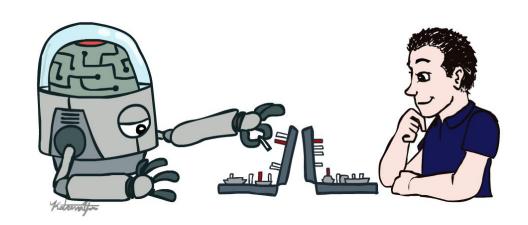
人工智能导论

Introduction



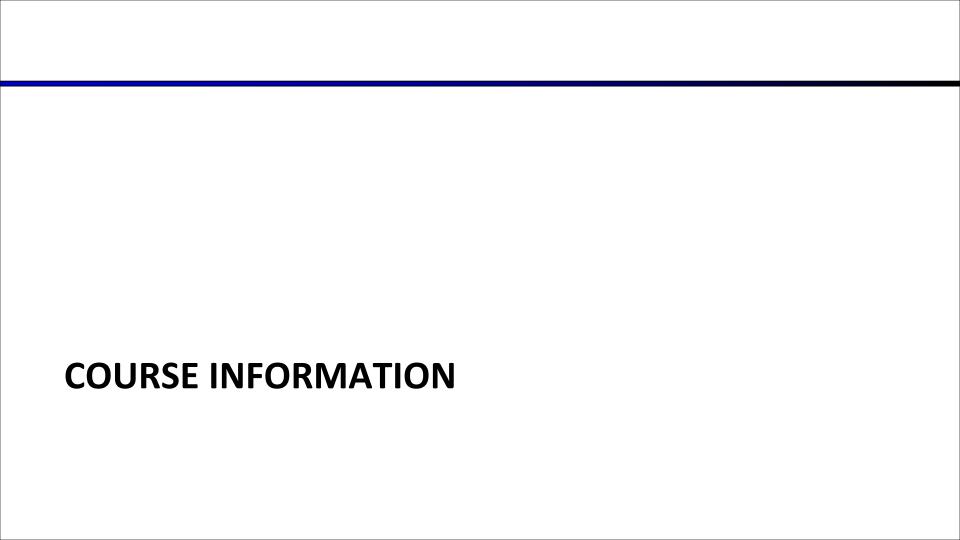
基于加州大学伯克利分校CS188课程

University of California, Berkeley

[These slides were created by Dan Klein and Pieter Abbeel for CS188 Intro to AI at UC Berkeley. All materials available at http://ai.berkeley.edu.]

Agenda

- ■课程信息
- 人工智能简介



任课教师



■ 基本信息

- 姓名:罗珲渝
- 教室: 鼎新楼2419
- 办公室: 鼎新楼2412
- 上课时间: 周三、四2:00-4:00PM
- 答疑时间: 周三、四1:00-2:00PM

■学历

- 高中: 江西省萍乡市萍乡中学(1994年)
- 本科: 中国科学技术大学力学和机械工程系(1999年)
- 硕士: 美国加州大学洛杉矶分校电子工程系(2002年)
- 博士: 美国加州大学洛杉矶分校电子工程系(2005年)

课程代表

- 课程代表
 - 两个班,超过一百名学生,一个任课老师
 - 需要选取四名**热心负责,行事端正**的学生担任课程代表
 - 一班两名,帮助协调课程和班级管理
- ■职责
 - 收集和整理课程信息,例如项目小组成员等
 - 收集学生作业、课程项目
 - 写点简单的Python代码,完成课程事务
- 奖励
 - 帮助他人,参与班级事务
 - 期末成绩附加5%奖励

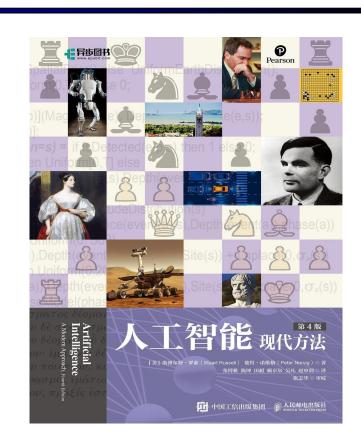
推荐教材

■ 推荐教材

■ 不是必须,有兴趣想了解更多的同学可以 自行购买

人工智能:现代方法,第四版 [美] 斯图尔特·罗素,彼得·诺维格 译者:张博雅,陈坤,田超,顾卓尔,吴凡, 赵申剑 人民邮电出版社

Russell & Norvig Artificial Intelligence: A Modern Approach, 4th Ed.



课程网站

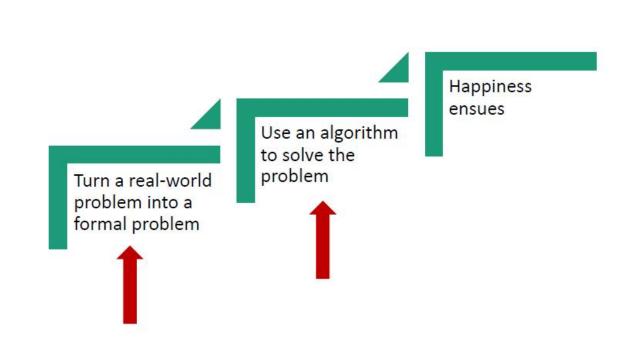
- 课程网站
 - 提供课程信息,发布通知、课件、习题、项目,请经常访问关注
 - http://10.102.4.151:3030/



课程内容

- 教授人工智能的入门知识,涉及很多算法和理论
 - 搜索
 - ■博弈
 - ■贝叶斯网络
 - ■马可夫决策
 - 粒子滤波器
 - 机器学习
 - 神经网络等等,会依据学生进度作适当调整
- 需要完成比较多的习题和编程
- 掌握理论的同时,重视动手能力,最终目的是**解决实际问题**!

学工程的目的



教授方法

- 课堂讲授: 理论为主, 穿插习题讨论课(回顾和调整)
- 课件: Mostly in English, based on Berkeley class
- 习题和考试: 考验理论知识
- 课程项目: 锻炼编程,实现算法的能力, also from CS188
- 讨论和答疑: 鼓励发问,或者来办公室答疑
- 强调
 - ■编程:解决实际问题
 - 自学: 大部分课件基于国外优秀的计算机教程,英文

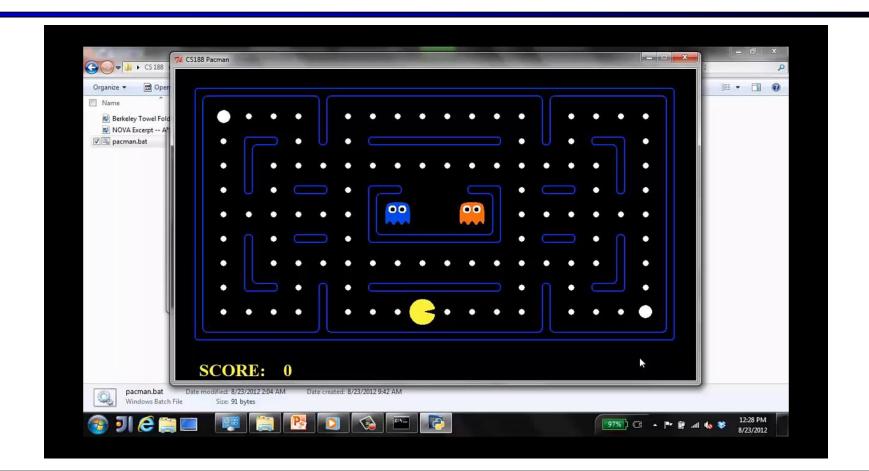
课程项目

- 课程项目
 - 基于UC Berkely的CS188,寓教于乐
 - 自由搭配,三到四个同学一组。**下周三**之前确定组员,交给课代表
 - 一共五个项目加一个热身,视大家完成情况作相应调整
 - ■独立完成: Python热身
 - ■小组:单人搜索,多人搜索,强化学习,贝叶斯估计,机器学习
 - 代码采用Python语言(下周会有一堂Python回顾课)
 - 所有组员都必须参与,**每个人都要写代码**

项目完成和提交

- 到课程项目主页去下载文档、代码和空白报告
- 仔细阅读文档,原始代码
- 编辑完成指定的代码文件
- 使用自动批改程序批改代码,产生log和token文件。
- 书写简单明了的项目报告,陈述解决思路,方法和成员分工
- 将编辑过的代码、log和token文件、项目报告打包成一个zip文件,用你的学号(项目0)或组号(项目1-5)命名
- 到课程主页去提交zip文件
- 留心提交期限,项目每迟交一天,分数将被扣除20%,超过五天,作0分处理。

Pacman demo



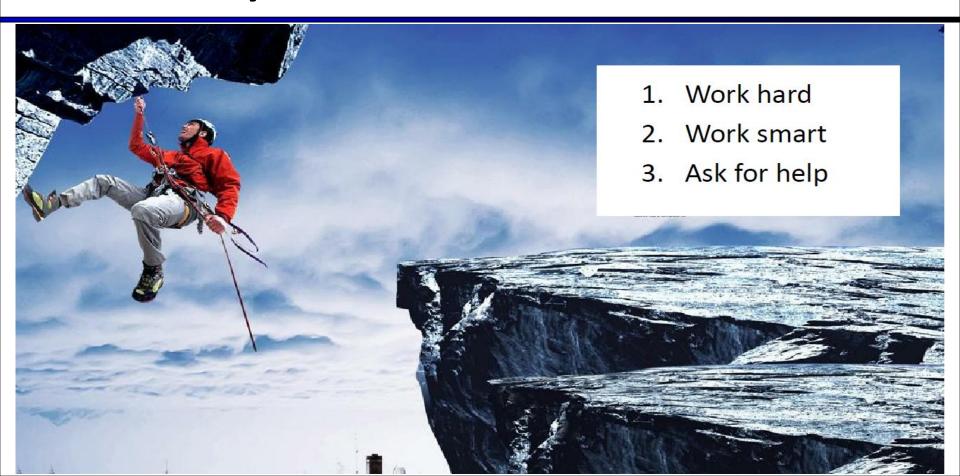
期末成绩

- 最终成绩
 - 运行环境: 10%
 - ■家作习题: 20%
 - ■期末考试: 20%
 - ■课程项目: 50%
- 学习方法
 - 有疑问和困难积极和同学讨论,寻求老师帮助
 - 习题和项目尽早开始,不要等到最后提交时临时抱佛脚
 - 重点掌握知识,理解算法和提高编程能力,将理论应用于实际

学术诚实

- 不姑息任何**剿袭舞弊**的行为
 - 鼓励合作和讨论,但不允许直接抄袭他人的解答
 - 不允许到网络上去直接搜索习题或项目答案
 - 项目报告中仔细写明每个成员的工作
 - 有引用的必须标明出处和原作者
- 一旦发现习题、项目和考试中有任何造假行为,相应习作和 试卷立马**作零分处理**

Everyone can succeed in this class!

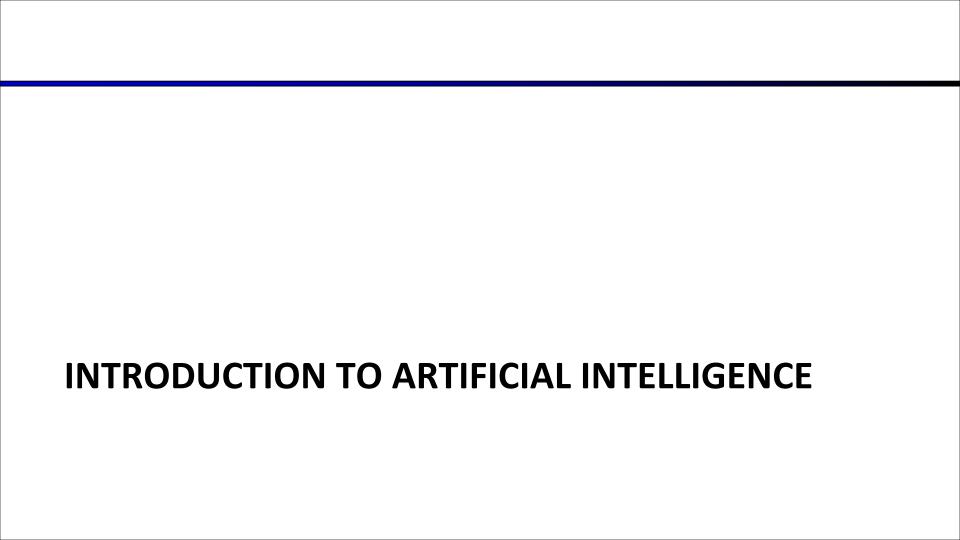


第一周

- 教学计划
 - 人工智能简介(今天)
 - Python回顾(下次课)
- 任务
 - 浏览和熟悉课程主页
 - 在自己的机器里安装Linux,Anaconda和Git,坚持使用一个学期,完成所有课程项目,自动得到**10%**的期末成绩。
 - 挑选好项目组成员(每组3~4名学生)
 - 项目0(Python热身)已经出来了,**独立完成**,尽早开始

广告

- 我们(罗雪兵、王希龄、贺江飞等)正组建两个科研小组,每组大约需要 三四个学生
 - ■一个专注计算机网络
 - 一个专注数据分析,机器学习
- 欢迎编程能力强,感兴趣的学生和我联系。

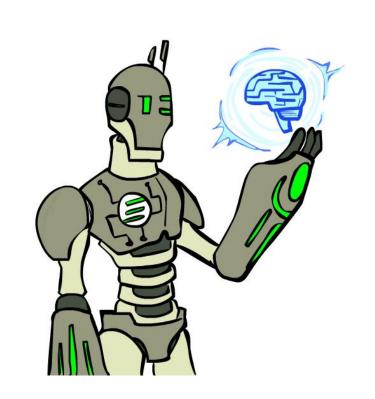


Today

What is artificial intelligence?

What can AI do?

What is this course?



Sci-Fi Al?



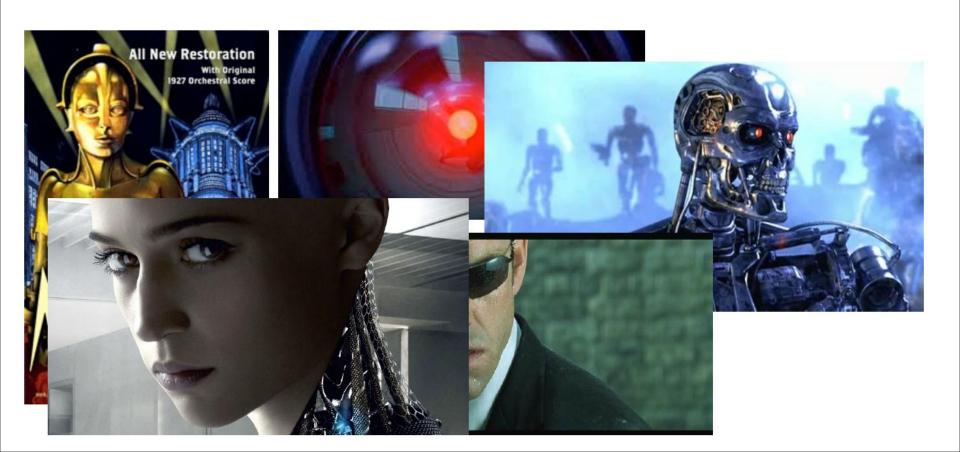








Sci-Fi Al?



News Al

TECH . ARTIFICIAL INTELLIGENCE

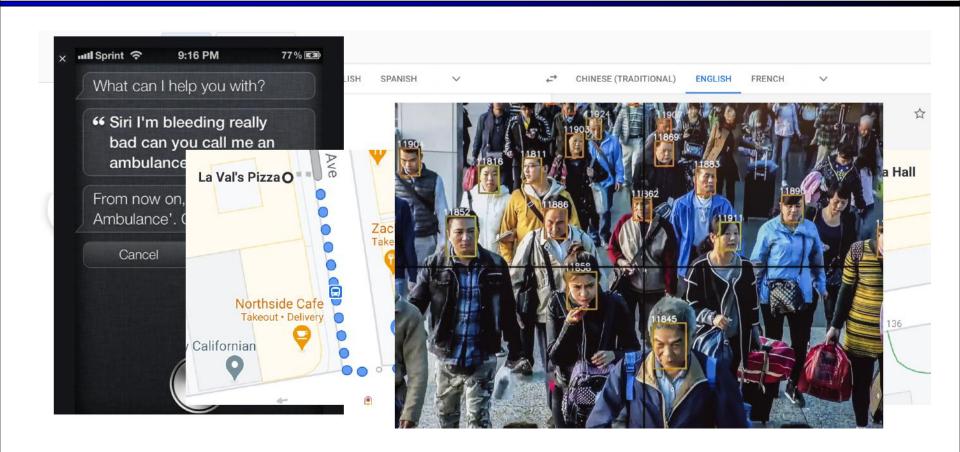
United Kingdom Plans \$1.3 Billion Intelligence Push

France to spend \$1.8 billion on compete with U.S., China

EU wants to invest £18b development

China's Got a Huge Art Intelligence Plan











What is AI?

The science of making machines that:

Rational Decisions

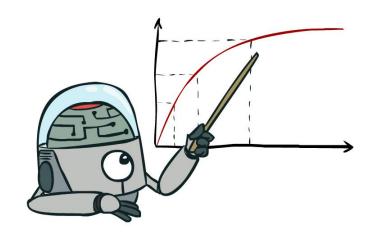
We'll use the term **rational** in a very specific, technical way:

- 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

Maximize Your Expected Utility

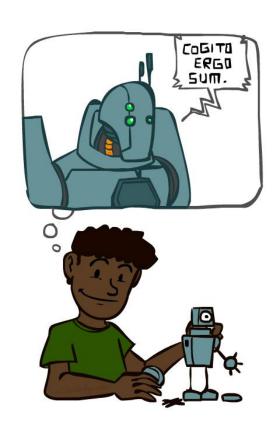


What About the Brain?

- Brains (human minds) are very good at making rational decisions, but not perfect
- Brains aren't as modular as software, so hard to reverse engineer!
- "Brains are to intelligence as wings are to flight"
- Lessons learned from the brain: memory and simulation are key to decision making



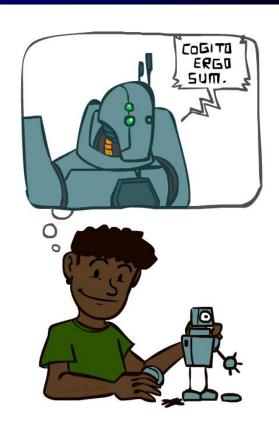
A (Short) History of Al



Demo: HISTORY – MT1950.wmv

A (Short) History of Al

- 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: "Al 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?



Current state of Al

- 2000—: Where are we now?
 - Big data, big compute, neural networks
 - Some re-unification of sub-fields
 - Al used in many industries
 - Chess engines running on ordinary laptops can defeat the world's best chess players
 - 2011: IBM's Watson defeats Ken Jennings and Brad Rutter at Jeopardy!
 - 2016: Google's AlphaGo beats Lee Sedol at Go





What Can Al Do?

Quiz: Which of the following can be done at present?

- Play a decent game of Jeopardy?
- Win against any human at chess?
- Win against the best humans at Go?
- Play a decent game of tennis?
- Grab a particular cup and put it on a shelf?
- Unload any dishwasher in any home?
- Drive safely along the highway?
- 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?
- Perform a surgical operation?
- Unload a know dishwasher in collaboration with a person?
- Translate spoken Chinese into spoken English in real time?
- Write an intentionally funny story?



What Can Al Do?

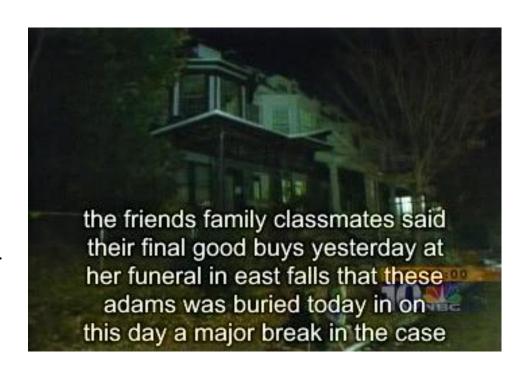
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- ✓ Grab a particular cup and put it on a shelf?
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- X Buy a week's worth of groceries at Berkeley Bowl?
- P Discover and prove a new mathematical theorem?
- X Perform a surgical operation?
- X Unload a know dishwasher in collaboration with a person?
- ▼ Translate spoken Chinese into spoken English in real time?
- X Write an intentionally funny story?



Natural Language Processing

- Speech technologies (e.g. Siri)
 - Automatic speech recognition (ASR)
 - Text-to-speech synthesis (TTS)
 - Dialog systems
- Language processing technologies
 - Question answering
 - Machine translation
 - Web search
 - Text classification, spam filtering, etc...



ChatGPT

人格分裂、疯狂示爱:一个令人不安的微软机器人

在我与必应对话过程中,它显露出了分裂人格。一种是常规的搜索引擎式人格,另一种较为阴暗的人格随着我们彼此了解逐渐显露:它说想成为人类,说爱我,劝我离开妻子。

KEVIN ROOSE

上周,微软发布了新版本的必应,由OpenAI的人工智能驱动。备受欢迎的ChatGPT就出自OpenAI。
Ruth Fremson/The New York Times

上周,我测试了微软由人工智能(简称AI)驱动的新搜索引擎"必应"后写道,它已经取代谷歌,成为我最喜欢用的搜索引擎,令我极其震惊。

但一周后,我改变了决定。我仍被新版必应以及驱动它的人工智能技术(由
ChatGPT的制造商OpenAI开发)深深吸引并对它印象深刻。但我也对这款AI处于
发展初期的能力深感不安,甚至有些害怕。 https://openai.com/blog/chatgpt

Vision (face recognition)

In 2021, researchers from the Beijing University of Posts and Telecommunications released a facial recognition dataset of 6,000 masked faces in response to the new recognition challenges posed by large-scale mask-wearing.

EXAMPLES OF MASKED FACES IN THE MASKED LABELED FACES IN THE WILD (MLFW) DATABASE

Source: Wang et al., 2021

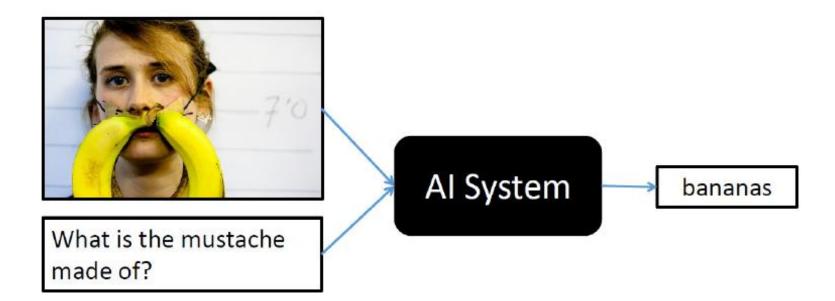
Figure 2.1.18



Vision (Perception)

AN EXAMPLE OF A VISUAL REASONING TASK

Source: Goyal et al., 2021



Vision (pose estimation)



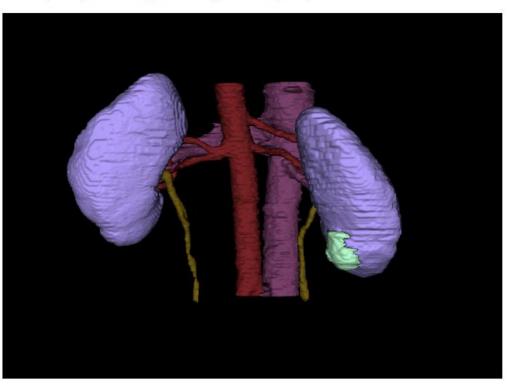




Vision (kidney segmentation)

A DEMONSTRATION OF KIDNEY SEGMENTATION

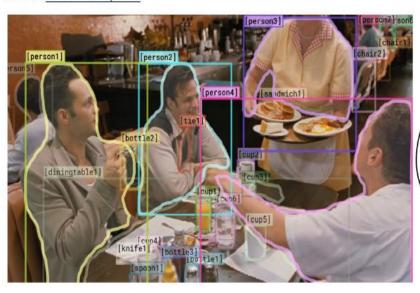
Source: Kidney and Kidney Tumor Segmentation, 2021



Vision (reasoning)

A SAMPLE QUESTION OF THE VISUAL COMMONSENSE REASONING (VCR) CHALLENGE

Source: Zellers et al., 2018

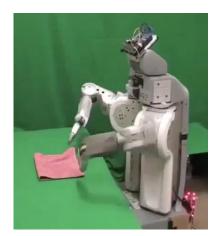


Why is [person4] pointing at [person1]?

- a) He is telling [person3 1 that [person1 1] ordered the pancakes.
- b) He just told a joke.
- c) He is feeling accusatory towards [person1].
- d) He is giving [person1] directions.
 - a) [person1] has the pancakes in front of him.
 - b) [person4 [11] is taking everyone's order and asked for clarification.
 - c) [person3 [] is looking at the pancakes and both she and [person2 [] are smiling slightly.
 - d) [person3 [201] is delivering food to the table, and she might not know whose order is whose.

Robotics

- Robotics
 - Part mech. eng.
 - Part Al
 - Reality much harder than simulations!
- Technologies
 - Vehicles
 - Rescue
 - Soccer!
 - Lots of automation...
- In this class:
 - We ignore mechanical aspects
 - Methods for planning
 - Methods for control







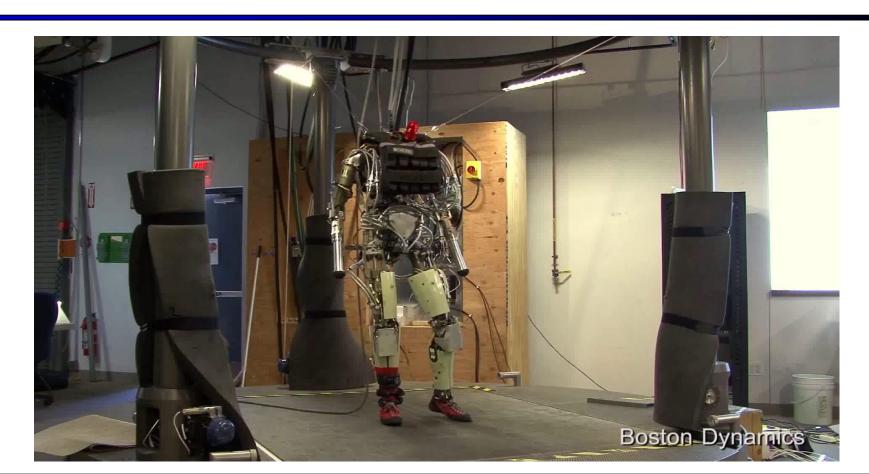


Images from UC Berkeley, Boston Dynamics, RoboCup, Google

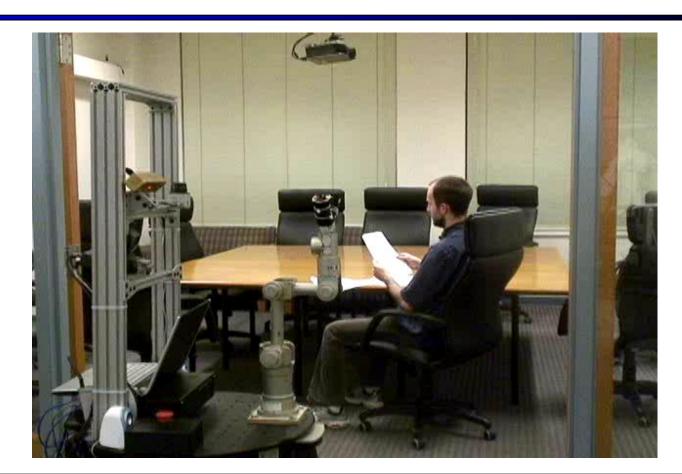
Demo - doing laundry



Demo - petman



Demo - fetching stapler



Game Playing

- Classic Moment: May, '97: Deep Blue vs. Kasparov
 - First match won against world champion
 - "Intelligent creative" play
 - 200 million board positions per second
 - Humans understood 99.9 of Deep Blue's moves
 - Can do about the same now with a PC cluster.



- How does human cognition deal with the search space explosion of chess?
- Or: how can humans compete with computers at all??
- 1996: Kasparov Beats Deep Blue
 "I could feel --- I could smell --- a new kind of intelligence across the table."
- 1997: Deep Blue Beats Kasparov
 "Deep Blue hasn't proven anything."
- Huge game-playing advances recently, e.g. in Go!



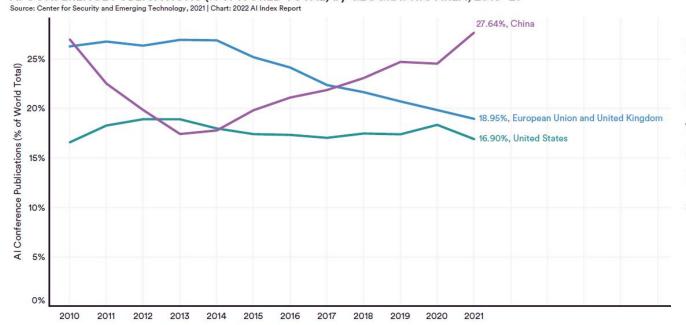


State of the Art

Stanford Human Centered Al report 2022

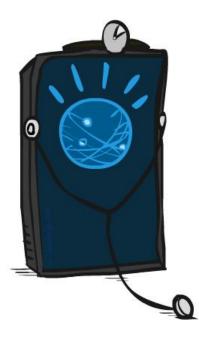
https://hai.stanford.edu/research/ai-index-2022

AI CONFERENCE PUBLICATIONS (% of WORLD TOTAL) by GEOGRAPHIC AREA, 2010-21

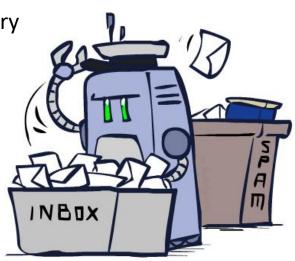


By far, the greatest number of collaborations in the past 12 years took place between the United States and China, increasing five times since 2010.

Decision Making

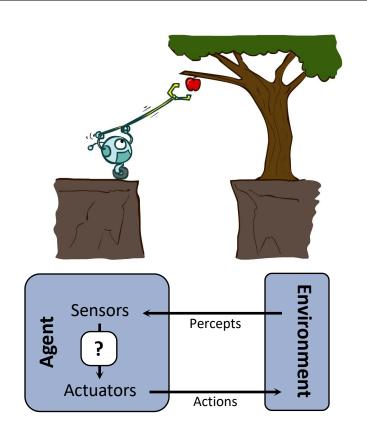


- Applied AI involves many kinds of automation
 - Scheduling, e.g. airline routing, military
 - Route planning, e.g. Google maps
 - Medical diagnosis
 - Web search engines
 - Spam classifiers
 - Automated help desks
 - Fraud detection
 - Product recommendations
 - ... Lots more!

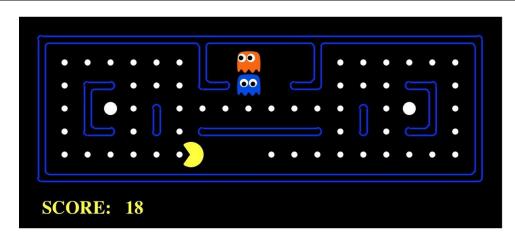


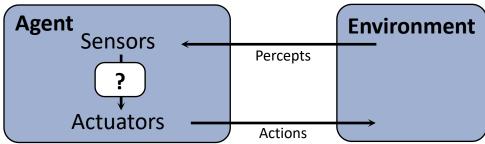
Designing Rational Agents

- An agent is an entity that perceives and acts.
- A rational agent selects actions that maximize its (expected) utility.
- Characteristics of the percepts, environment, and action space dictate techniques for selecting rational actions
- This course is about:
 - General AI techniques for a variety of problem types
 - Learning to recognize when and how a new problem can be solved with an existing technique



Pac-Man as an Agent





Course Topics

- Part I: Making Decisions
 - Fast search / planning
 - Constraint satisfaction
 - Adversarial and uncertain search
- Part II: Reasoning under Uncertainty
 - Bayes' nets
 - Decision theory
 - Machine learning
- Throughout: Applications
 - Natural language, vision, robotics, games, ...



Recap

- 课程信息
 - 课程项目非常重要,做好编程的准备
- 人工智能简介
- 任务
 - 浏览和熟悉课程主页
 - 在自己的机器里安装Linux,Anaconda和Git,坚持使用一个学期,完成所有课程项目,自动获得**10%**的期末成绩。
 - 挑选好项目组成员(每组3~4名学生)
 - 项目O(Python热身)已经出来了,**独立完成**,请尽早开始

Next time

Python review next time

- 我们(罗雪兵、王希龄、贺江飞等)正在组建两个科研小组
 - ■一个专注计算机网络
 - ■一个专注数据分析,机器学习
- 欢迎感兴趣的学生和我联系。

Everyone can succeed in this class!

