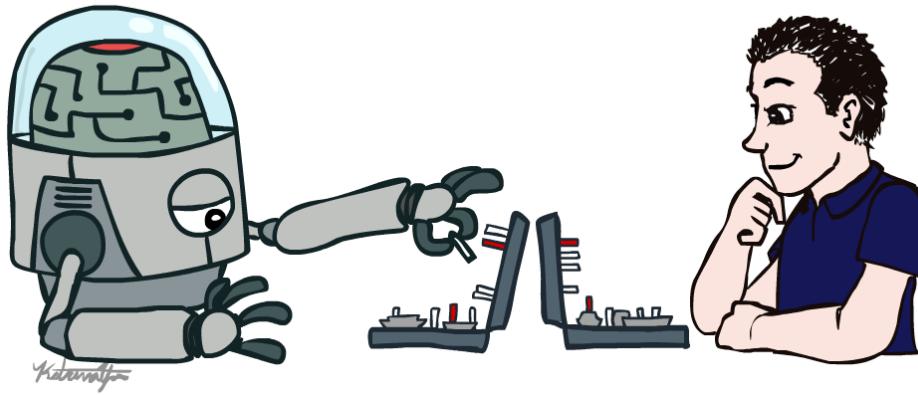


# CS 5522: Artificial Intelligence II

## Introduction



Instructor: Wei Xu  
Ohio State University

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

# Who is the instructor?

<http://web.cse.ohio-state.edu/~weixu/>

**Wei Xu**

 Follow @cocoweixu

[phonetic pronunciation: way  shoo ]

Assistant Professor

Department of Computer Science and Engineering

The Ohio State University

 weixu@cse.ohio-state.edu

 495 Dreese Lab (2015 Neil Ave, Columbus, OH 43210)

My research lies at the intersections of **machine learning**, **natural language processing**, and **social media**. I focus on designing algorithms for learning semantics from large data for natural language understanding, and generation in particular with stylistic variations. I recently received the NSF CRII Award, Criteo Faculty Research Award, CrowdFlower AI for Everyone Award, Best Paper Award at COLING'18, as well as research funds from DARPA. Previously, I was a postdoctoral researcher at the University of Pennsylvania. I received my PhD in Computer Science from New York University where I was a MacCracken Fellow, MS and BS from Tsinghua University.

I am an area chair for EMNLP 2018 (social media area), COLING 2018 (semantics area), EMNLP 2016 (generation area), a workshop chair for ACL 2017, and the publicity chair for NAACL 2016 and 2018. I also created the [Twitter API tutorial](#) and a new course on [Social Media and Text Analytics](#).



# Where is the instructor?



The 27th International Conference on Computational Linguistics (COLING 2018) will take place in Santa Fe, New-Mexico, USA. COLING 2018 will be held at the [Santa Fe Community Convention Center](#) from August 20th through 26th 2018.

<http://coling2018.org/>

**Neural Network Models for Paraphrase Identification, Semantic Textual Similarity, Natural Language Inference, and Question Answering**

**Wuwei Lan and Wei Xu**

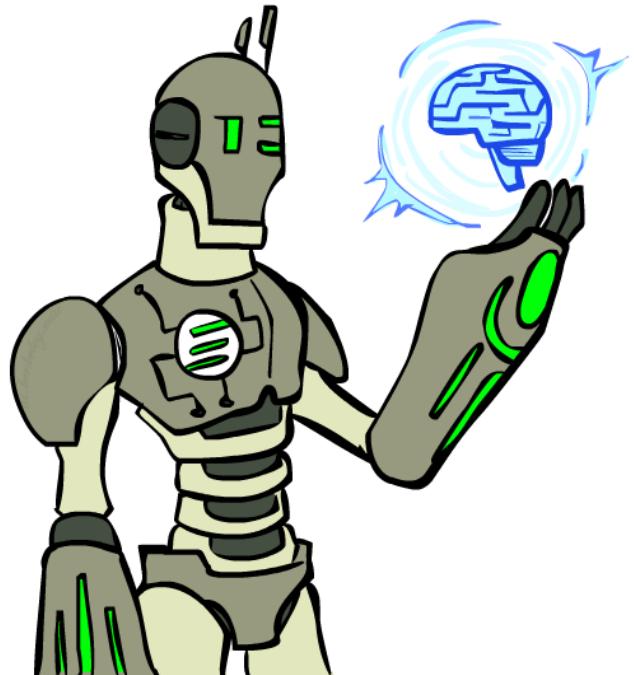
Department of Computer Science and Engineering  
Ohio State University  
[{lan.105, xu.1265}@osu.edu](mailto:{lan.105, xu.1265}@osu.edu)

**Best Paper Award**

# Today

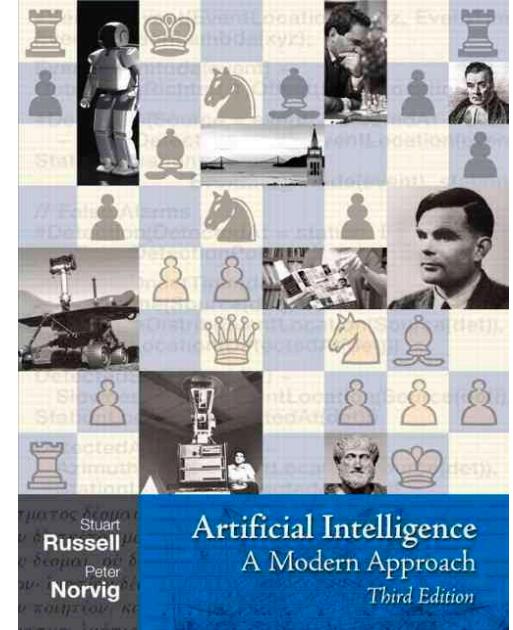
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- What is artificial intelligence?
- What can AI do?
- What is this course?
- Review Some Search Algorithms



# Textbook

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



- Expectation is that you do read the textbook.

# Prerequisites

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- CSE 3521 or CSE 5521 or CSE 630 or grad standing
  - Probability
  - Python
  - Calculus
  - Linear Algebra
- 
- Lots of Math and Programming in Python!

# Prerequisites - Probability

- Conditional probability

$$P(x|y) = \frac{P(x,y)}{P(y)}$$

- Product rule

$$P(x,y) = P(x|y)P(y)$$

- Chain rule

$$\begin{aligned} P(X_1, X_2, \dots, X_n) &= P(X_1)P(X_2|X_1)P(X_3|X_1, X_2)\dots \\ &= \prod_{i=1}^n P(X_i|X_1, \dots, X_{i-1}) \end{aligned}$$

- X, Y independent if and only if:  $\forall x, y : P(x,y) = P(x)P(y)$

- X and Y are conditionally independent given Z if and only if:  $X \perp\!\!\!\perp Y | Z$

$$\forall x, y, z : P(x,y|z) = P(x|z)P(y|z)$$

# Course Website

[https://cocoxu.github.io/courses/5522\\_autum18.html](https://cocoxu.github.io/courses/5522_autum18.html)

## CSE 5522 Artificial Intelligence II: Advanced Techniques

Advanced concepts, techniques, and applications of artificial intelligence, including knowledge representation, learning, natural language understanding, and vision.

### Details

Wednesday & Friday, 2:20 - 3:40pm

Place: Caldwell 120

Instructor: [Wei Xu](#) (Office Hours: Wednesday 4:00-5:00pm, Dreese 495)

TA: TBA

- Example homework, projects, exams, lecture slides are provided;
- subject to change as the autumn 2018 term progresses.

# Course Topics (part 1)

Schedule (subject to change as the autumn 2018 term progresses.)			
Date	Topic	Required Reading	Suggested Reading
8/22	<a href="#">new Course Overview</a> , Search Review	3.1-3.4	Microsoft Ms. PacMan
TBD	<a href="#">A* Search Review</a>	3.5-3.6	<a href="#">Pancake Sorting</a>
TBD	<a href="#">Game Playing 1 - Minimax</a>	5.1, 5.2, 5.3, 5.4	Machine Translation <a href="#">class</a> and <a href="#">book</a>
TBD	<a href="#">Game Playing 2 - Expectimax and Utilities</a>	5.5, 13.1, 13.2, 16.1, 16.2, 16.3	Rosen's <a href="#">note</a> on Alpha Beta Pruning
<b>Reinforcement Learning</b>			
TBD	<a href="#">Reinforcement Learning 1 - Markov Decision Processes</a>	17.1, 17.2	
TBD	<a href="#">Reinforcement Learning 2 - Value Iteration and Policy Iteration</a>	17.3	Real-life <a href="#">examples</a> of Markov Decision Processes
TBD	<a href="#">Reinforcement Learning 3 - Temporal Difference Learning</a>	21.1, 21.2, 21.3	<a href="#">Google AlphaGo</a>
TBD	<a href="#">Reinforcement Learning 4 - Q-Learning</a>	21.1, 21.2, 21.3	
TBD	<a href="#">Reinforcement Learning 5 - Function Approximation</a>	21.4	Sutton & Barto's new reinforcement learning <a href="#">book</a> (Ch. 5, 6, 13)
TBD	<a href="#">Reinforcement Learning 6 - Policy Gradient Methods</a>	21.5, 21.6	<a href="#">Deep Q-Learning</a>

# Course Topics (part 2)

Reasoning Under Uncertainty			
TBD	<a href="#">Probability Review</a>	13.3, 13.4, 13.5, 13.6	Andrew Moore's <a href="#">tutorial</a> and Jean Walrand's <a href="#">note</a> on Probability
TBD	<a href="#">Markov Models</a>	15.1, 15.2	
TBD	Midterm Review		
10/10	Midterm (In class - close book and notes)		
TBD	<a href="#">Hidden Markov Models 1 - Monitoring and robot localization</a>	15.1, 15.2	
TBD	<a href="#">Hidden Markov Models 2 - Particle filtering and resampling</a>	15.3, 15.5	
TBD	<a href="#">Bayes Nets 1 - Probabilistic Representations</a>	14.1, 14.2	
TBD	<a href="#">Bayes Nets 2 - D-Separation</a>	14.1, 14.2	Olivier Chapelle's <a href="#">talk</a> on Bayesian Network Click Model for Web Search
TBD	<a href="#">Bayes Nets 3 - Inference</a>	14.4	David Blei's <a href="#">talk</a> on Topic Models and User Behavior
TBD	<a href="#">Bayes Nets 4 - Sampling</a>	14.5	

# Course Topics (part 3)

Machine Learning and Special Topics			
TBD	Perceptron and Naive Bayes	18.6	
TBD	Natural Language Processing Research (Guest Lecture)		
TBD	<a href="#">Computer Vision 1 - Applications and CNNs</a>		<a href="#">Facebook Accessibility</a>
TBD	<a href="#">Computer Vision 2 - Visualization</a>	20.1, 20.2.1, 20.2.2	<a href="#">Google DeepDream</a>
TBD	Robotics Research, Final Review		
TBD	Final Exam (close book and notes)		

# Grading

## Grading

### **Participation (5%)**

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

### **Homeworks (15%)**

Written homeworks will be very short (one or two exam-style questions) and will be graded in a good/mediocre/incomplete basis. You should be prepared to do regular work each week to keep up with the material and the assignments. Homeworks due before class on day X will include topics we will discuss in class on day X. We will talk about solution in class if people have questions. Homework assignments may **NOT** be turned in late. Homeworks are **NOT** accepted by email. There will be 1 grace homework grade per semester, that is, each student receiving full credit for the lowest or a missing homework grade.

### **Projects (30%)**

Programming projects will be in Python, and should be submitted to [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%)**

Midterm exam will be close book and notes.

### **Final Exam (30%)**

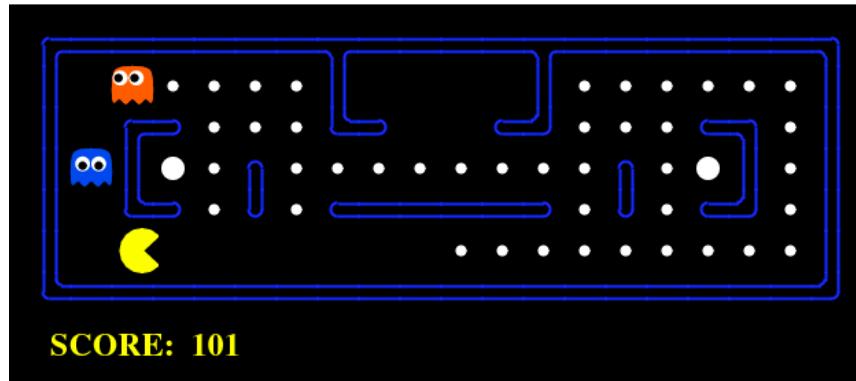
Final exam will be close book and notes.

# Written Homeworks

Homework Assignments (subject to change as the autumn 2018 term progresses.)

- [Homework 0](#) - Math and Python Review (due 8/24)
- Homework 1 - Search Review (due TBA)
- [Homework 2](#) - Markov Decision Processes (due TBA)
- [Homework 3](#) - Reinforcement Learning: Q-learning (due TBA)
- [Homework 4](#) - Reinforcement Learning: Feature-based Representations (due TBA)
- [Homework 5](#) - Probability Review (due TBA)
- Homework 6 - Hidden Markov Models (due TBA)
- Homework 7 - Bayes Nets (due TBA)
- Homework 8 - Naive Bayes (due TBA)
  
- [Interactive Practice](#) - Alpha-Beta Pruning
- [Example Exam](#) - MDPs, Reinforcement Learning, Markov Model, HMM, Bayes Nets

# Programming Projects: Berkeley Pac-Man



## Programming Projects

- [Project 0 - Unix/Python/Autograder Tutorial](#) (optional)
- [Project 1 - Search](#) (optional)
- [Project 2 - Multi-Agent Search](#) (optional)
- [Project 3 - Reinforcement Learning](#) (due TBA)
- [Project 4 - Ghostbusters](#) (due TBA)
- [Project 5 - Classification](#) (due TBA)

# Academic Integrity Policy

## Academic Integrity

Any assignment or exam that you hand in must be your own work (with the exception of group projects). However, talking with others to better understand the material is strongly encouraged. Copying a solution or letting someone copy your solution is cheating. Everything you hand in must be your own words. Code you hand in must be written by you, with the exception of any code provided as part of the assignment. [MOSS \(Measure of Software Similarity\)](#) will be used routinely to detect plagiarism on programming assignments. Any collaboration during an exam is considered cheating. Any student who is caught cheating will be reported to the Committee on Academic Misconduct. Please don't take a chance - if you are having trouble understanding the material, let us know (asking on Piazza, in class or during office hours), and we will be happy to help.

# Piazza and Carmen

## Resources

- **Piazza (QA, discussion, and announcements)**
- **Carmen (project submission and restricted resources)**

The screenshot shows the Piazza course interface for CSE 5522 SP2018 (25167). The top navigation bar includes links for Q & A, Resources, Statistics, Manage Class, and a user profile for Wei Xu. The main content area displays a list of posts and a detailed view of a note.

**Posts List:**

- Office Hour today change** (4/23/18)  
I will have an office hour between 3:30-4:30pm today for questions about final exam and lectures. If you have question
- HW4 Q4 Where should we initialize and...** (4/23/18)  
Since getBeliefDistribution just takes self as a parameter, should we store the particle list in a data attribute? And s
- WEEK 4/15 - 4/21**
- Solutions of the Practice Final** (4/21/18)  
I have posted the solutions of the practice final on the course website. You can find a list of potential topics to be
- Should HW4.q5 run extremely slow?** (4/20/18)  
The auto grader took like 10 min to finish grading q5 for my implementation. Is this normal? It passed all the testcases
- WEEK 4/8 - 4/14**
- Practice Final Exam** (4/12/18)  
We have posted a practice final exam, and we will give 2% extra credit (towards final grade) for submitting your solut

**Note Detail View:**

**note** ★ stop following 18 views

**Project #4 has been released (due April 23)**

The programming project #4 has been released:  
[https://cocoxu.github.io/courses/5522\\_hw/project4.html](https://cocoxu.github.io/courses/5522_hw/project4.html)

It is due April 23rd (Monday).

**You are strongly encouraged to start early on this project!**

hw4 project

edit · good note | 0 Updated 4 months ago by Wei Xu

**followup discussions** for lingering questions and comments

**Start a new followup discussion**

Compose a new followup discussion

# Sci-Fi AI



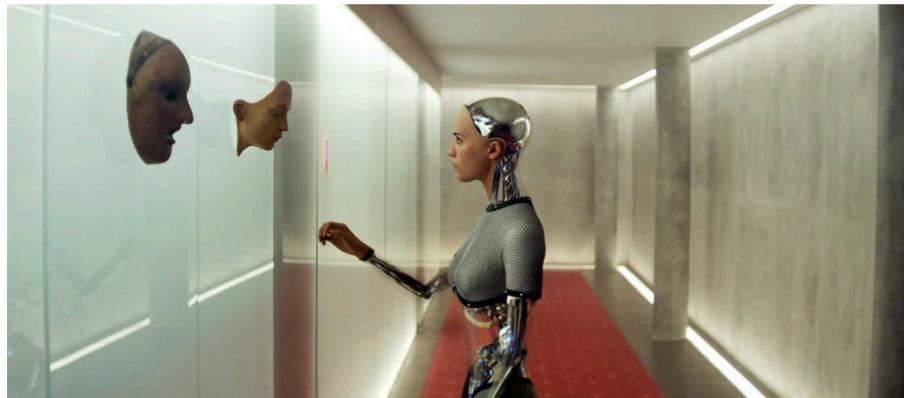
MOVIES

Alex Garland of 'Ex Machina' Talks About Artificial Intelligence



## Alex Garland of 'Ex Machina' Talks About Artificial Intelligence

By ALEX GARLAND APRIL 22, 2015



Alicia Vikander as Ava in "Ex Machina," a film directed by Alex Garland. A24

### RELATED COVERAGE



'Ex Machina' Features a New Robot for the Screen APRIL 2, 2015



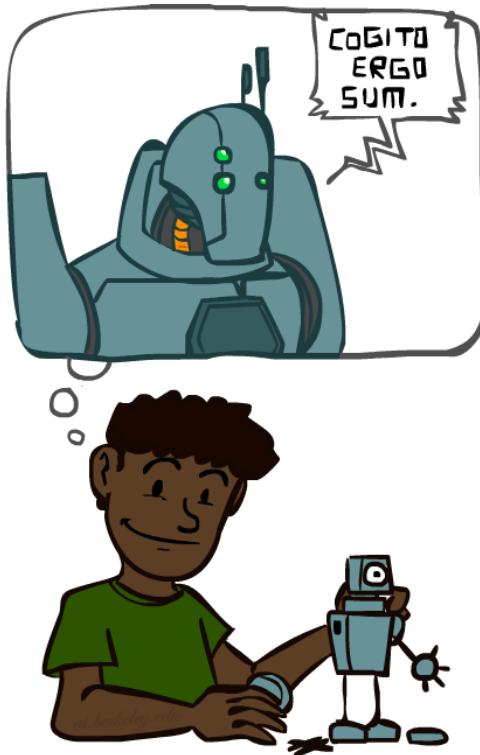
Review: In 'Ex Machina,' a Mogul Fashions the Droid of His Dreams APRIL 9, 2015



T MAGAZINE  
Alex Garland's Sci-Fi Faves MARCH 30, 2015

In the last few years, I've become increasingly fascinated by artificial intelligence, and in particular our escalating fear of it. It seemed to me that our increasingly holistic relationship with technology and abstract clouds of information was compounding this fear and perhaps edging it

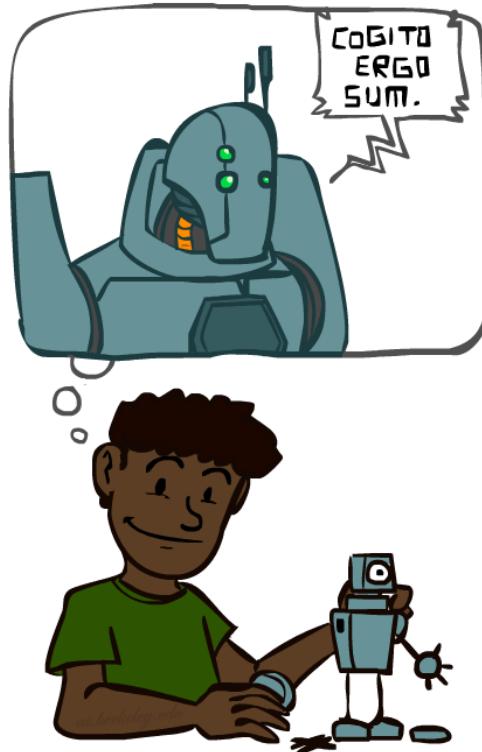
# A (Short) History of AI



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

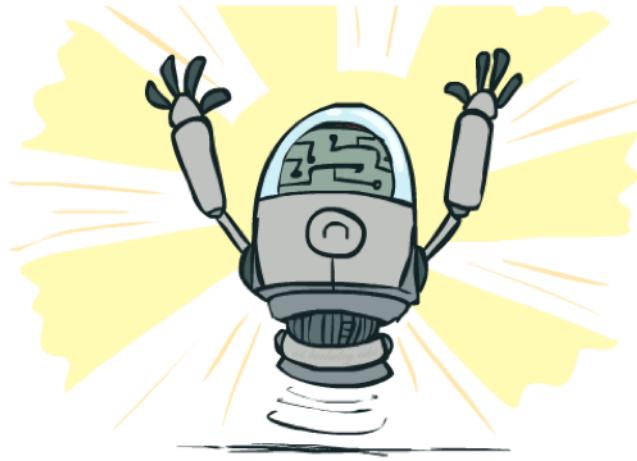
# A (Short) History of AI

- 1940-1950: Early days
  - 1943: McCulloch & Pitts: Boolean circuit model of brain
  - 1950: Turing's "Computing Machinery and Intelligence"
- 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
  - 1956: Dartmouth meeting: "Artificial Intelligence" adopted
  - 1965: Robinson's complete algorithm for logical reasoning
- 1970–90: Knowledge-based approaches
  - 1969–79: Early development of knowledge-based systems
  - 1980–88: Expert systems industry booms
  - 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"?
- 2000–: Where are we now?



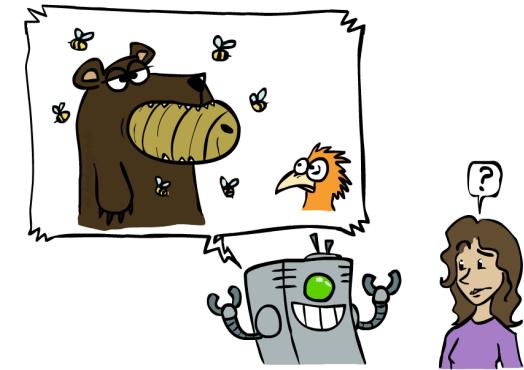
# Which of the following can be done at present?

- ✓ 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?
- ✓ 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?



# 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.
- 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.
- 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.



# Speech and Natural Language Processing

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

**"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".

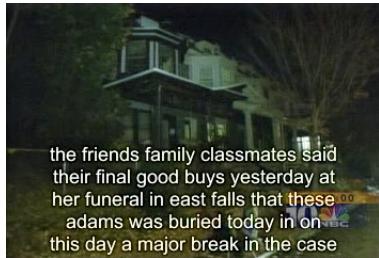
**Les faits** Le dalaï-lama dénonce l'"enfer" imposé au Tibet depuis sa fuite, en 1959  
**Vidéo** Anniversaire de la rébellion



**"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."

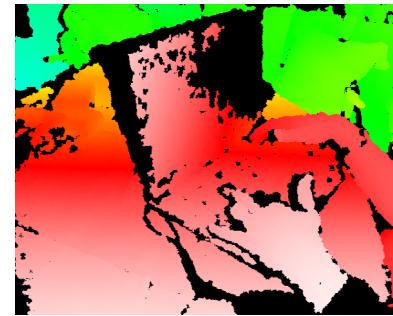
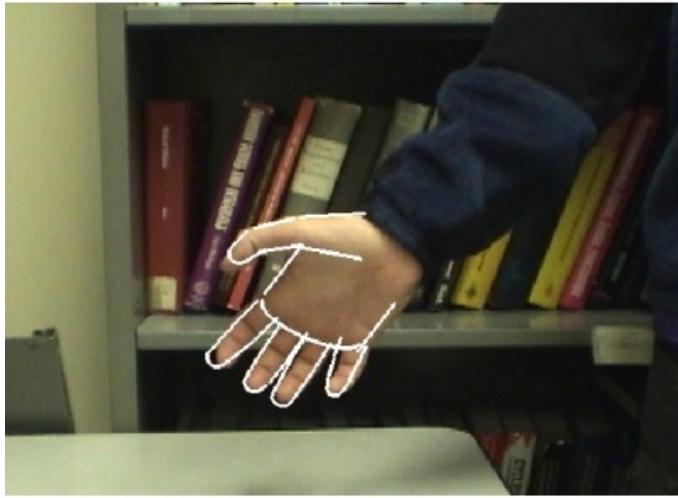
**Facts** The Dalai Lama denounces the "hell" imposed since he fled Tibet in 1959  
**Video** Anniversary of the Tibetan rebellion: China on guard



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

# Computer Vision

- Object and face recognition
- Scene segmentation
- Image classification



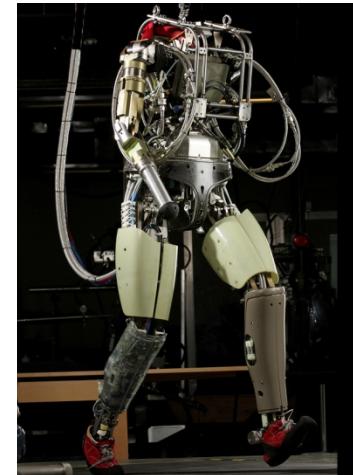
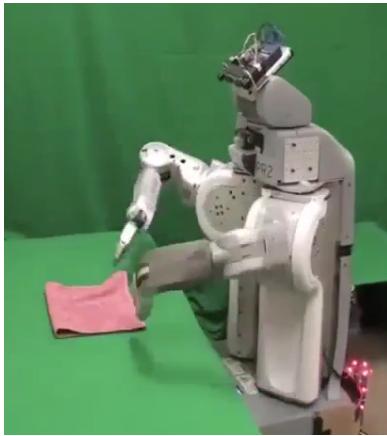
Images from Erik Sudderth (left), wikipedia (right)

Demo1: VISION - lec\_1\_t2\_video.flv  
Demo2: VISION - lec\_1\_obj\_rec\_0.mpg

# Robotics

Images from UC Berkeley, Boston Dynamics, RoboCup, Google

- 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



# 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
  - Can do about the same now with a PC cluster
- **Open question:**
  - How does human cognition deal with the search space explosion of chess?
  - Or: how can humans compete with computers at all??
- **1996: Kasparov Beats Deep Blue**

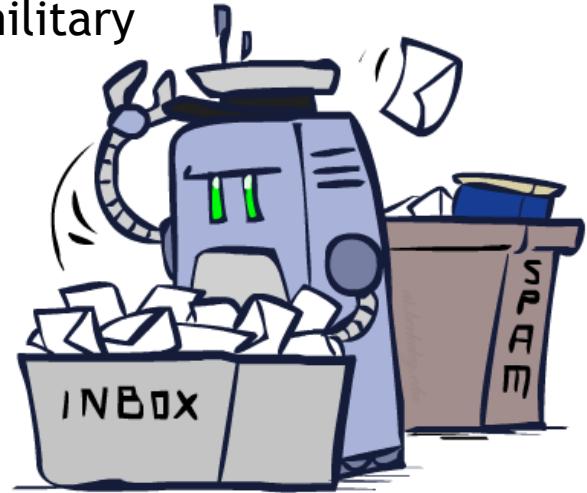
“I could feel --- I could smell --- a new kind of intelligence across the table.”
- **1997: Deep Blue Beats Kasparov**

“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!



# To Do

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- Homework #0
  - Math Review + Python Tutorial
  - Due on next class (Friday)
  - Hand in paper copy at the beginning of class
- On the Waiting List:
  - Fill up OSU's Course Enrollment Permission Form
  - Leave the form at the instructor's office (slip under the door of DL 495)
  - As space open up, some students will receive an email from the instructor, then pick up the signed form (pinned on the wall outside DL 495)
  - Take the signed form to college office