Easter Week Assignment

1. Symbolic AI (or Classic AI) is the old way of thinking about artificial intelligence. Rules are coded into the AI like rules in a chess game. By adding more rules (with usually more code), the machine becomes "smarter".

   https://eteefer.github.io/gridHunt.html has a simple implementation of this type of AI.

2. Watch two sections from Frontline's *In the Age of AI*.
   https://www.pbs.org/video/in-the-age-of-ai-zwfwzb/

   Part 1 watch from time = 0 to time = 21:37

   Part 5 watch from time = 1:32:24 to the end.

Machine Learning is a type of artificial intelligence where machines learn on their own. There are multiple implementations of machine learning.

Deep Learning is a highly successful type of machine learning where the computer is initially fed many data examples. Each example is marked for the machine as a good example or bad example for a desired outcome. The machine then makes decisions about future examples based on that information. It performs numerous calculations on the data to determine an outcome. The decisions from the machine's experiences will be marked as a good example, if the machine was successful, or a bad example, if it wasn't, and become part of the computer's data set for making future decisions. Machines can also share information with other machines.