COS470 Final Study Guide

# Introduction & Agents

* What is AI?
  + Getting computers to do intelligent things
  + Medical diagnostic reasoning, planning, designing… doing the right thing and being rational
* What is AI technique?
  + The method of exploiting knowledge through search, structure of knowledge and abstraction
* **Tractability** – a problem is called intractable if the time required to solve instances of the problem grows exponentially with the size of the instances.
* Ideal agent: responsive, proactive, rational, maximizes utility, autonomous, social
* Properties of Agents: sensors, actuators, knowledge of goal, knowledge of utility, can it change via learning
* Good Agent: rational, does the right thing with the information it has
  + Should be in relation to human goals
  + Some agents know their performance measure
  + Best performance measure: relate to outcome wanted, not how agent behaves
* Rational Agent: For each possible sequence, a rational agent should select an action that is expected to maximize its performance measure, given the evidence provided by the percept sequence and whatever built in knowledge the agent has
* Task Environments
  + Properties of world
  + Circumscribed to problem and things affecting solution
  + Domain impacts task environment properties
  + Complexity of environment -> effectively nondeterministic
  + Sensor/actuator noise -> effectively nondeterministic
    - Deterministic
    - Static
    - Episodic
    - Sequential
    - Discreet
    - Continuous
* Types of problems:
  + Classification/Analysis
    - Image recognition
    - Diagnosis
    - Data mining
    - NLP
    - Sentiment analysis
  + Synthesis Construction
    - Automated planning
    - Scheduling
    - Designing buildings, car parts, new drugs
  + Divide and conquer method for decomposable problems into subproblems”
    - P is O(n^2) -> O(m\*2^(n/m))
* Types of agents
  + Reflex Agent – simplest has condition action rules that matches what the world is like now, atemporal, no history (condition action pairs)
  + Model Based Agent – Consider what we’ve done in the past, How the world evolves over time. How actions affect the world
  + Goal based agent – what would happen if I did this, compare alternatives, plan out ahead, search agent
  + Utility based agent – what do I want to happen
  + Learning Agent – learning, how to do things better by how well its doing something.

# Search Space

* State-space search
  + - Modeled with graph, usually digraph
    - Problem = state space + initial state + description of final state
  + State: the configuration of the world
  + State space: collection of all possible states
  + Transitions or links: events or processes in the world, Agent’s, or other Agent’s actions
  + Solution: path from start to goal states.
* Uninformed search
  + Complete? optimal?
  + BFS – complete, optimal as long as cost of edges are equal
  + DFS – complete, not optimal
  + IDDFS – complete, optimal
* Heuristic search & heuristics
  + Use knowledge to prioritize nodes
  + Heuristic rule: search space topology, problem domain property
  + Heuristic function maps state (local information how good, how good are the next states) (Global information, how close is this state/next state compared to goal)
  + A\* - complete and optimal
* Local & online search
  + Hillclimb – local best first search
    - Not optimal, not complete
  + Backtracking HC – continuing if there exists child s’ and h(s’) > h(s)
    - Otherwise backtrack to previous choice point
    - Can check for repeated states
    - If can recognize goal and it’s a local minimum, backtrack.
  + Simulated annealing
    - **Not optimal, complete**
    - Instead of random jumps, try suboptimal states
    - Start – probability of random moves is high (decreases over time/jumps)
    - At node take a random move
      * if better take it
      * if worse – take it some percentage of the time
  + Beam search
    - BFS branching factor is high
    - If we can reduce b that’s great!
    - Search only a certain beam width (maybe **not optimal, might not be complete**)
  + Stochastic Beam Search
    - Like beam search with random elements
    - Choose I nodes at random
* Constraint-satisfaction
  + Constraint Graph
  + Nodes = variables
  + Arcs = constraints
  + Can treat CSP as search problem
    - Which variable to set
      * Pick variable with smallest remaining domain
      * Reduces branching factor = fewest alternatives to backtrack to
* Adversarial search
  + Minimax and alpha beta pruning
  + Making sure your opponent doesn’t get you to make a bad move
  + Alpha(max)-beta(beta) cutoffs O(b^d) worst case
  + Best case O(b^d/2) if nodes in worst case order

# Neural networks: Searching to create agents

* Search and ANNs
  + Search comes in during training – ANNs learn by adjusting weights or parameters
  + Goal: find the best value for each weight
* Types of neural nets
  + Convolutional
    - Great for image recognition
  + LSTM
    - Natural language processing, time series prediction
  + Multilayer perceptron
    - Basic NN
* Neurons – a thing that holds data (activation)
  + Output number = confidence
  + Activations from one layer determine activations passed to the next layer (hidden/output)
* Training
  + Activation sequence is known through experimentation
  + Weights are set and modified with training
  + Why layers?
    - Components are processed individually
  + Activation weight = weighted sum
    - We want 0 -> 1
    - Use activation function to force weight to 0->1
      * sigmoid function
      * rectified linear unit (easier to compute no exponentiation)
  + bias
    - force neuron to activate only if the weighted sum > the bias
    - so w’ = w – bias (alpha)
* Learning
  + Just find the right weights and biases
  + Gradient decent (ball rolling down a hill) gradient of the loss function (how far off we are) update weights to minimize loss.
  + Backpropagation is the algorithm that computes the gradient.
  + Weights are modified along the steepest descent of the gradient to minimize error efficiently

# Knowledge Representation

* Five types of knowledge
  + Declarative knowledge – concepts, facts objects

– First-order logic and theorem proving

– Rules and rule-based reasoning

– Structured knowledge representation

– Description logics and ontologies

# Planning and acting

– Automated planning

– Handling uncertainty

– Decision making with utilities

# Machine learning

– Symbolic ML

– Going beyond MLPs (Assignment 6: Convolutional Neural Networks)

– Reinforcement learning

# Interacting with others

– Natural language processing

– Multiagent systems

Table

Description automatically generated

Minimax Alpha beta pruning

A picture containing polygon

Description automatically generated

Simple Neural network

Diagram

Description automatically generated

Diagram

Description automatically generated

Chart

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