

INTRODUCTION TO ARTIFICIAL INTELLIGENCE





Hello!

I am Jahanzeb Naeem

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Purpose



Purpose

- To teach you the basics of AI
- To excite you.

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Structure



Structure

- Classes
- Quizzes
- Assignments
- Exams



Quiz

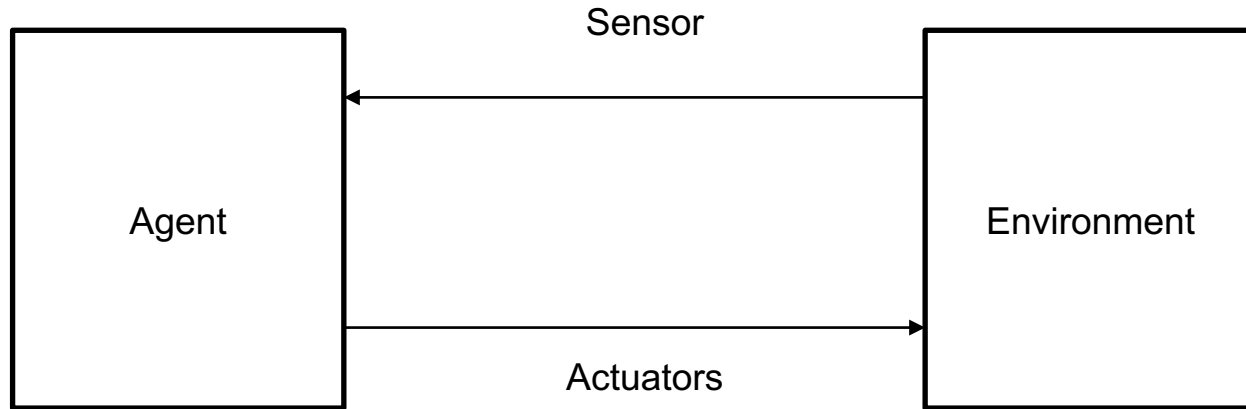
- A AI program is called
 - Wetware
 - Formula
 - **Intelligent Agent**

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Intelligent Agent



Intelligent Agent



- The complete cycle is known as Perception - Action Cycle.

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Quiz



Quiz

- AI has successfully used in
 - Finance
 - Robotics
 - Games
 - Medicine
 - The Web
 - None of them

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AI Implementations

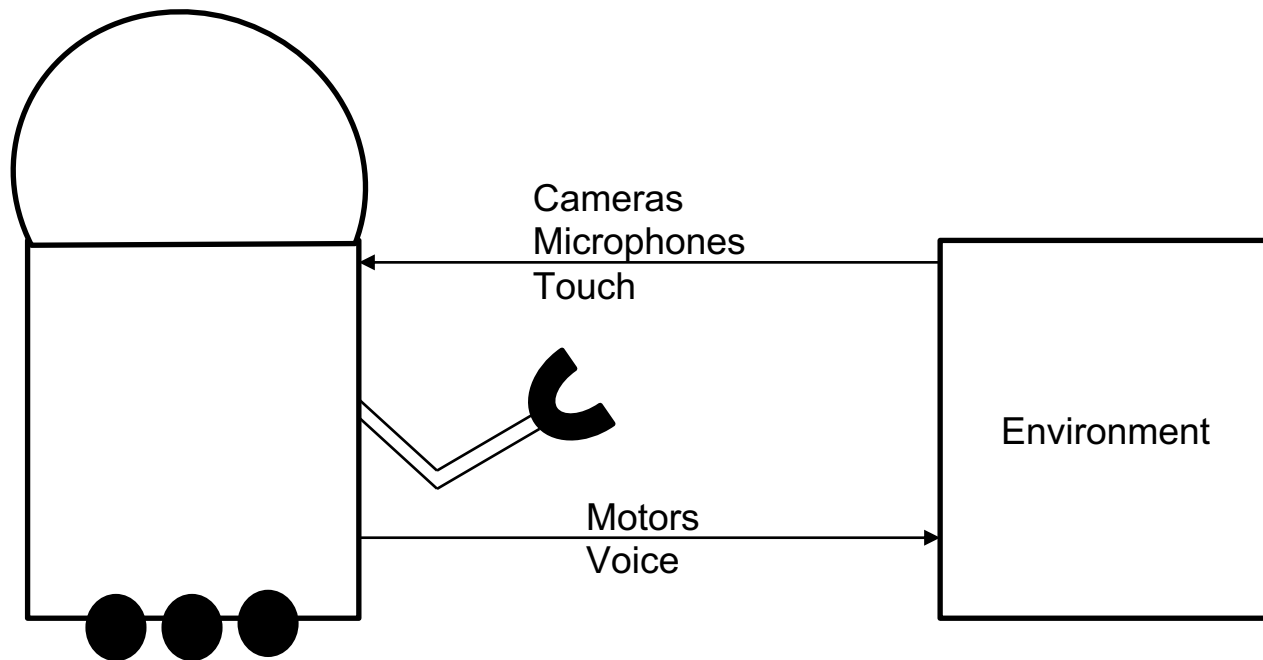


AI in Finance



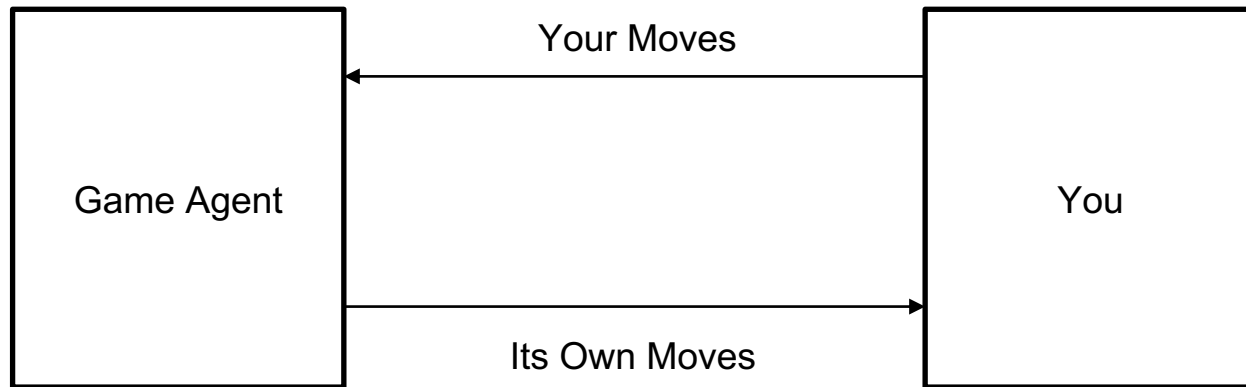


AI in Robotics



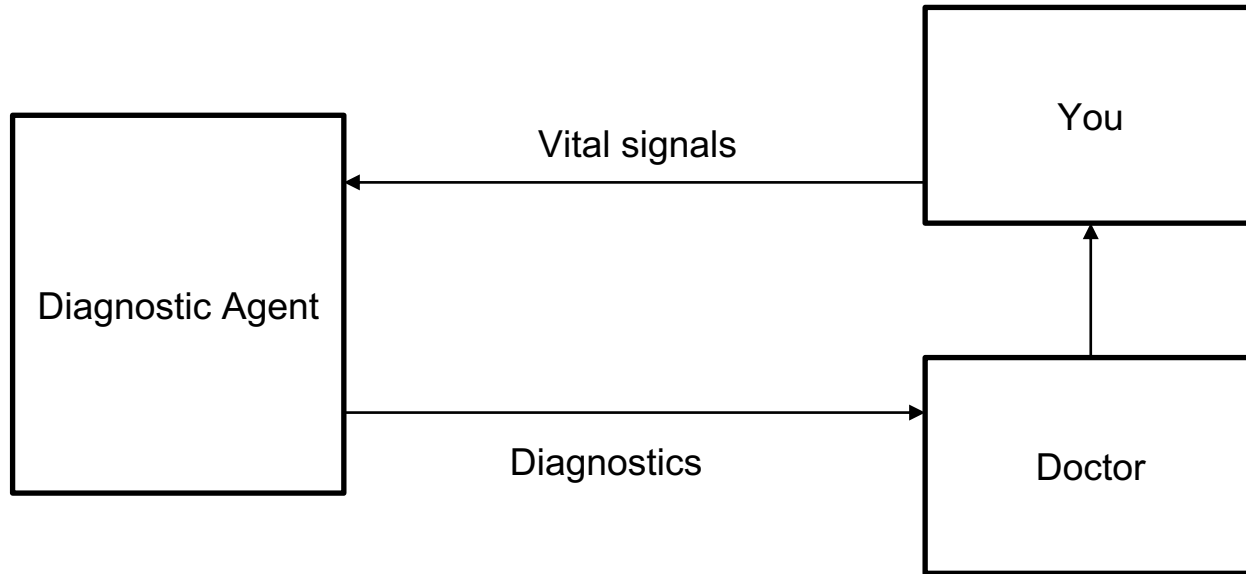


AI in Games



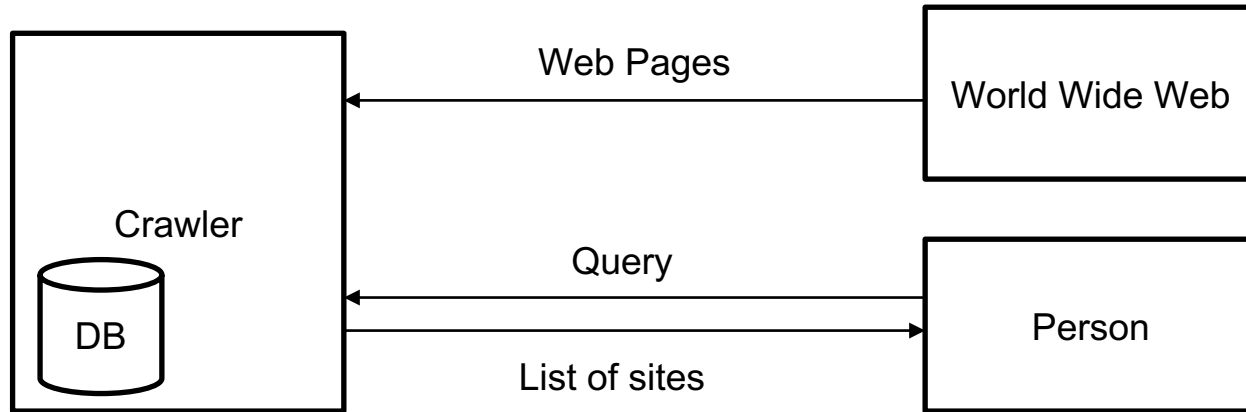


AI in Medicine





AI and The Web



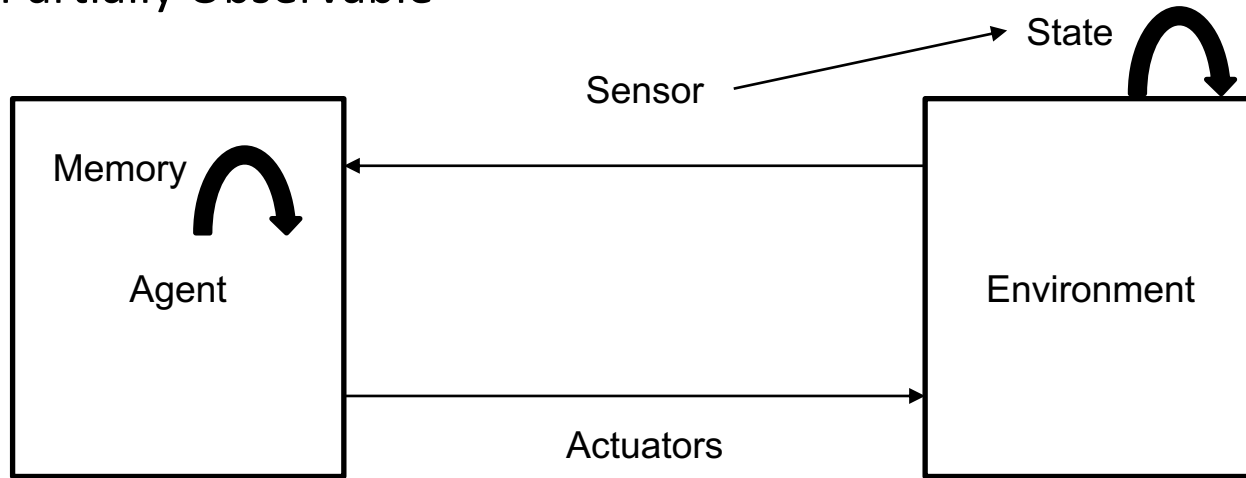
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Terminology



Terminologies

● Fully vs Partially Observable





Terminologies

- Fully vs Partially Observable
- Deterministic vs Stochastic
- Discrete vs Continuous
- Benign vs Adversarial



Quiz

	Partially Observable	Stochastic	Continuous	Adversarial
Checkers	No	No	No	Yes
Poker	Yes	Yes	No	Yes
Robot Car	Yes	Yes	Yes	No

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AI as Uncertainty Management



AI as Uncertainty Management

- AI = What to do when you don't know what to do?
- Reasons of Uncertainty
 - Sensor Limits
 - Adversaries
 - Stochastic Environments
 - Laziness
 - Ignorance



Example

- Machine Translation System

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Summary



Summary

- Key Applications of AI
- Intelligent Agent
- 4 Key Attributes
- Sources of Uncertainty
- Rationality