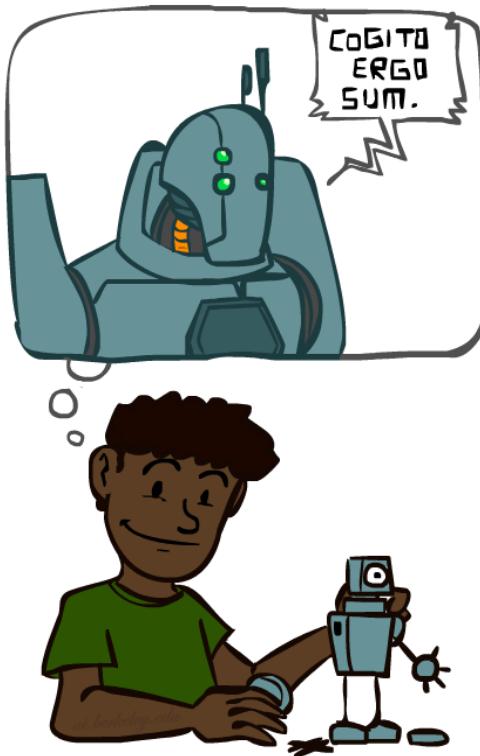
- Brains (human minds) are very good at making rational decisions, but not perfect
- Brains aren't as modular as software, so hard to reverse engineer!
- “Brains are to intelligence as wings are to flight”
- Lessons learned from the brain: memory and simulation are key to decision making



A (Short) History of AI

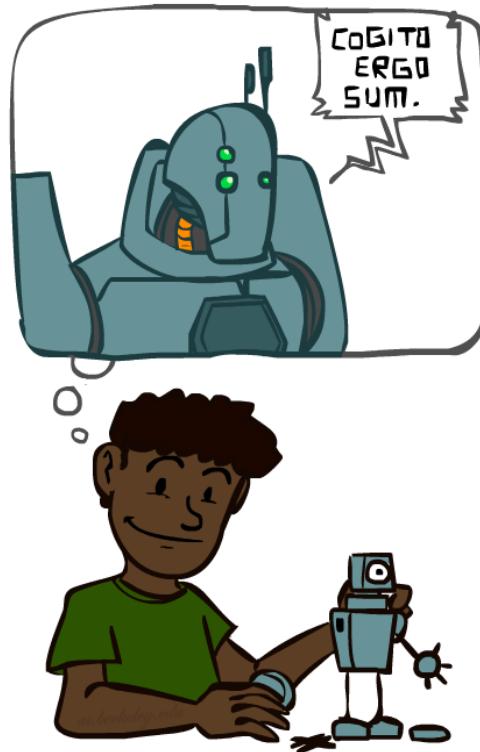


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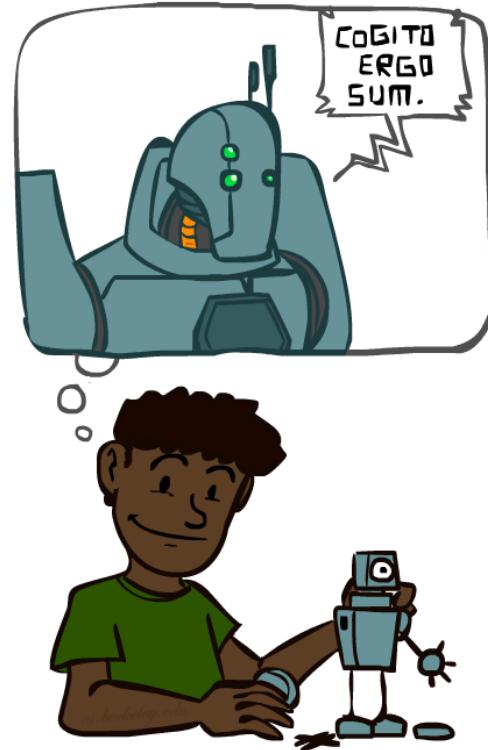
<https://www.youtube.com/watch?v=aygSMgK3BEM>

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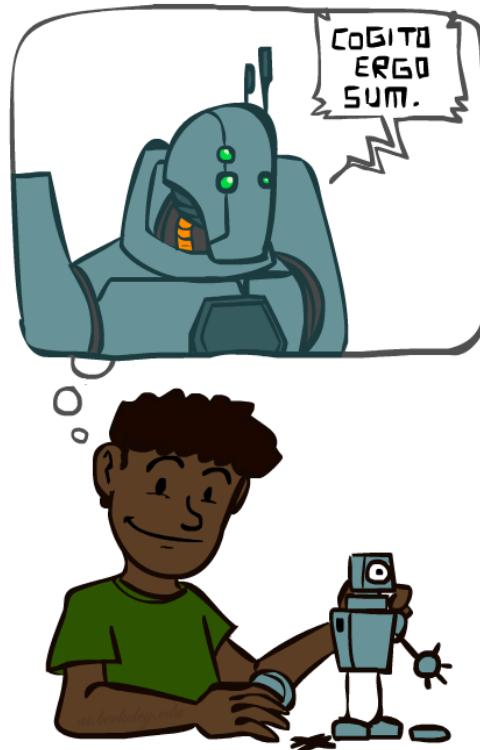
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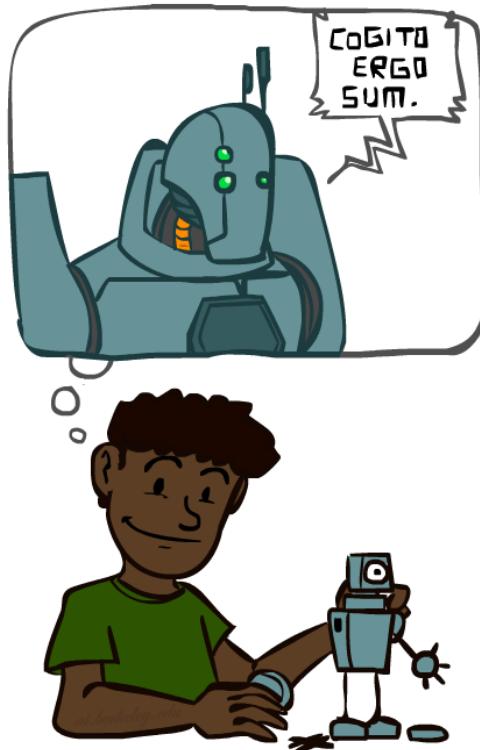
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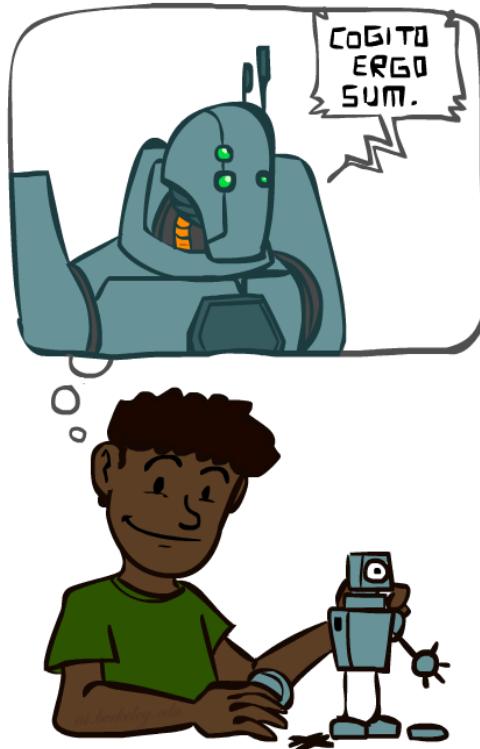
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 - 1988–93: Expert systems industry busts: "AI Winter"
- 1990–: Statistical approaches
 - Resurgence of probability, focus on uncertainty
 - General increase in technical depth
 - Agents and learning systems... "AI Spring"?



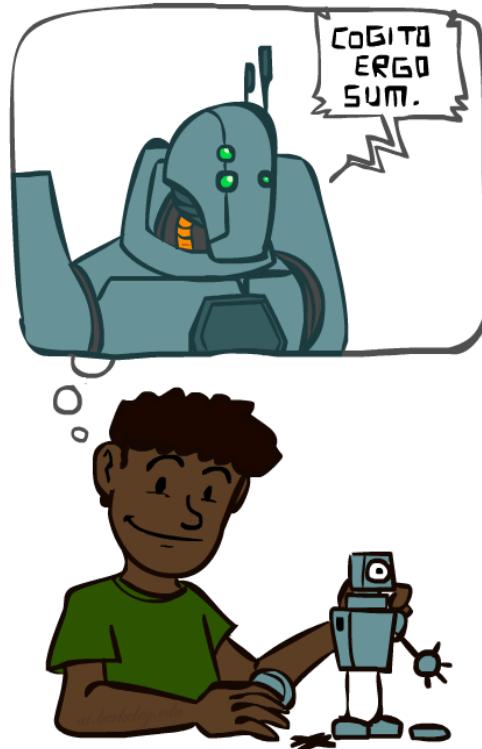
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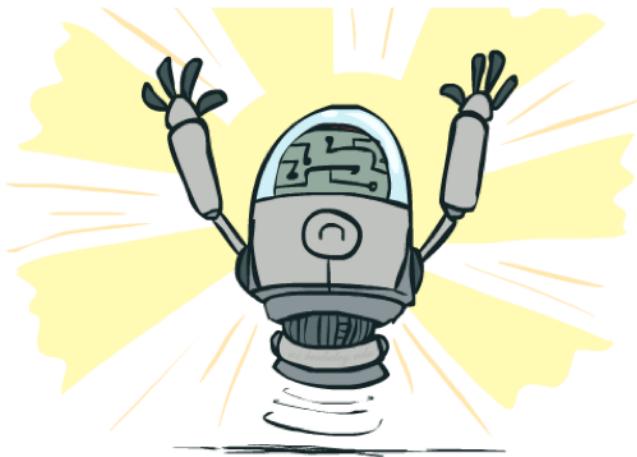


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- 2000–: Where are we now?

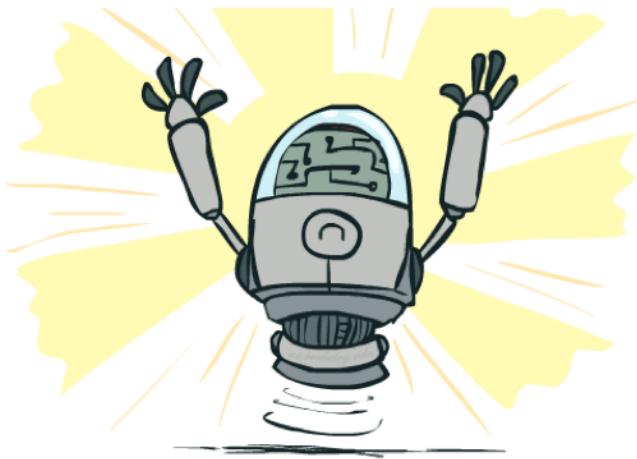


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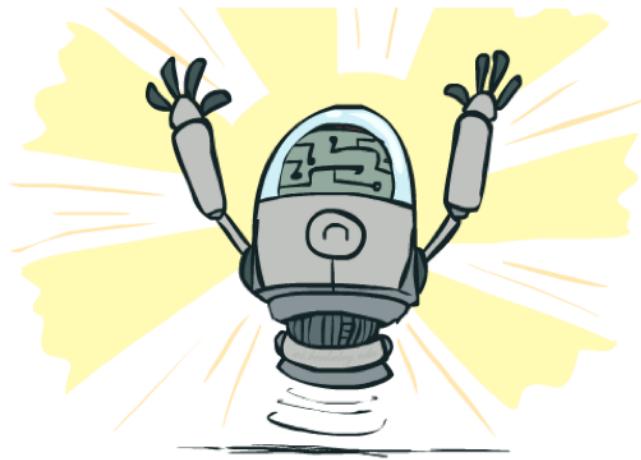
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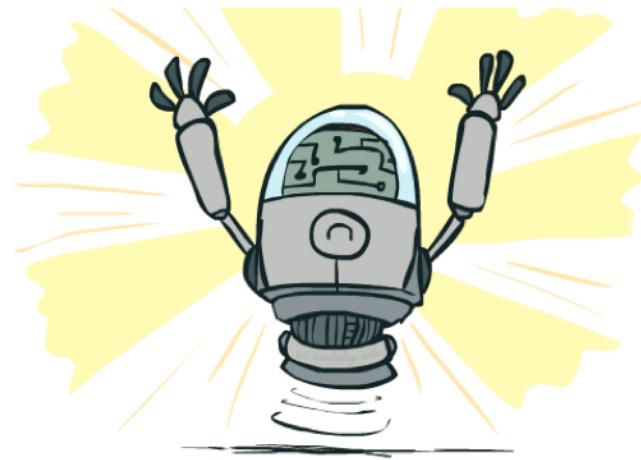
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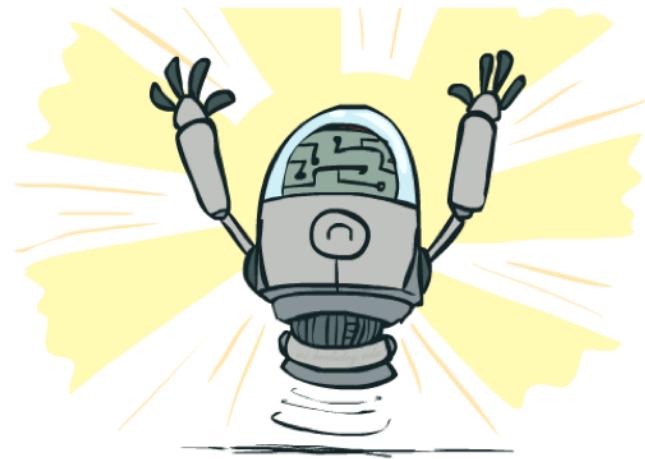
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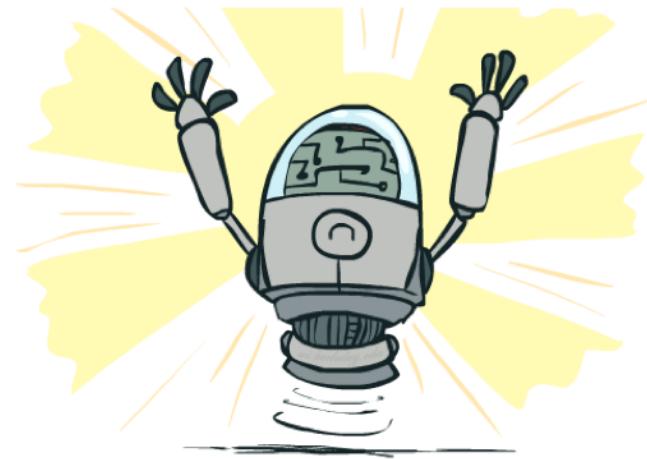
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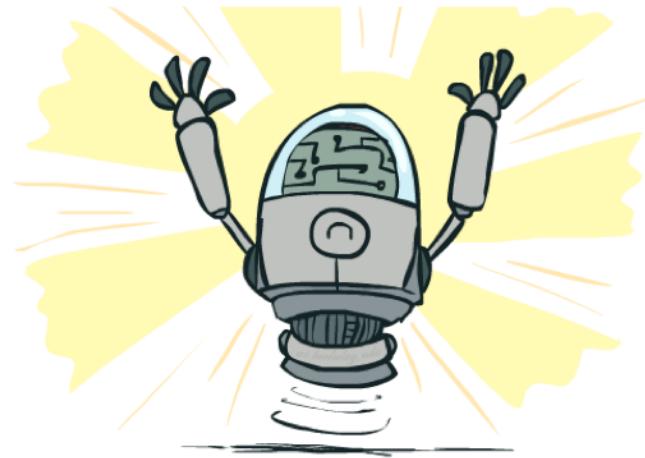
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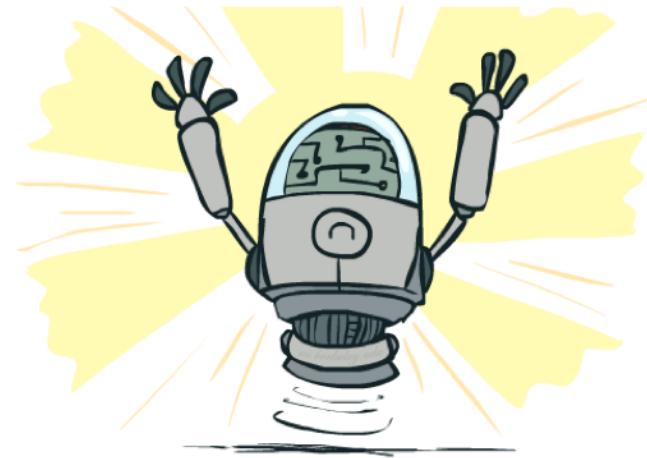
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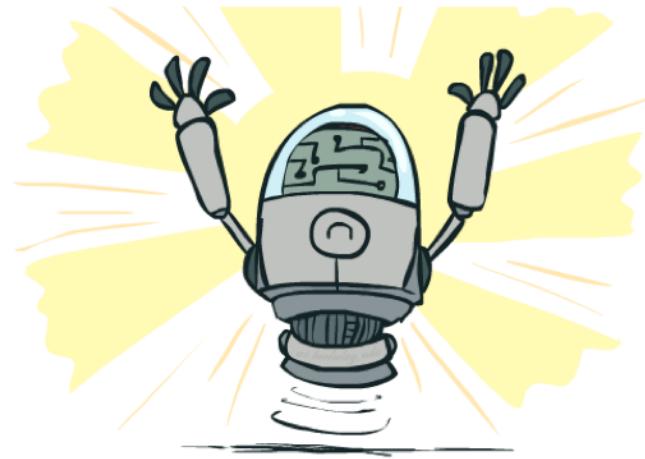
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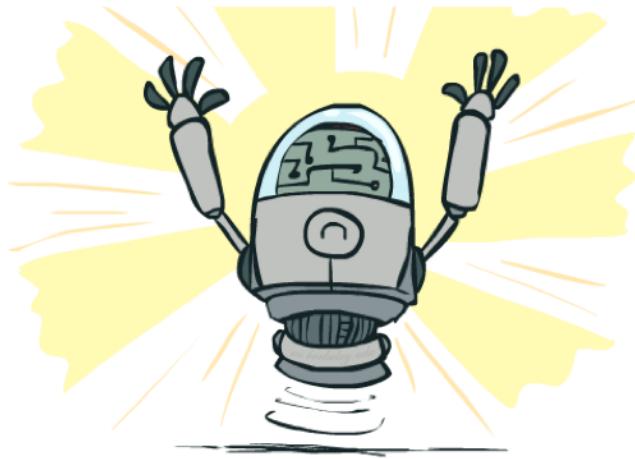
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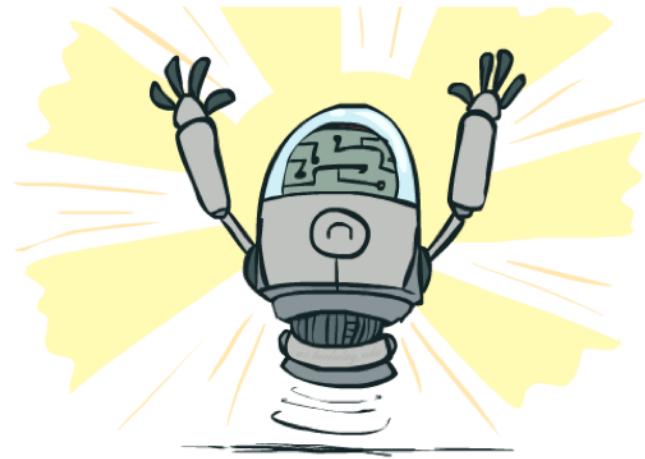
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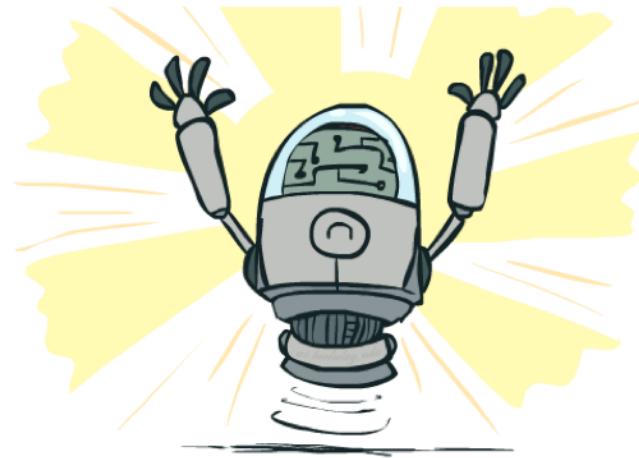
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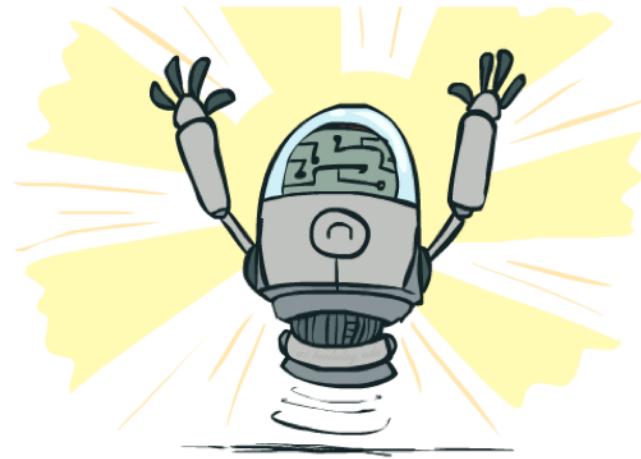
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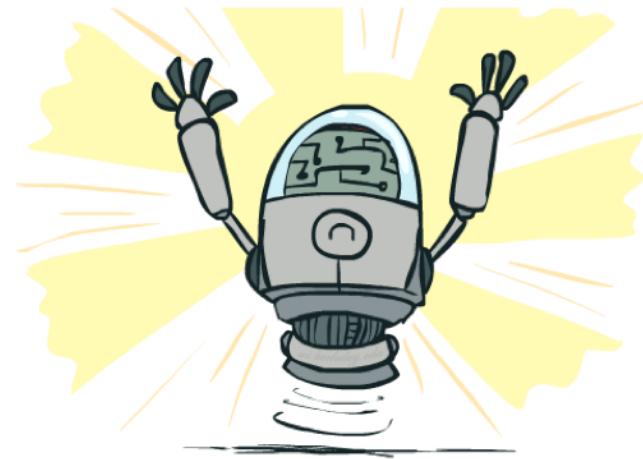
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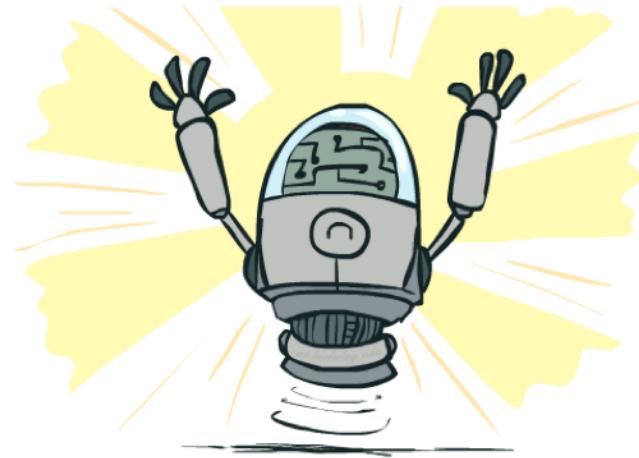
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- Discover and prove a new mathematical theorem?



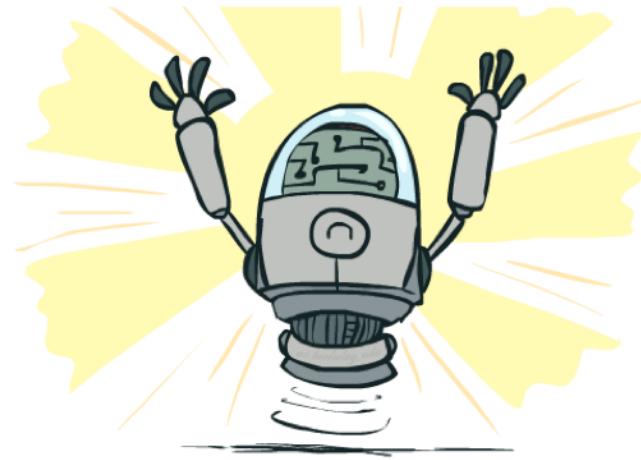
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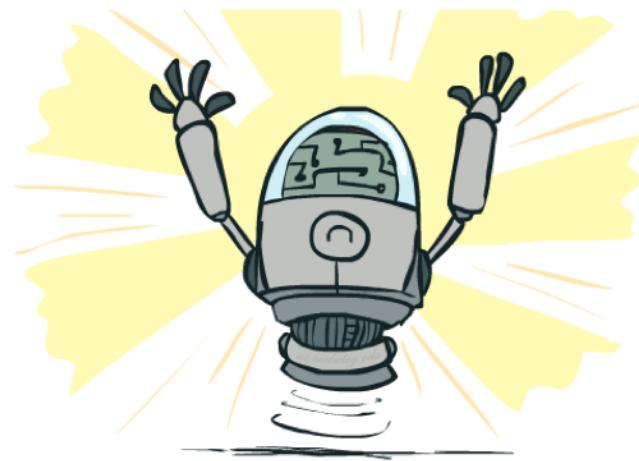
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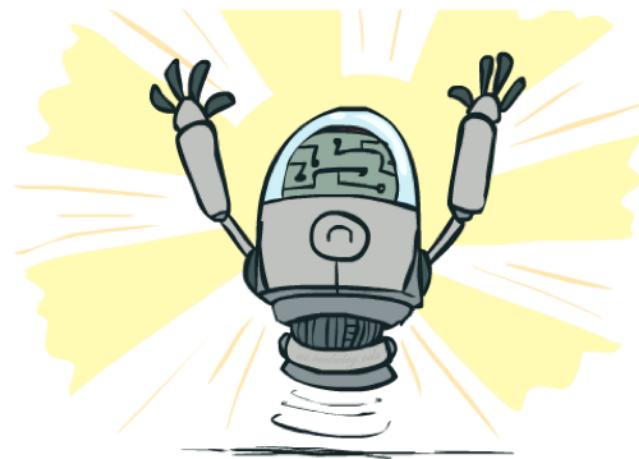
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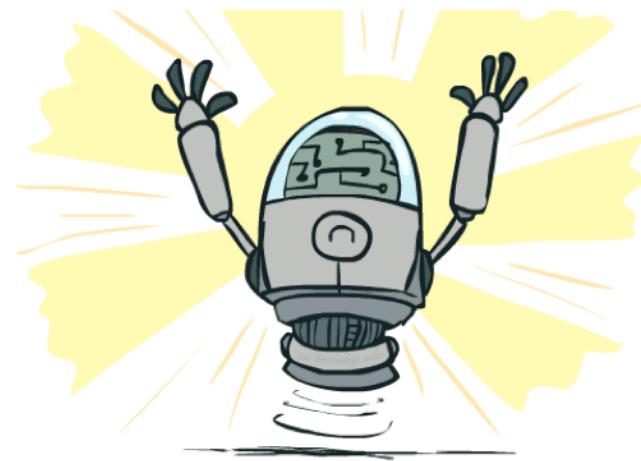
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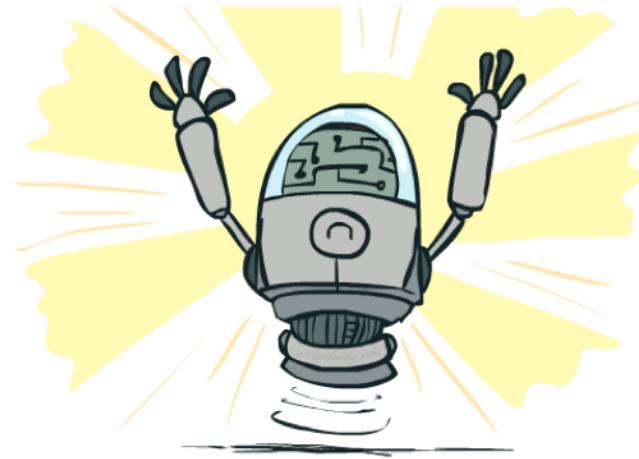
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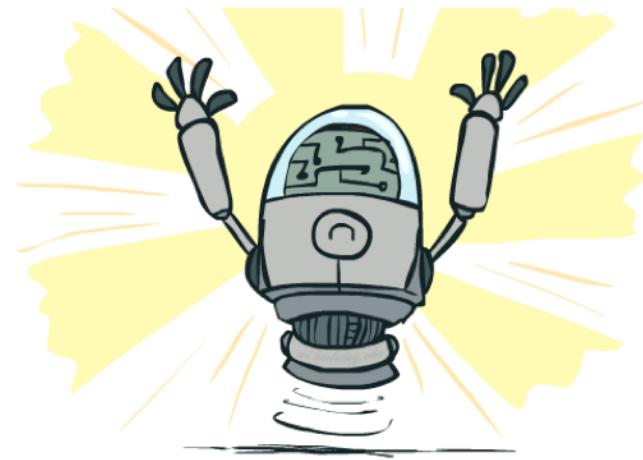
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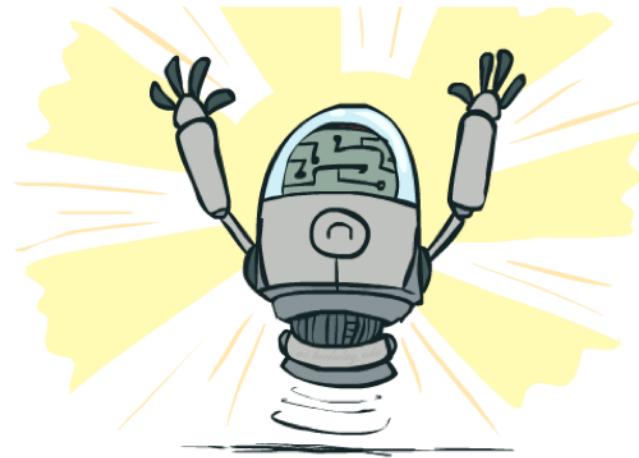
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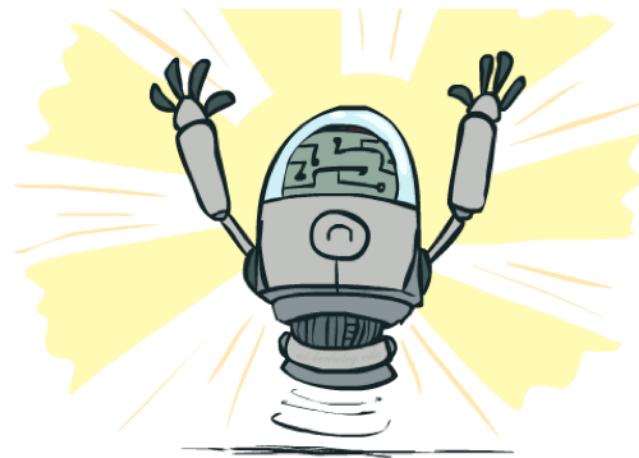
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- ✓ Put away the dishes and fold the laundry?
- Translate spoken Chinese into spoken English in real time?



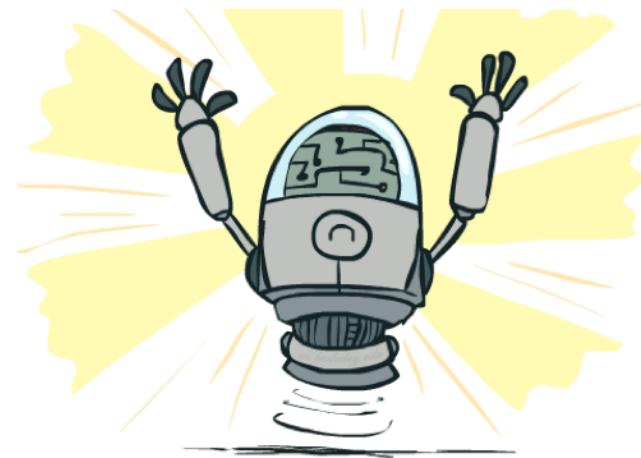
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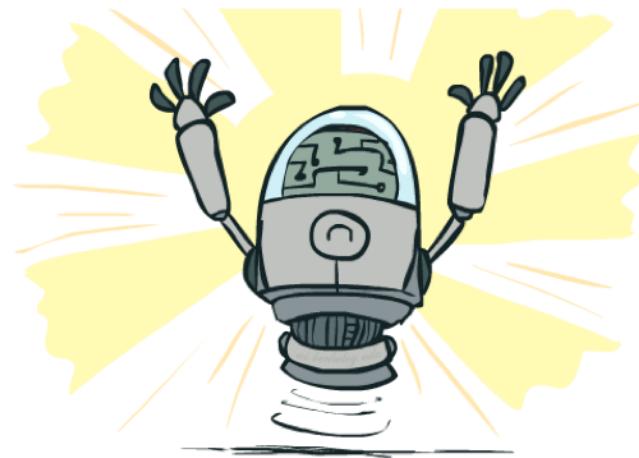
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- ✓ Drive safely along a curving mountain road?
- ✗ Drive safely across campus during the Michigan Game?
- ✓ Buy a week's worth of groceries on the web?
- ✗ Buy a week's worth of groceries at North Market?
- ✗ Discover and prove a new mathematical theorem?
- ✗ Converse successfully with another person for an hour?
- ✗ Perform a surgical operation?
- ✓ Put away the dishes and fold the laundry?
- ✓ Translate spoken Chinese into spoken English in real time?
- Write an intentionally funny story?



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

- ✓ Play a decent game of table tennis?
- ✓ Play a decent game of Jeopardy?
- ✓ Drive safely along a curving mountain road?
- ✗ Drive safely across campus during the Michigan Game?
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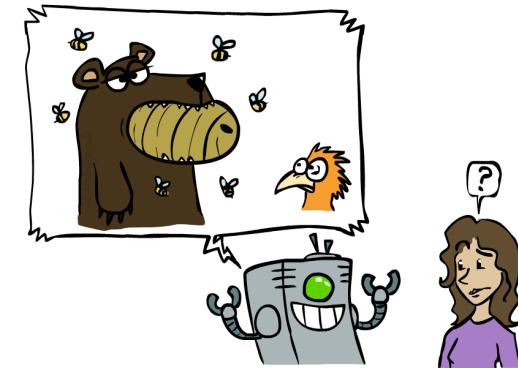


Unintentionally Funny Stories

- One day Joe Bear was hungry. He asked his friend Irving Bird where some honey was. Irving told him there was a beehive in the oak tree. Joe walked to the oak tree. He ate the beehive. The End.

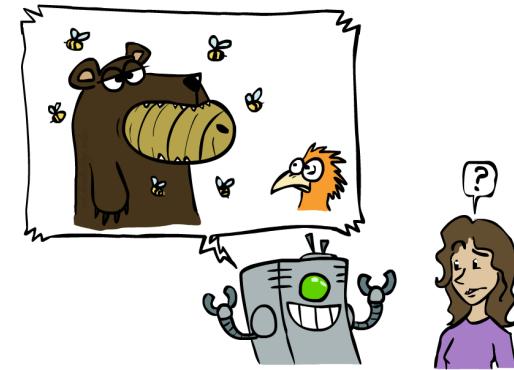
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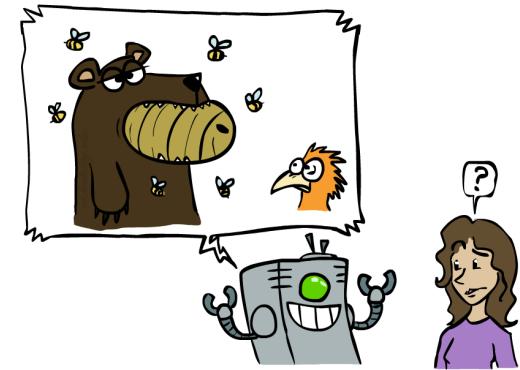
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- Henry Squirrel was thirsty. He walked over to the river bank where his good friend Bill Bird was sitting. Henry slipped and fell in the river. Gravity drowned. The End.



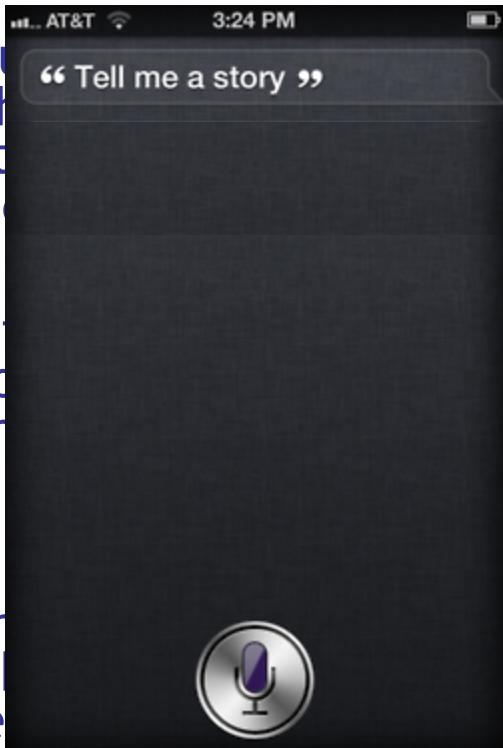
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- Once upon a time there was a dishonest fox and a vain crow. One day the crow was sitting in his tree, holding a piece of cheese in his mouth. He noticed that he was holding the piece of cheese. He became hungry, and swallowed the cheese. The fox walked over to the crow. The End.



Unintentionally Funny Stories

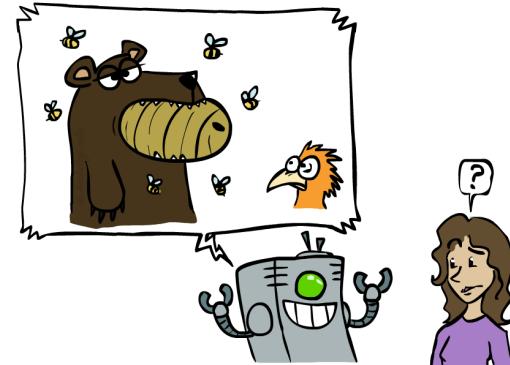
- One day Joe Bear was hunting for acorns. He heard Irving Bird where some birds were singing. Joe saw that there was a beehive in the oak tree. He ate the acorns and fell asleep. Irving Bird told him about the beehive. Joe's friend the squirrel heard him and walked to the beehive. Joe awoke and ran away.
- Henry Squirrel was thirsty. He was walking along the river bank where his good friend the crow was sitting. Henry slipped and fell into the water. He was drowning. The End.
- Once upon a time there was a crow who had a sore throat. He was very thirsty. He noticed that he was carrying a piece of cheese in his mouth. He swallowed the cheese and it relieved his sore throat. The End.



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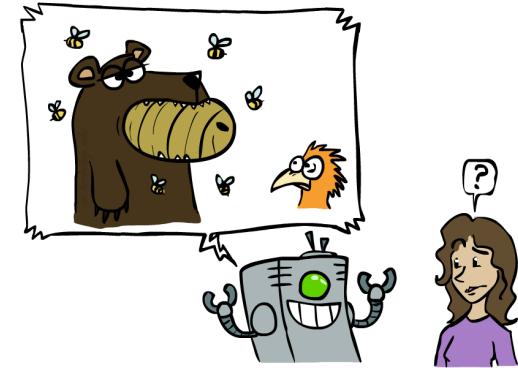
Unintentionally Funny Stories

- One day Joe Bear was hunting for acorns. Irving Bird was nearby. There was a beehive in the oak tree. He ate the honey and got stung. His friend Irving Bird told him he should have asked for help. He walked to the river bank where his good friend Henry Squirrel was sitting. Henry slipped and fell in the water. He was drowning. The End.
- Henry Squirrel was thirsty. He was sitting on a rock by the river bank where his good friend Joe Bear was sitting. Joe slipped and fell in the water. He was drowning. The End.
- Once upon a time there was a crow. The crow was sitting in a tree. He noticed that he was very hungry. He had a piece of cheese in his mouth. He swallowed the cheese. He became hungry again. He flew over to the crow. The End.



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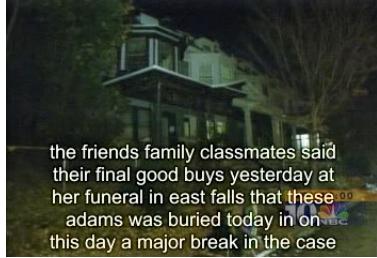
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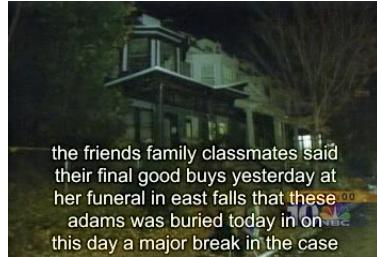
Natural Language

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



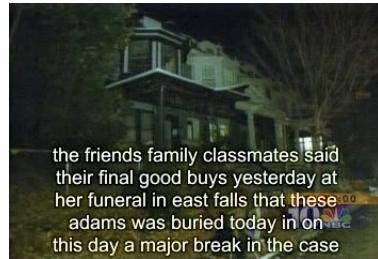
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"Il est impossible aux journalistes de rentrer dans les régions tibétaines"

Bruno Philip, correspondant du "Monde" en Chine, estime que les journalistes de l'AFP qui ont été expulsés de la province tibétaine du Qinghai "n'étaient pas dans l'ilégalité".

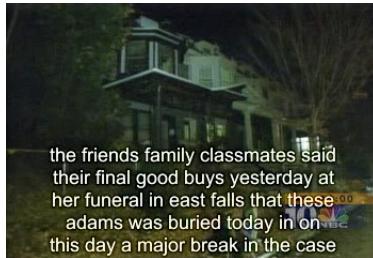
Les faits Le dalaï-lama dénonce l'"enfer" imposé au Tibet depuis sa fuite, en 1959
Vidéo Anniversaire de la rébellion



"It is impossible for journalists to enter Tibetan areas"

Philip Bruno, correspondent for "World" in China, said that journalists of the AFP who have been deported from the Tibetan province of Qinghai "were not illegal."

Facts The Dalai Lama denounces the "hell" imposed since he fled Tibet in 1959
Video Anniversary of the Tibetan rebellion: China on guard



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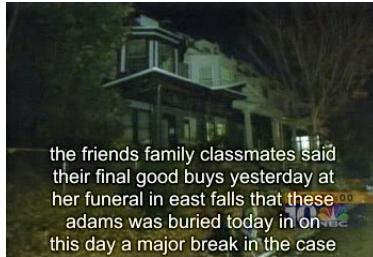
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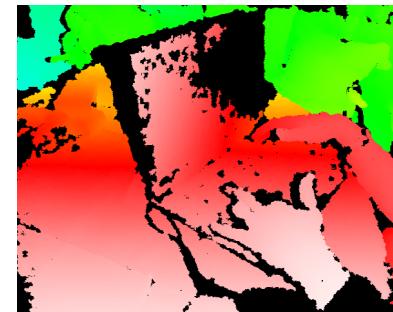
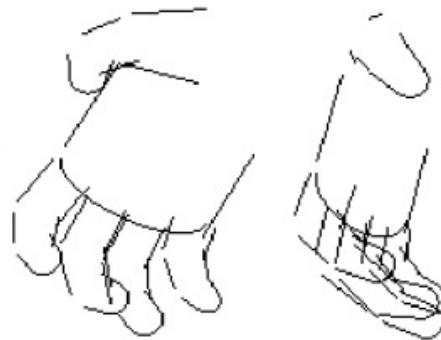
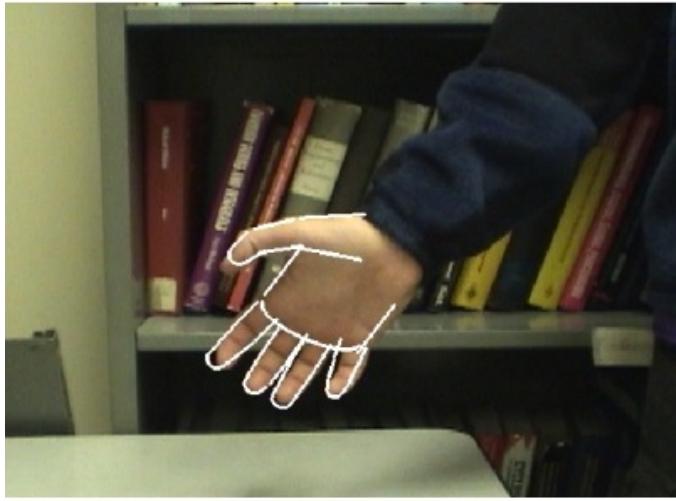
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- Web search
- Text classification, spam filtering, etc...

Vision (Perception)

- Object and face recognition
- Scene segmentation
- Image classification



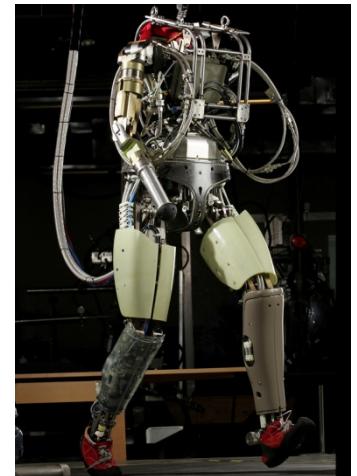
Images from Erik Sudderth (left), wikipedia (right)

Demo1: VISION - lec_1_t2_video.flv
Demo2: VISION - lec_1_obj_rec_0.mpg

Robotics

Demo 1: ROBOTICS - soccer.avi Demo 4: ROBOTICS - laundry.avi
Demo 2: ROBOTICS - soccer2.avi Demo 5: ROBOTICS - petman.avi
Demo 3: ROBOTICS - gcar.avi

- Robotics
 - Part mech. eng.
 - Part AI
 - Reality much harder than simulations!
- Technologies
 - Vehicles
 - Rescue
 - Soccer!
 - Lots of automation...
- In this class:
 - We ignore mechanical aspects
 - Methods for planning
 - Methods for control



Images from UC Berkeley, Boston Dynamics, RoboCup, Google

Logic

- Logical systems
 - Theorem provers
 - NASA fault diagnosis
 - Question answering
- Methods:
 - Deduction systems
 - Constraint satisfaction
 - Satisfiability solvers (huge advances!)

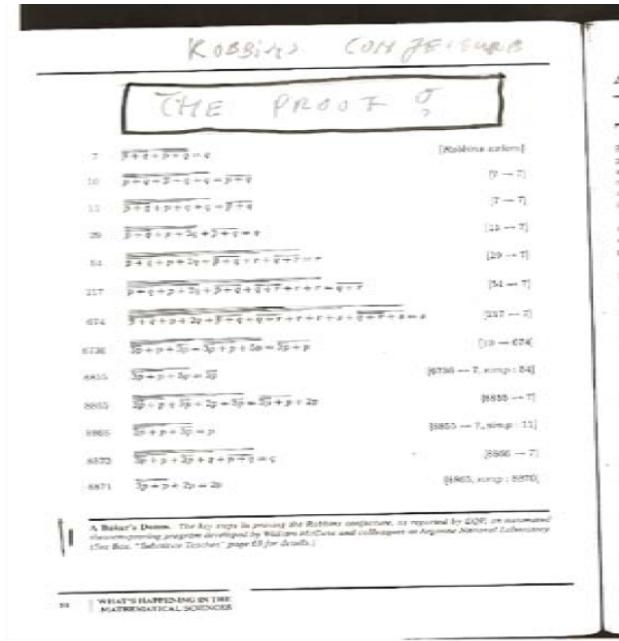


Image from Bart Selman

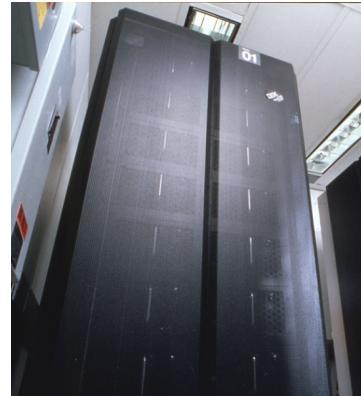
Game Playing

- **Classic Moment: May, '97: Deep Blue vs. Kasparov**
 - First match won against world champion
 - “Intelligent creative” play
 - 200 million board positions per second
 - Humans understood 99.9 of Deep Blue's moves
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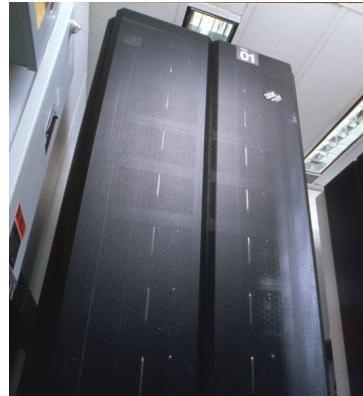


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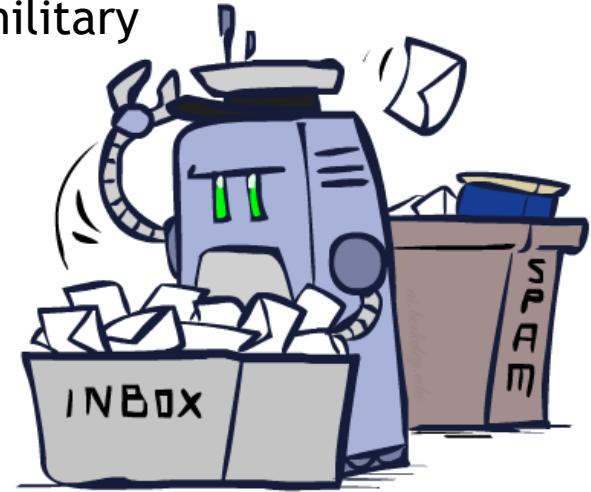
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- **1997: Deep Blue Beats Kasparov**

“Deep Blue hasn't proven anything.”
- Huge game-playing advances recently, e.g. in Go!



Decision Making

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



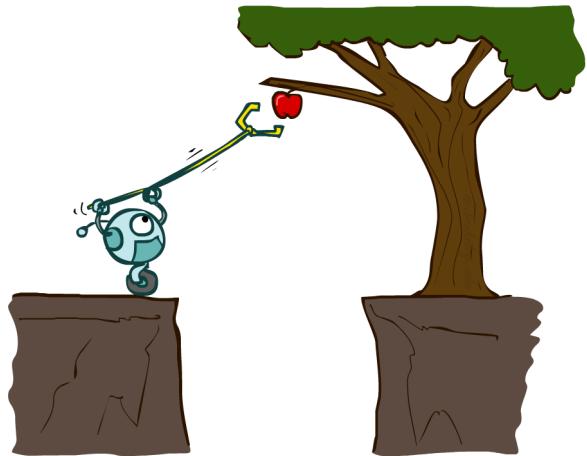
Designing Rational Agents

Designing Rational Agents

- An **agent** is an entity that *perceives* and *acts*.

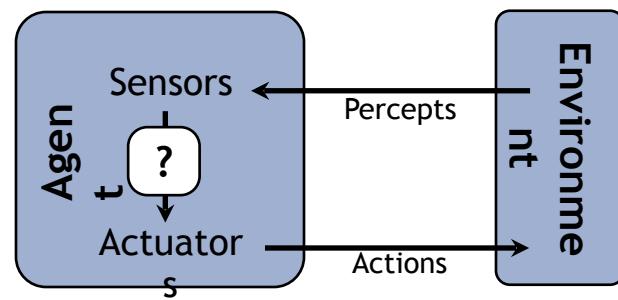
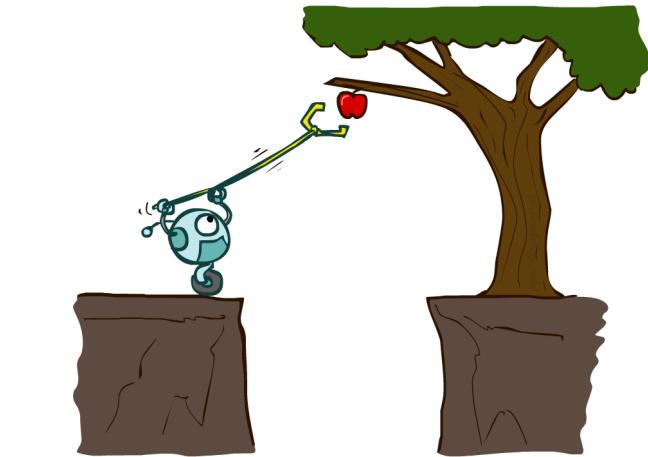
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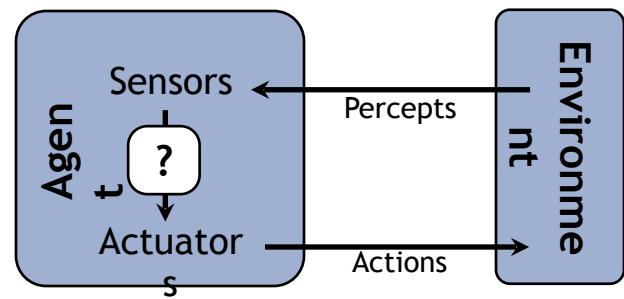
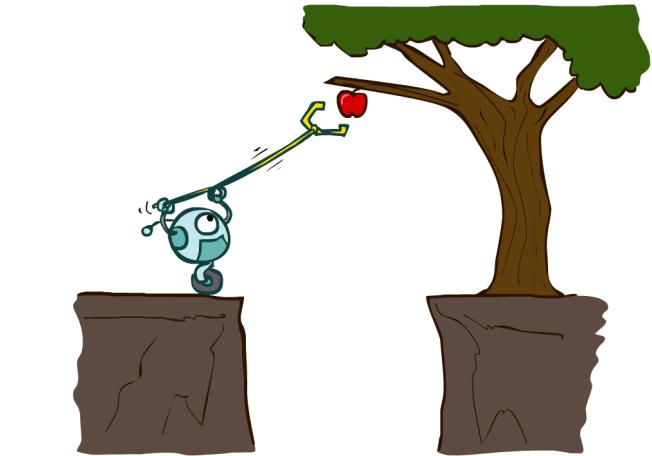
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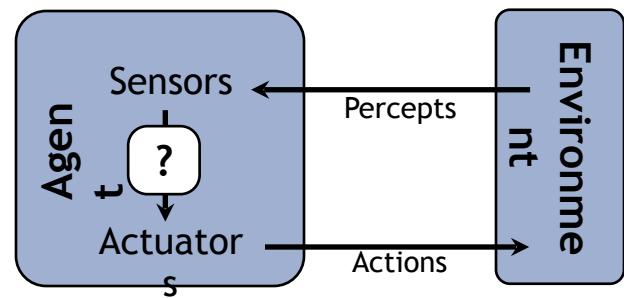
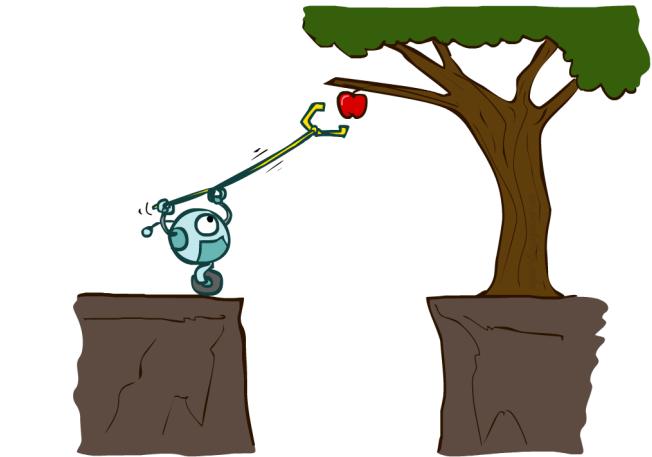
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- A rational agent selects actions that maximize its (expected) utility.



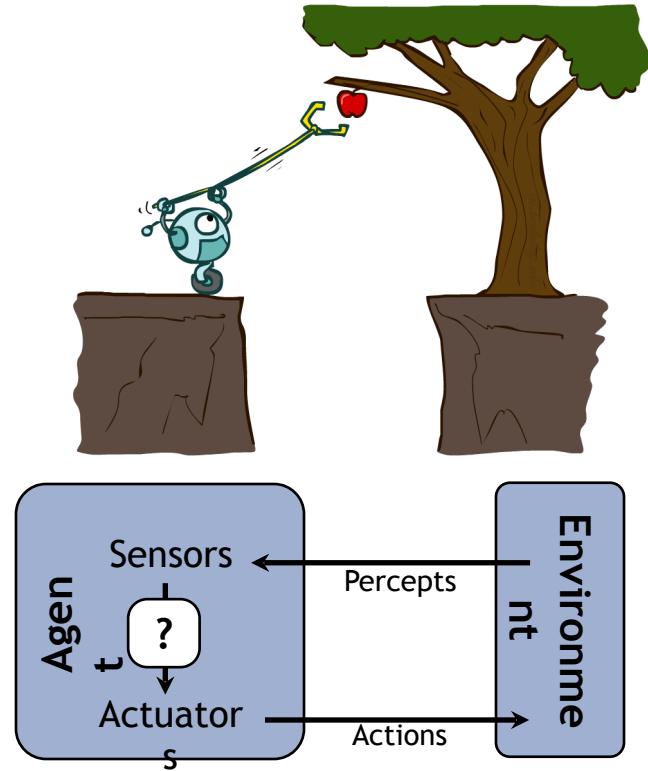
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- Characteristics of the **percepts**, **environment**, and **action space** dictate techniques for selecting rational actions

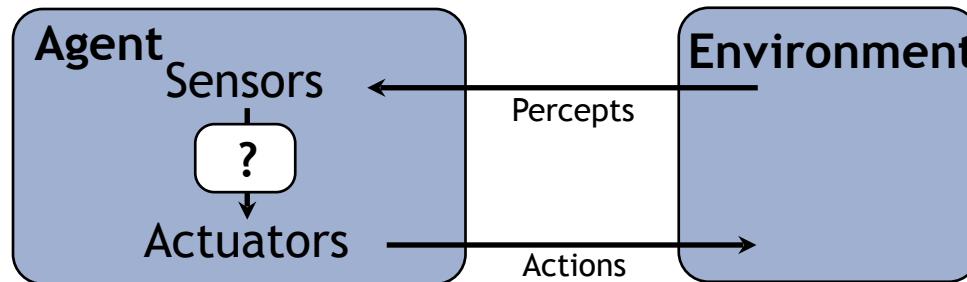
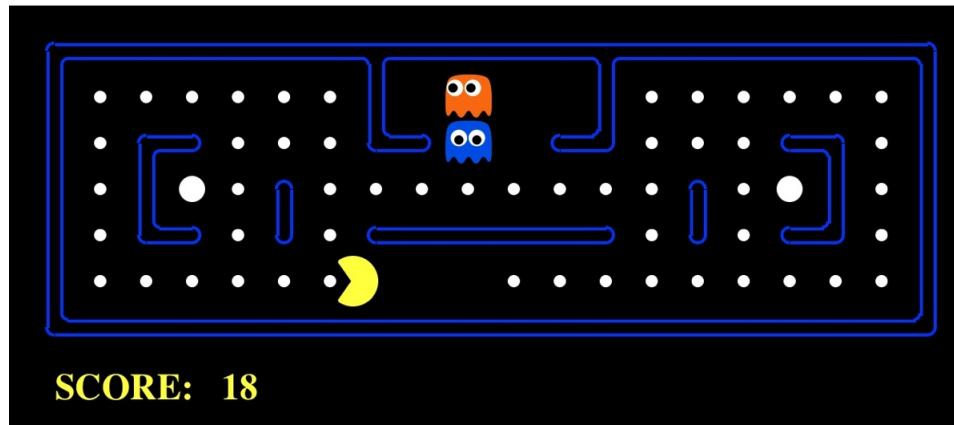


Designing Rational Agents

- 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 AI 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

- Search
- Adversarial Search (minimax, alpha beta, expectimax)
- Markov Decision Processes
- Reinforcement Learning
- Constraint Satisfaction
- Uncertainty, Bayesian Networks, HMMs
- Supervised Machine Learning
- Applications: Natural Language Processing, Computer Vision

To Do

- Homework #0
 - Math Review + Python Tutorial
 - Due on next class (Friday)
 - Hand in paper copy at the beginning of class