

## NUS Course Materials: Ethical Behaviour and Respecting Copyright

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## Examples of Disallowed Actions

- No Posting on any websites (except for the materials explicitly allowed by your lecturer in the respective module)
- No selling of material
- No sharing of questions/answers which could lead to cheating/plagiarism



# Course Overview

CS4246/CS5446

AI Planning and Decision Making

This lecture will be  
recorded!

# Hello!

- **Akshay Narayan**

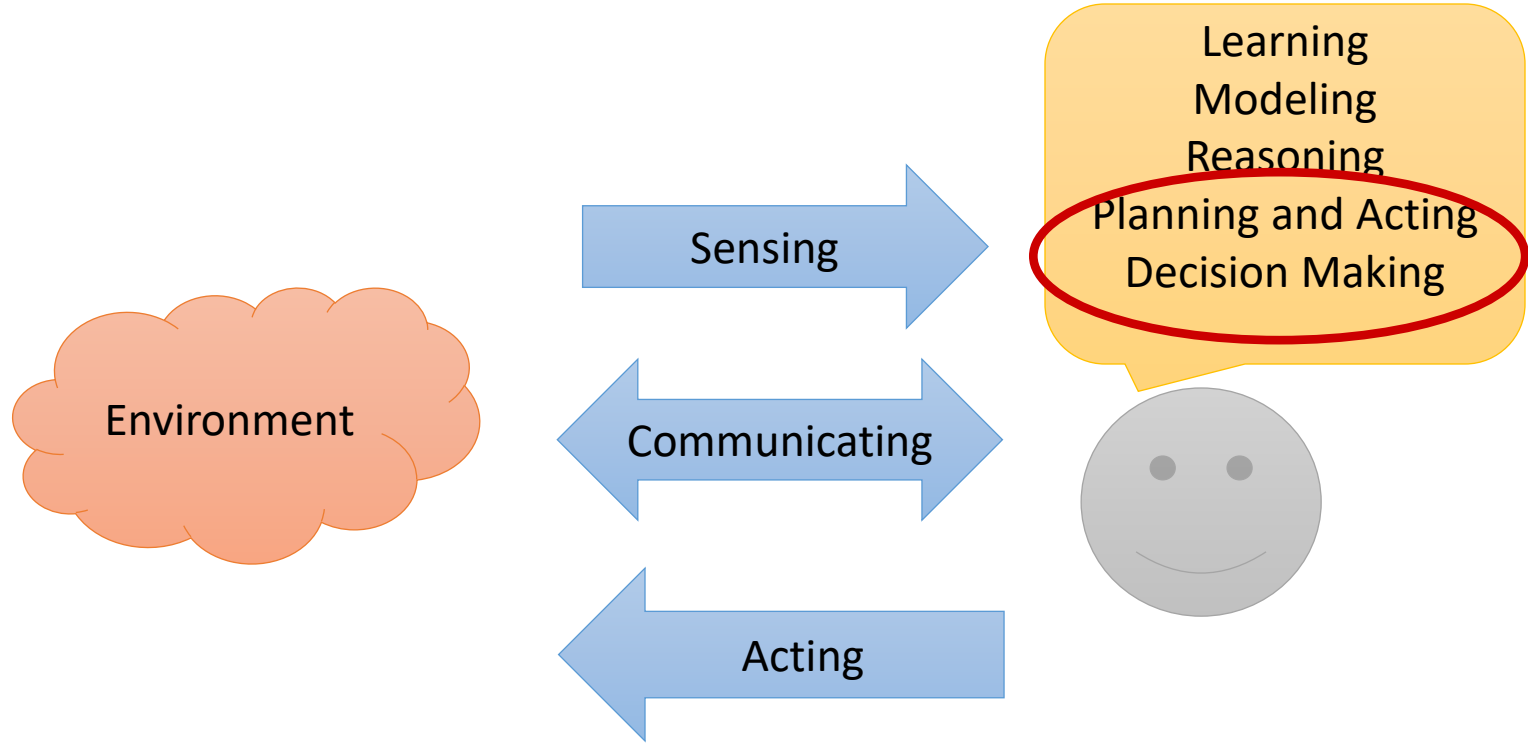
- Lecturer, SOC
- Teaching: AI (CS4246/CS5446, CS3243) and SE (CS2113, CS3219, TIC3001, CS3203, CS2103)
- Research: AI and Reinforcement learning
- Before: TA 4 times; 3 yrs. Industry



- **Contact**

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# AI: Building A Rational Agent



# AI Planning and Decision Making

- An intelligent agent needs to:
- make rational decisions
    - What does rational mean?
    - What are the decision objectives and guiding values?
  - plan a sequence of actions to achieve some objective
    - How to learn to take actions optimally when there is uncertainty? Change?
    - How to scale it up to large problems?
  - act appropriately when there are other agents around
    - How to act when the other agents are also “thinking” and optimizing for themselves?
    - How to function and behave in a **responsible** manner in a human society?
- The **Actor's View of Planning**:
- How to **plan to act** effectively in the real world?
  - How to **act to plan** effectively in the real world?



# Course Objectives

- What is this course about?
  - To introduce **foundational concepts and practical implications** of AI planning and decision making
  - To survey some state-of-the-art advancements in theory and application of AI planning and decision-making technologies
- What will you learn from this course?
  - Understand the main **concepts, capabilities, and limitations** of AI planning and decision technologies
  - Apply the technologies in different applications
  - \*Develop new technologies and applications

# Syllabus

Week	Topics	Week	Topics
1	Introduction & Classical Planning	7	Reinforcement Learning   Test (?)
2	Real-world Planning and Acting	8	Real World Reinforcement Learning
3	Rational Decision Making	9	Partially Observable Markov Decision Process
4	Decision Analysis/Decision Theory	10	Game Theory and Multi-agent Decision Making
5	Markov Decision Process	11	Human Factors and Judgmental Decision Making & Responsible AI Decision Making
6	Reinforcement Learning	12	Test
R		13	<i>State-of-the-art Applications and Future Trends</i> AKA Project Presentations





# Required Background for Enrollment

- Discrete Structures
  - Logic, Proofs, Functions, Relations, Recursion, Induction, Combinatorics, Graph Theory
- Probability and Statistics
  - Basic probability theory, random variables, Bayes' Theorem, probability models, information theory, experiment design, hypothesis testing, statistical inference
- Artificial Intelligence
  - Knowledge Representation, Reasoning, Learning, Search
- Linear Algebra and Calculus
  - Matrices, basic matrix operations, eigenvalues and eigenvectors, derivatives, maximization and minimization

# Teaching Team

Name	Role	Contact
Akshay Narayan	Course Coordinator	<a href="mailto:dcsaksh@nus.edu.sg">dcsaksh@nus.edu.sg</a>
Hannah Brown	Tutor	<a href="mailto:e0792519@u.nus.edu">e0792519@u.nus.edu</a>
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Note: Please ask technical and course organization questions through the **FORUM** on **Canvas**!

# Course Logistics

- Classes (weekly)

- Wednesday 1830 – 2030

In-person

Lecture (LT16)

- Various

In-person

Tutorials

- Grading policy

- Homework, participation\*, and quizzes

45 %

- Project (**report** due **22 Apr**; presentation in week 13)

25 %

- Test(s) (*in-person, closed-book, using Exemplify*)

30 %

Submission via Turnitin

# Course Logistics

- Core Contents


- Main components are the same for CS4246 and CS5446
- Common lectures
- Tests and assignments may be differentiated between CS4246 and CS5446
- Discussions on Canvas forum

- Tutorials and Assignments

- Attempt tutorial questions before class; present and discuss in class
- Homework (Pair): Written questions + Programming – Prerequisite: Python

- Project

- Self-defined topic in teams of 4
- 1-page proposal due after Recess Week (you can submit earlier too!)



Should be from  
the same cohort



# Course Logistics

- SOC Unix Account

- If you don't already have a SOC Unix account, please create one
- Refer to the announcement made earlier

- Attendance

- Lecture attendance is optional
  - In-lecture quizzes are used to boost participation marks if necessary
- Tutorial attendance & participation are recorded
  - Counted towards participation



# Course Resources

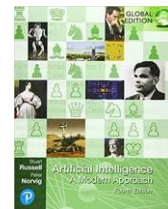
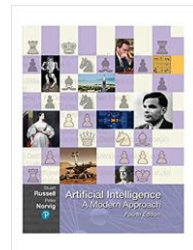
- Canvas
  - Course syllabus
  - Announcements
  - Lecture notes
  - Handouts
  - Assignments
  - Discussion Forum
  - Multimedia

Information on and web-links to other relevant materials will be made available throughout the course

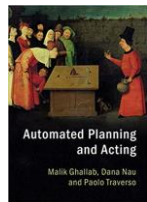
# Reference Books

- Main reference book:

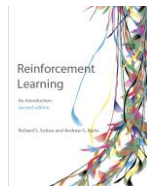
- (RN) Russell, S. and P. Norvig, Artificial intelligence: A modern approach. 4th ed. (Global ed.) 2021: Pearson. (Alternate: 3<sup>rd</sup> ed.)  
[Table of contents for 4<sup>th</sup> ed.: <http://aima.cs.berkeley.edu/contents.html> ]



- Reference books:



- (GNT) Ghallab, M., Nau, D. and Traverso, P. Automated Planning and Acting. Cambridge University Press, Cambridge, 2016.  
[Book website: <http://projects.laas.fr/planning/> ]  
[e-Book for personal use: <http://projects.laas.fr/planning/book.pdf> ]



- (SB) Sutton, R. S. and A. G. Barto. Reinforcement Learning: An introduction. 2nd ed. MIT Press, 2018, 2020  
[Book website: <http://incompleteideas.net/book/the-book.html> ]  
[e-Book for personal use: <http://incompleteideas.net/book/RLbook2020.pdf> ]

# Additional Resources

- You will also find good tutorials, tools, publications at:
  - Conference in Uncertainty in Artificial Intelligence (UAI)
    - <https://www.auai.org>
  - American Association for Artificial Intelligence Conference (AAAI)
    - <https://www.aaai.org>
  - International Joint Conference on Artificial Intelligence (IJCAI)
    - <https://www.ijcai.org>
  - Neural Information Processing Systems Conference (NeurIPS)
    - <https://nips.cc>
  - International Conference on Automated Planning and Scheduling (ICAPS)
    - <https://www.icaps-conference.org>
  - International Conference on Autonomous Agents and Multiagent Systems (AAMAS)
    - <https://www.ifaamas.org>
  - International Conference on Artificial Intelligence and Statistics (AISTATS)
    - <https://aistats.org>
  - ...





# Honour Code

- NUS Code of Student Conduct:
  - (A) Academic, Professional and Personal Integrity
  - (B) Respect for People
  - (C) Respect for and Compliance with the Law and with Campus Policies and Regulations
  - (D) Responsibility towards Maintaining the Campus as a Place Conducive for Learning and Living
- This module will teach you how to apply and develop powerful **Responsible AI** technologies for the betterment of humankind
- If you are unable or unwilling to respect and abide by the Honour code, please **DO NOT** take this module!