

COMP3411 Week 01 Tutorial

Yifan He

`z5173587@unsw.edu.au`

`https://github.com/hharryyf/COMP3411-24T1-tutoring`

Self Introduction

- Turn on your camera (hopefully)
- What's your name
- What year/degree are you in
- Why did you enroll in this course?
- What do you want to take away from the course?

About me

- Did this course in 2019
- Finished CS Honour year at UNSW in 2022
- Year 2 PhD student, studying the field of logic & general game playing
 - Supervisors: Michael Thielscher & Abdallah Saffidine
 - Solving Two-player Games with QBF Solvers in General Game Playing (AAMAS 2024)

- Intelligence: the ability to adapt to a new environment

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software

Q2

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software
- Agent

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software
- Agent
 - A program that is designed to perceive its environment, make decisions, and take actions to achieve a specific goal or set of goals.

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software
- Agent
 - A program that is designed to perceive its environment, make decisions, and take actions to achieve a specific goal or set of goals.
 - Reactive, Model-based, Planning, Game playing, Learning

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software
- Agent
 - A program that is designed to perceive its environment, make decisions, and take actions to achieve a specific goal or set of goals.
 - Reactive, Model-based, Planning, Game playing, Learning
- Rationality: the ability to do the right thing

- Intelligence: the ability to adapt to a new environment
- Artificial Intelligence: the intelligence of software
- Agent
 - A program that is designed to perceive its environment, make decisions, and take actions to achieve a specific goal or set of goals.
 - Reactive, Model-based, Planning, Game playing, Learning
- Rationality: the ability to do the right thing
- Logical reasoning: premises \rightarrow conclusion

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker
 - Chess, Go: MCTS + DRL

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker
 - Chess, Go: MCTS + DRL
 - Poker: counterfactual regret minimization + DRL

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker
 - Chess, Go: MCTS + DRL
 - Poker: counterfactual regret minimization + DRL
- Discover and prove new mathematical theorems

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker
 - Chess, Go: MCTS + DRL
 - Poker: counterfactual regret minimization + DRL
- Discover and prove new mathematical theorems
 - Discover: semi-automated, AlphaTensor

Q3: State of the Art

- Play games like Chess, Go, Bridge or Poker
 - Chess, Go: MCTS + DRL
 - Poker: counterfactual regret minimization + DRL
- Discover and prove new mathematical theorems
 - Discover: semi-automated, AlphaTensor
 - Prove: semi-automated, Isabelle
- Perform a complex surgical operation
 - Semi-automated: medical imaging, surgery assistance da Vinci Surgical System

Q4: PEAS model

- PEAS: Performance measure, Environment, Actuator, and Sensor.
- Performance measure: “score” of the agent
- Environment: the surroundings of the agent
 - Simulated vs Embodied
 - Static vs Dynamic
 - Discrete vs continuous
 - Fully Observable vs Partially Observable
 - Deterministic vs Stochastic
 - Episodic vs Sequential
 - Single vs Multi-agent
- Actuator: “part” responsible for the output
- Sensor: “part” receives the input

Q4: PEAS examples

- Play table tennis

Q4: PEAS examples

- Play table tennis
 - P: normal rule of table tennis
 - E: room, light, ball, player
 - A: arm & racquet
 - S: camera
- Play Chess/Go/Poker

Q4: PEAS examples

- Play table tennis
 - P: normal rule of table tennis
 - E: room, light, ball, player
 - A: arm & racquet
 - S: camera
- Play Chess/Go/Poker
 - P: normal rule of Chess/Go/Poker
 - E: normal environment of Chess/Go/Poker
 - A: moves
 - S: keyboard

Q4: PEAS examples

- Perform surgical operation

Q4: PEAS examples

- Perform surgical operation
 - P: survival? whether the tumor is removed.
 - E: patient, tumor
 - A: robotic arm with a surgical knife
 - S: camera, keyboard

Q5: ChatGPT strength and weaknesses

- No right or wrong answers

Q5: ChatGPT strength and weaknesses

- No right or wrong answers
- Strength: Efficiency, expert at shallow search

Q5: ChatGPT strength and weaknesses

- No right or wrong answers
- Strength: Efficiency, expert at shallow search
- Weakness: False information