Artificial Intelligence
CE-417, Group 2
Computer Eng. Department
Sharif University of Technology

Fall 2020

By Mohammad Hossein Rohban, Ph.D.

Courtesy: Most slides are adopted from CSE-573 (Washington U.), original slides for the textbook, and CS-188 (UC. Berkeley).

Course Information and Policies

Instructor: **Mohammad Hossein Rohban**

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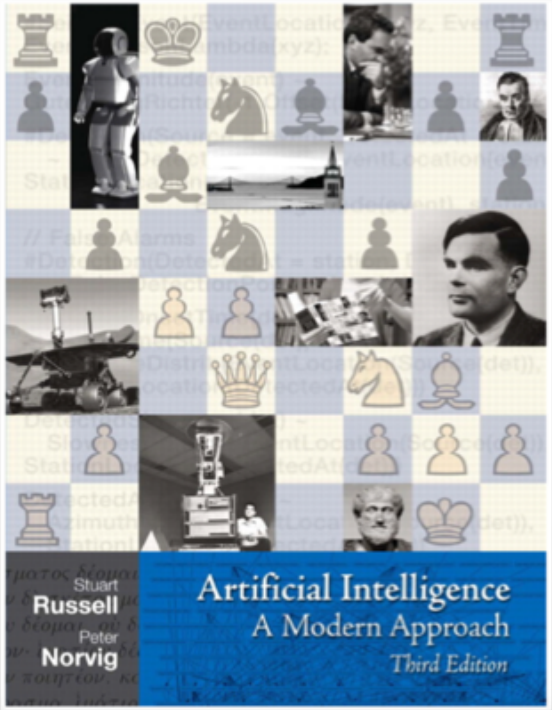
Office hours: in my office by appointment through email

Course website: http://ce.sharif.edu/courses/99-00/1/ce417-2/

Head TA: Kiarash Banihashem, Vahid Zehtab

Course information and Policies (cont.)

Textbook: **Artificial Intelligence: A Modern Approach**, by Stuart Russell and Peter Norvig. 3rd Edition, 2009.



Prerequisites:

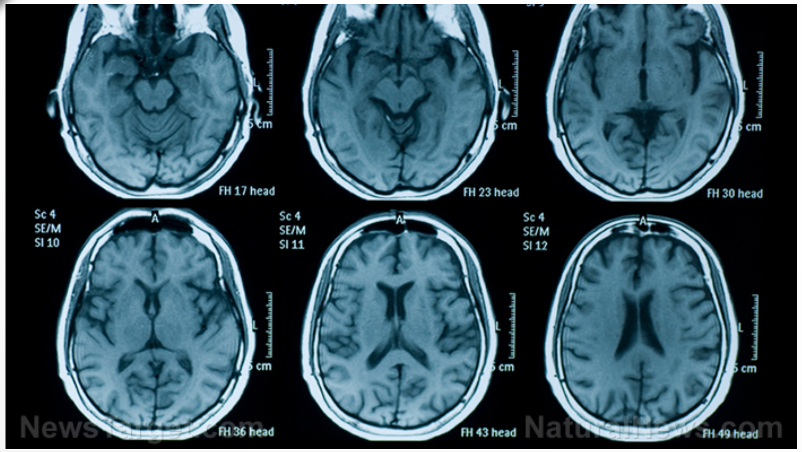
- Knowledge of a programming language
- Data Structures and Algorithms
- **Probability and Statistics**

Course information and Policies (cont.)

Grading Policy:

- Homework and Programming Assignments (40 + 5%)
- Midterm (25 + 2.5%)
- Final Exam (35 + 2.5%)
- Presentation (5%)

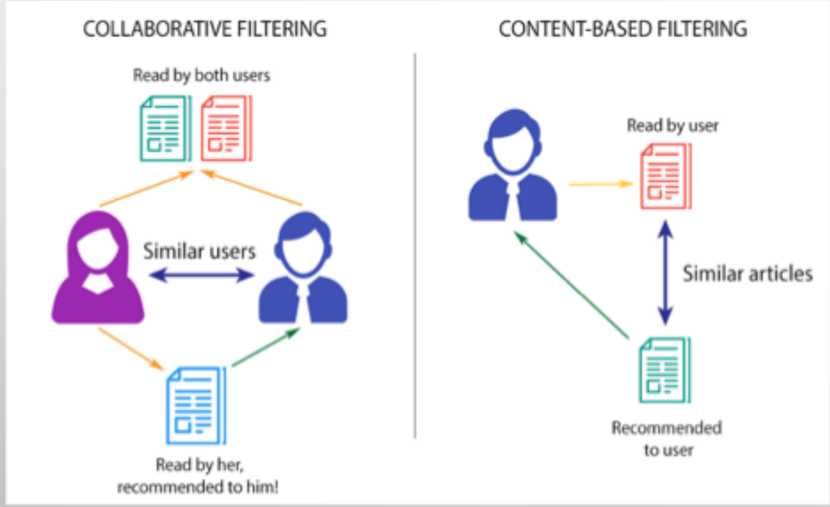
Medical Diagnosis



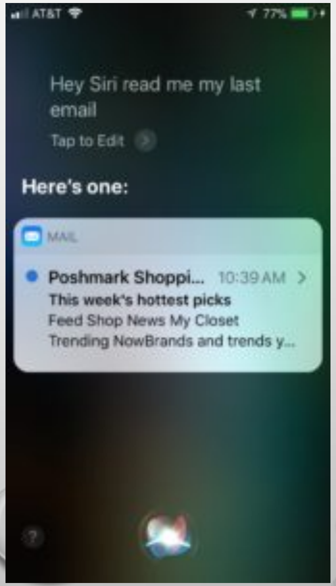
Sentiment Analysis

"The food was very good, but it took over half an hour to be seated, ... and the service was terrible. The room was very noisy and cold wind blew in from a curtain next to our table. Desserts were very good, but because of [the] poor service, I'm not sure we'll ever go back!"

Marketing

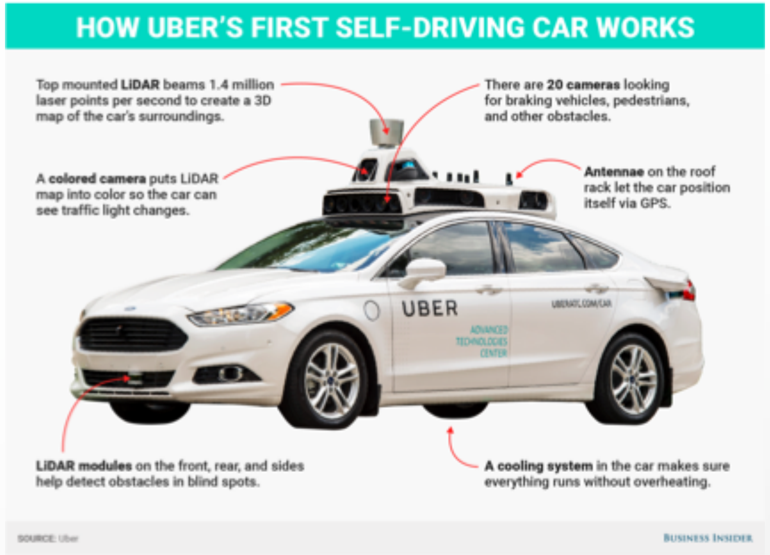


Virtual Assistant

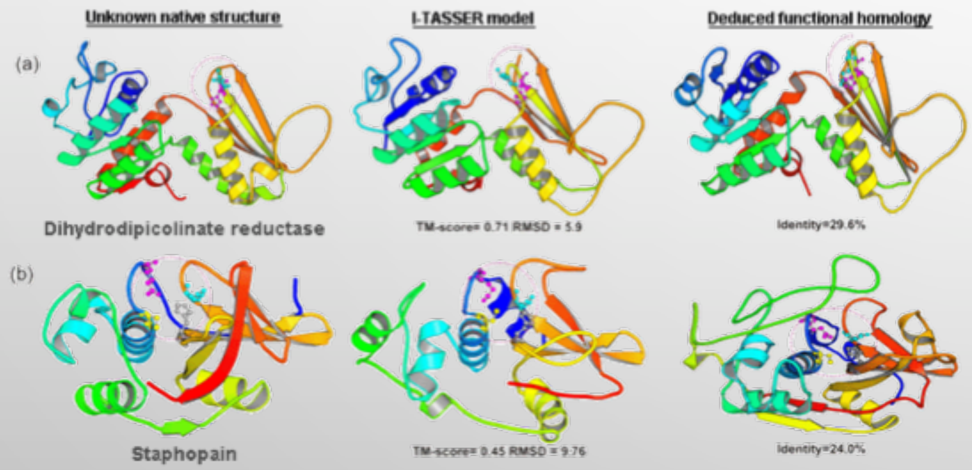


Game Playing

Self-driving Cars



Protein Function Prediction



Stock Market Forecasting

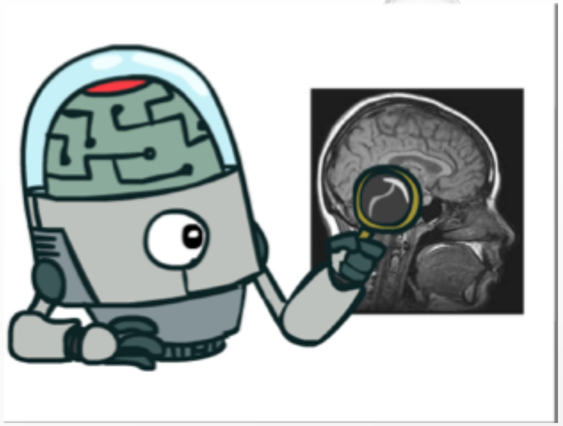
Outline

- What is AI?
- What can AI do nowadays?
- What subjects we will cover in this course?
- Let’s begin: Rational Agents

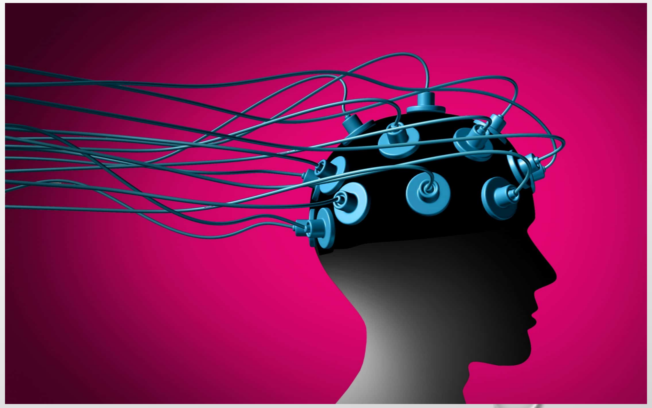
What is AI?

The science of making machines that:

Thinking humanly: Cognitive Science

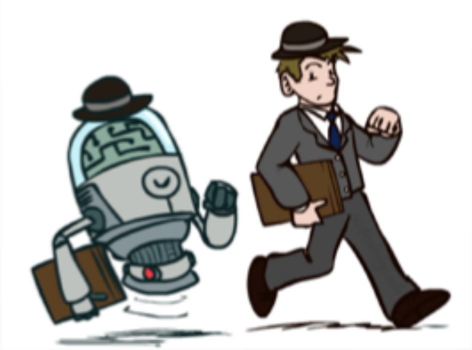


- 1960s “cognitive revolution”: information-processing psychology replaced prevailing orthodoxy of behaviorism.



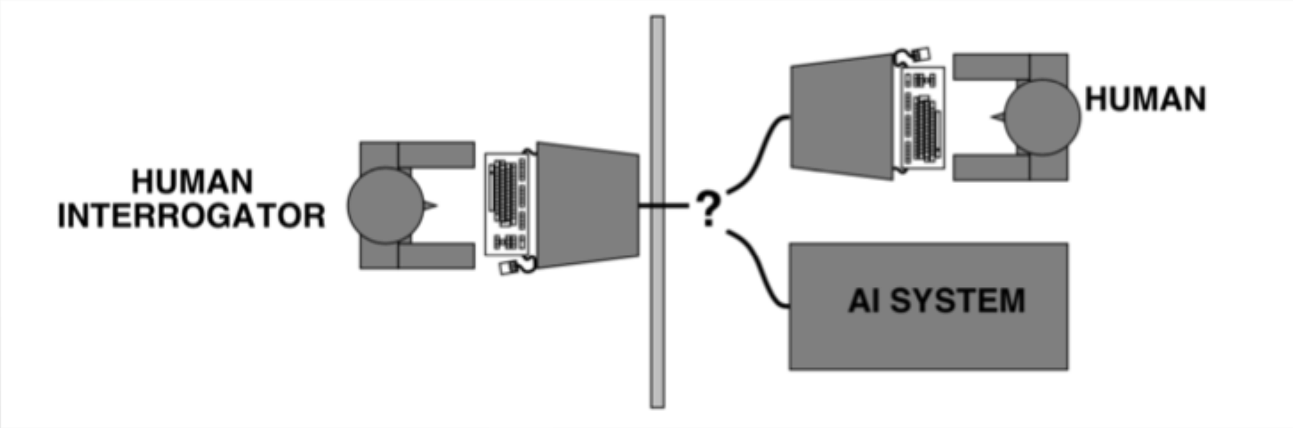
- Requires scientific theories of internal activities of the brain
  - What level of abstraction? “Knowledge” or “circuits”?
  - How to validate? Requires :
    1. Predicting and testing behavior of human subjects (top-down), or
    2. Direct identification from neurological data (bottom-up)
- Both approaches (roughly, Cognitive Science and Cognitive Neuroscience) are now distinct from AI

Acting Humanly: The Turing Test



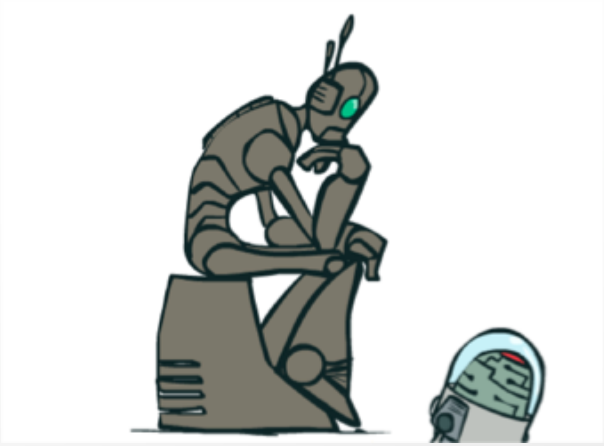
Turing (1950) “computing machinery and intelligence”:

- “can machines think?” → “Can machines behave intelligently?”
- Operational test for intelligent behavior: the imitation game



- Caveat: Turing test is not reproducible, constructive, or amenable to mathematical analysis.

Thinking rationally: Laws of Thought

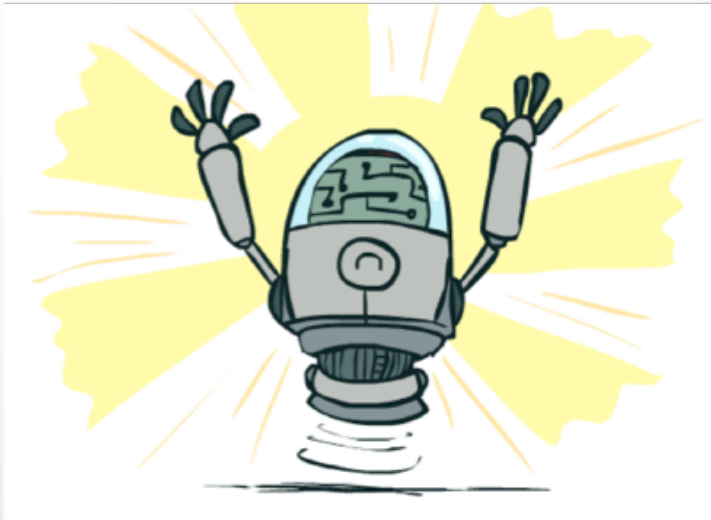


- Aristotle: what are correct arguments/thought processes?
- Several Greek schools developed various forms of logic: notation and rules of derivation for thoughts;
- May or may not have proceeded to the idea of mechanization
- Direct line through mathematics and philosophy to modern AI.
- Caveat: Not all intelligent behavior is mediated by logical deliberation

Rational Decisions

We'll use the term **rational** in a very specific, technical way:

- Rational: maximally achieving pre-defined goals
- Rationality only concerns what decisions are made (not the thought process behind them).
- Goals are expressed in terms of the **utility** of outcomes
- Being rational means **maximizing your expected utility**

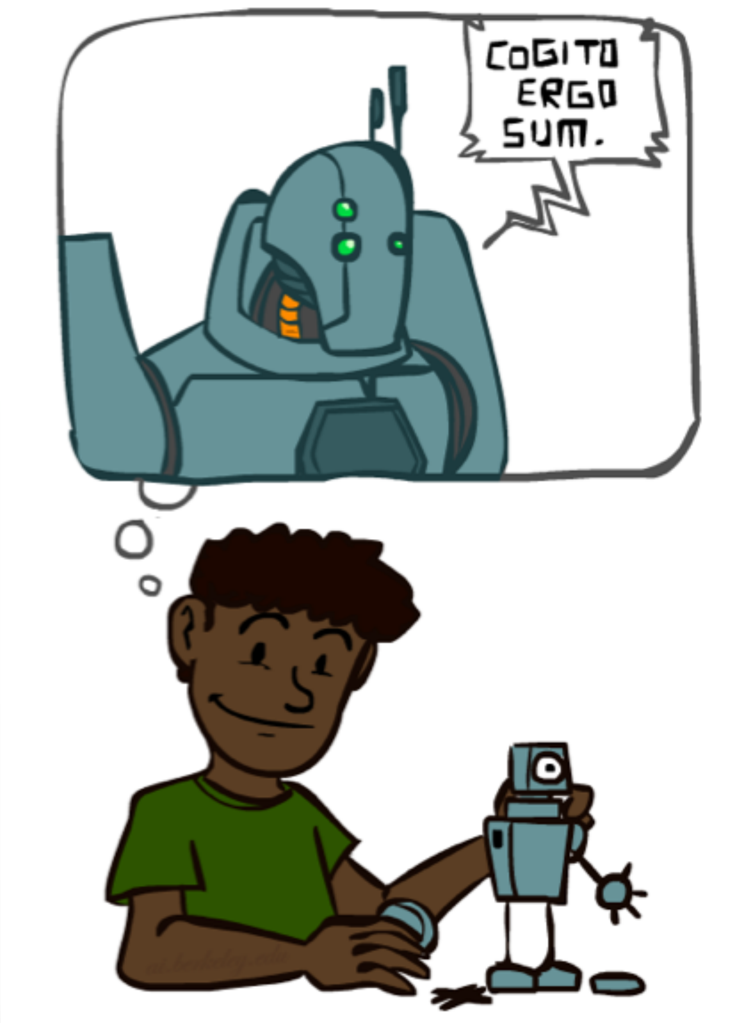


A better title for this course would be:

Computational Rationality

A (Short) History of AI

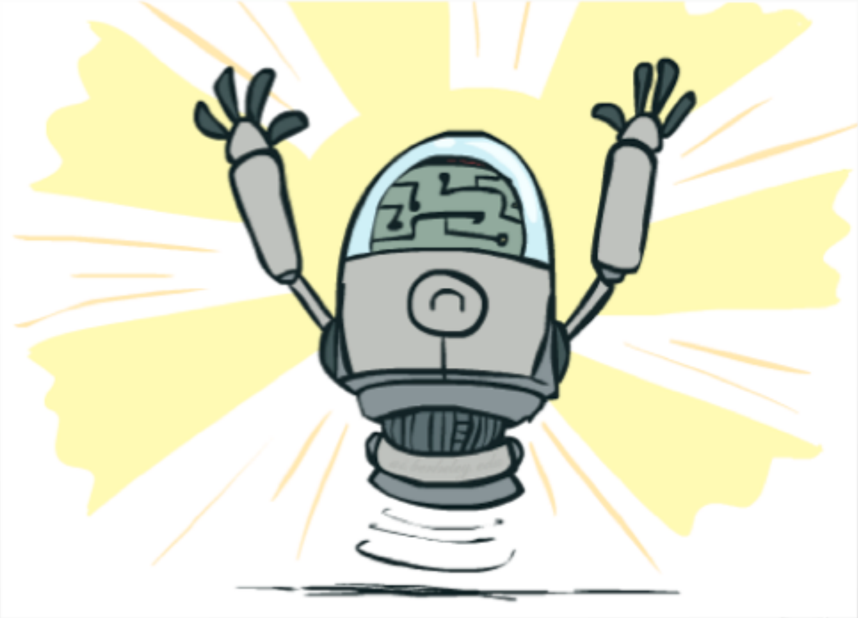
- 1940-1950: Early days
  - 1943: Mcculloch & Pitts: Boolean circuit model of brain
  - 1950: Turing's "computing machinery and intelligence"
- 1950—70: excitement: look, ma, no hands!
  - 1950s: early AI programs, including Samuel's checkers program, Newell & Simon's logic theorist, Gelernter's geometry 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?



What can AI do nowadays?

Which of the following can be done at present?

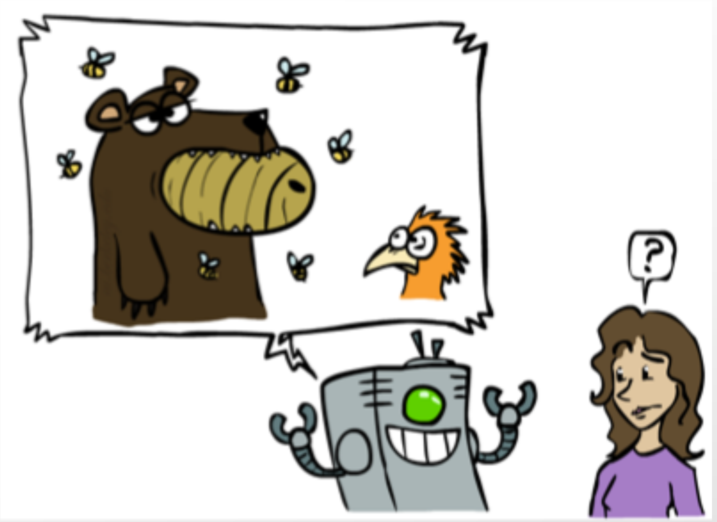
- Play a decent game of table tennis?
- Play a decent game of jeopardy?
- Drive safely along a curving mountain road?
- Drive safely along telegraph avenue?
- Buy a week's worth of groceries on the web?
- Buy a week's worth of groceries at Berkeley bowl?
- Discover and prove a new mathematical theorem?
- 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.

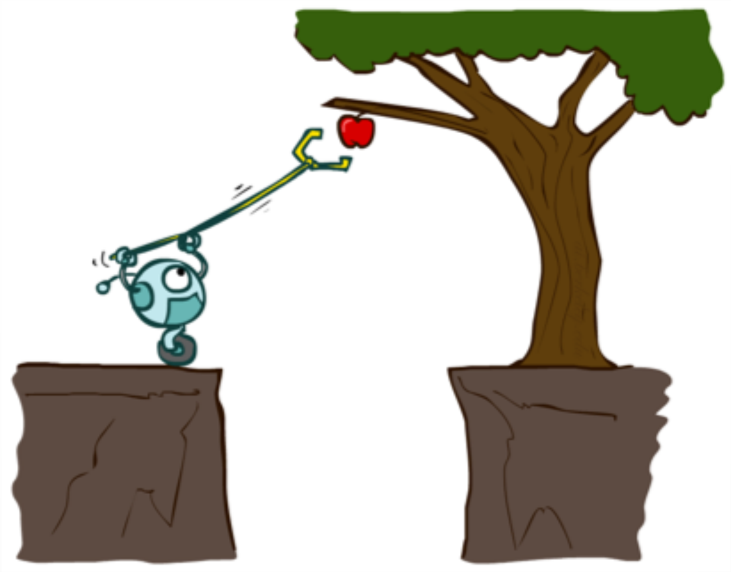
[Shank, Tale-Spin System, 1984]

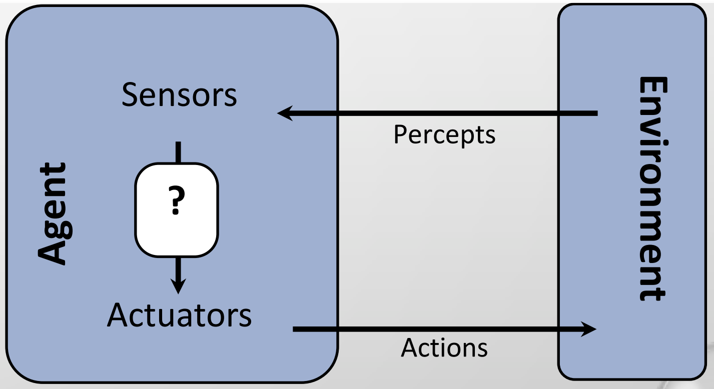
Rational Agent

- An agent is an entity that **perceives** and **acts**
- Abstractly, an agent is a function from percept histories to actions:

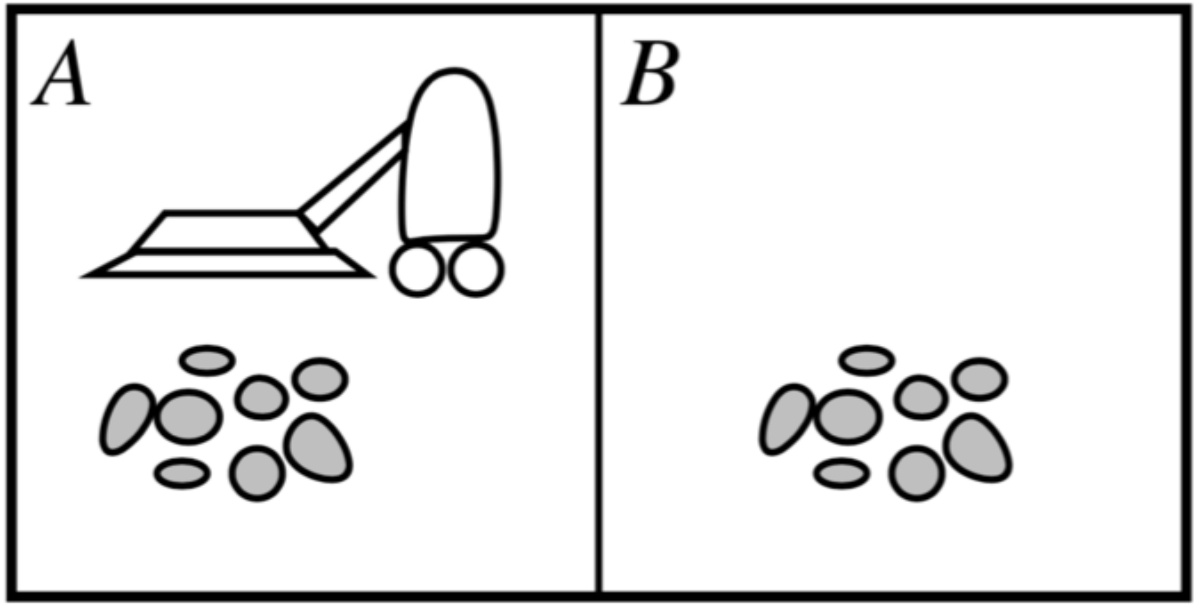
$$f : \mathcal{P}^* \rightarrow \mathcal{A}$$

- For any given class of environments and tasks, we seek the
  - agent (or class of agents) with the best (expected) performance (or utility)
- Caveat: computational limitations make perfect rationality unachievable
  - design best program for given machine resources





Vacuum-cleaner world



Percepts: location and contents, e.g., $[A, Dirty]$

Actions: $Left$, $Right$, $Suck$, $NoOp$

A vacuum-cleaner agent

Percept sequence	Action
$[A, Clean]$	$Right$
$[A, Dirty]$	$Suck$
$[B, Clean]$	$Left$
$[B, Dirty]$	$Suck$
$[A, Clean]$, $[A, Clean]$	$Right$
$[A, Clean]$, $[A, Dirty]$	$Suck$
$\vdots$	$\vdots$

function REFLEX-VACUUM-AGENT([*location*,*status*]) **returns** an action

    if $status = Dirty$ **then return** *Suck*
    else if $location = A$ **then return** *Right*
    else if $location = B$ **then return** *Left*

What is the **right** function?
Can it be implemented in a small agent program?

Rationality?

- Fixed performance measure evaluates the environment sequence
  - one point per square cleaned up in time T?
  - one point per clean square per time step, minus one per move?
  - penalize for > k dirty squares?
- A rational agent chooses whichever action maximizes the **expected value** of the performance measure given the **percept sequence to date**

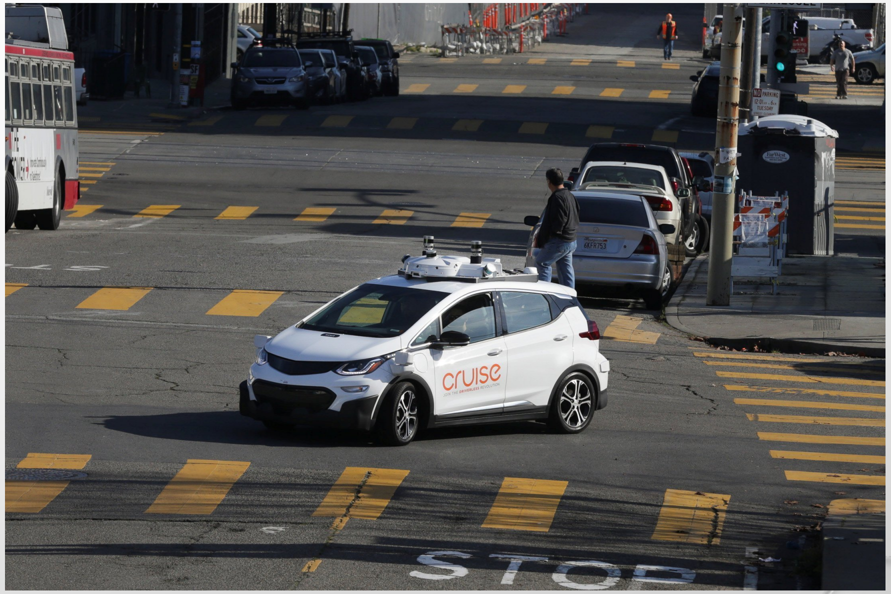
Rationality? (cont.)

- Rational $\neq$ omniscient
  – percepts may not supply all relevant information
- Rational $\neq$ clairvoyant
  – action outcomes may not be as expected
- Hence, rational $\neq$ successful

  Rational $\Rightarrow$ exploration, learning, and autonomy

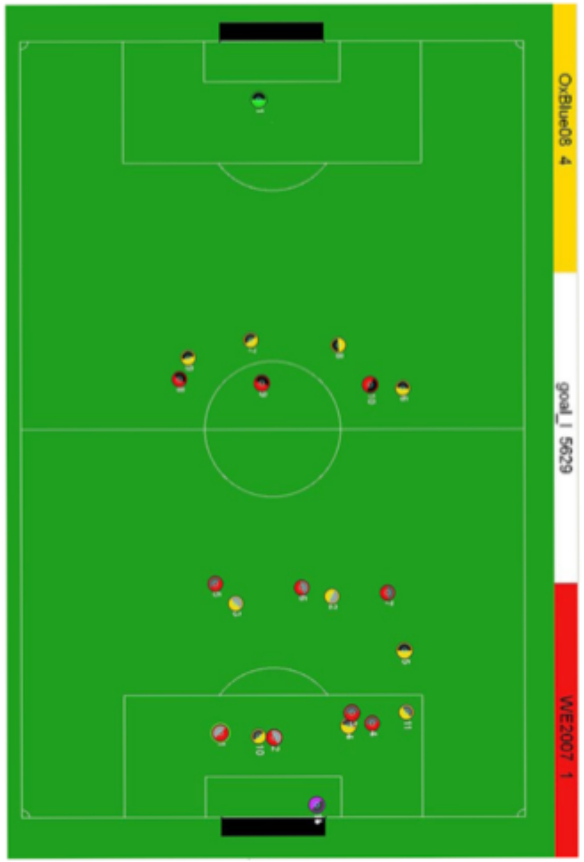
Modeling the world

- To design a rational agent, we must specify the **task environment**
    - Also known as PEAS (e.g. in automated taxi agent):
- Performance measure (sometimes with constraints)
- Environment
- Actuators
- Sensors



Types of environments

Fully observable vs. Partially observable



vs.

Single agent vs. Multiagent

vs.

Deterministic vs. Stochastic

vs.

Episodic vs. Sequential

vs.

Discrete vs. Continuous

vs.

Types of agents

Reflex agents:

- Choose action based on current percept (and maybe memory)
- Do not consider the future consequences of their actions
- Act on how the world **IS**

Types of agents (cont.)

Goal-based Agents:

- Plan ahead
- Ask “what if”
- Decisions based on (hypothesized) consequences of actions
- Uses a model of how the world evolves in response to actions
- Act on how the world **WOULD BE**

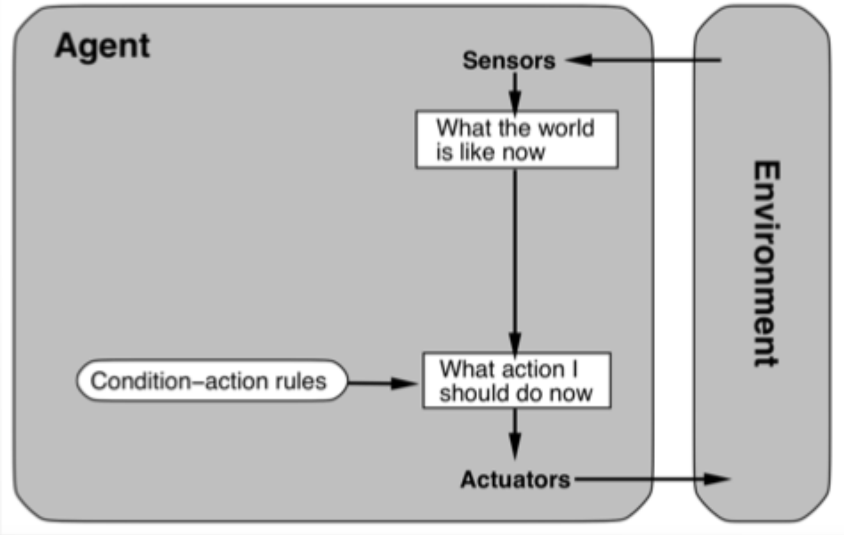
Types of agents (cont.)

Utility Based Agents:

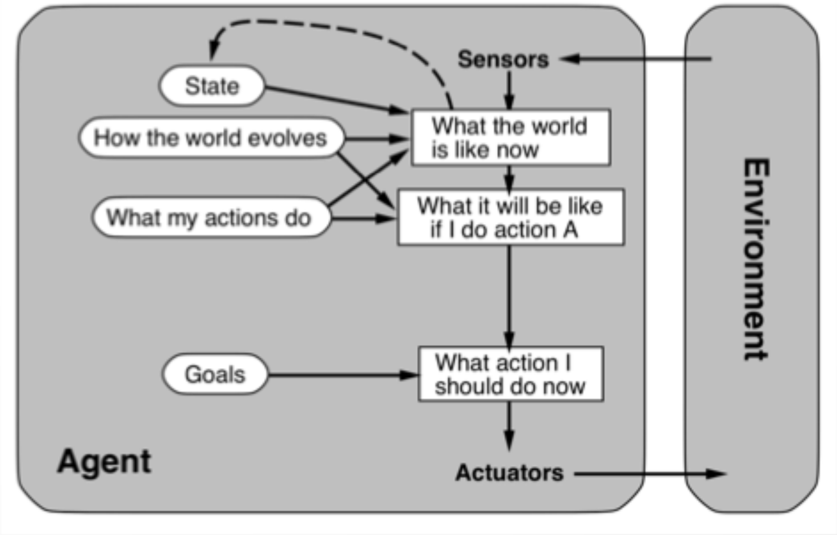
- Like goal-based, but
- Trade off multiple goals
- Reason about probabilities of outcomes
- Act on how the world will **LIKELY** be

Types of agents (cont.)

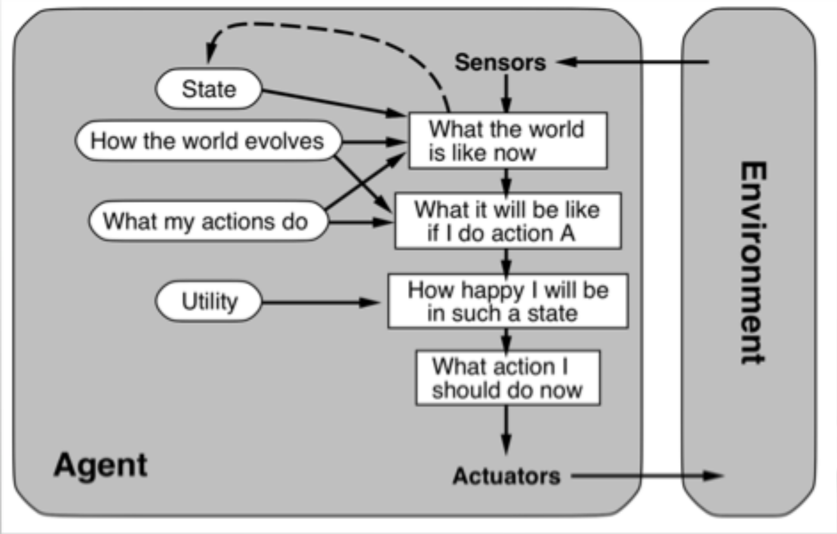
Reflex Agent



Goal-based Agent



Utility-based Agent



What will be discussed in this course?

- Various search techniques to optimize the utility (including adversarial, and online settings)
- Constraint satisfaction problems
- Inference under uncertainty and Bayes nets
- Temporal probability models (such as the Markov models)
- Introduction to Machine/Deep Learning
- Markov Decision Processes and Reinforcement Learning