

# **CSCE 4613/5613**

# **Artificial Intelligence**

## **Class Overview**

Spring 2026

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[khoaluu@uark.edu](mailto:khoaluu@uark.edu)

# Introduction

Teaching staff & background

What is A.I?

Course materials and logistics

# Questions

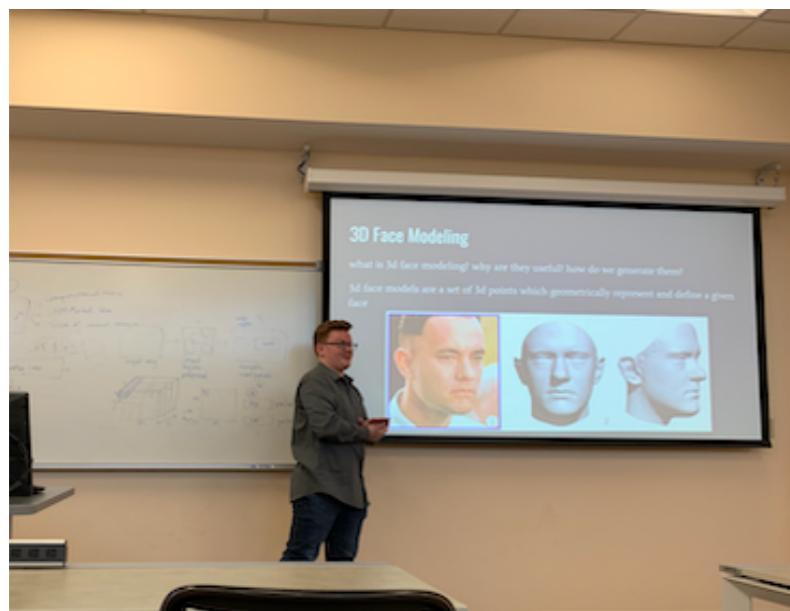
How many students have known/used:

- Python
- Google Colab
- Latex
- AI

# CVIU Overview

<https://uark-cviu.github.io/>

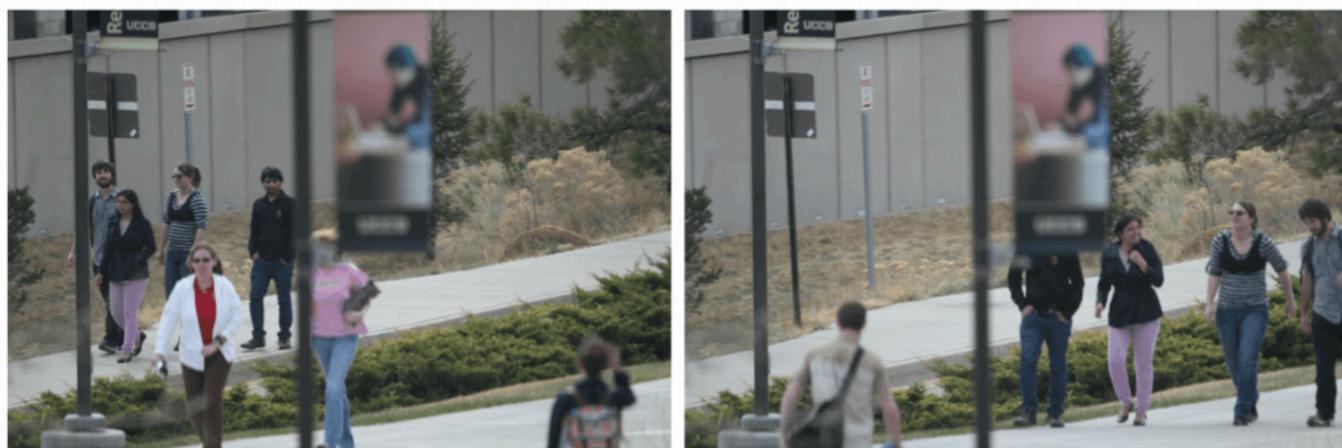
The screenshot shows the CVIU GitHub page. At the top is the University of Arkansas logo and the text "Computer Vision And Image Understanding Lab". Below the logo is a navigation bar with links: Home, People, Research, Publications, Contact, Achievement, and a search icon. On the left, there's a sidebar with "[Lab Activity- Presentation Schedule]", "[CVIU-Git]", and "[CVIU-Slack]". The main content area features a post titled "Quantum Computer Vision" dated JAN 2015, number 10. It includes an image of a quantum computer chip, the author's name "By khoaluu", and the project status "0 Comments". The text of the post is: "A. Dendukuri and K. Luu, "Image Proc Quantum Computers", [arxiv], Jan...."



# CVIU Overview

## ECCV 2018 – 2nd Unconstrained Face Detection and Open Set Recognition Challenge [\(link\)](#)

We are the Winner #1 in both two tracks: Face Detection and Face Recognition



Example images of the UCCS dataset. Note that not a single face in these two images is frontal and without occlusion – some have small occlusion, others large; some have significant yaw and pitch angles; and many are blurred.



## EmotioNet Challenge 2018 [\(link\)](#)

We are the 3rd in Track #2!



## JOLT Hackathon 2018 Awards (1st & 3rd)

# Human Recognition



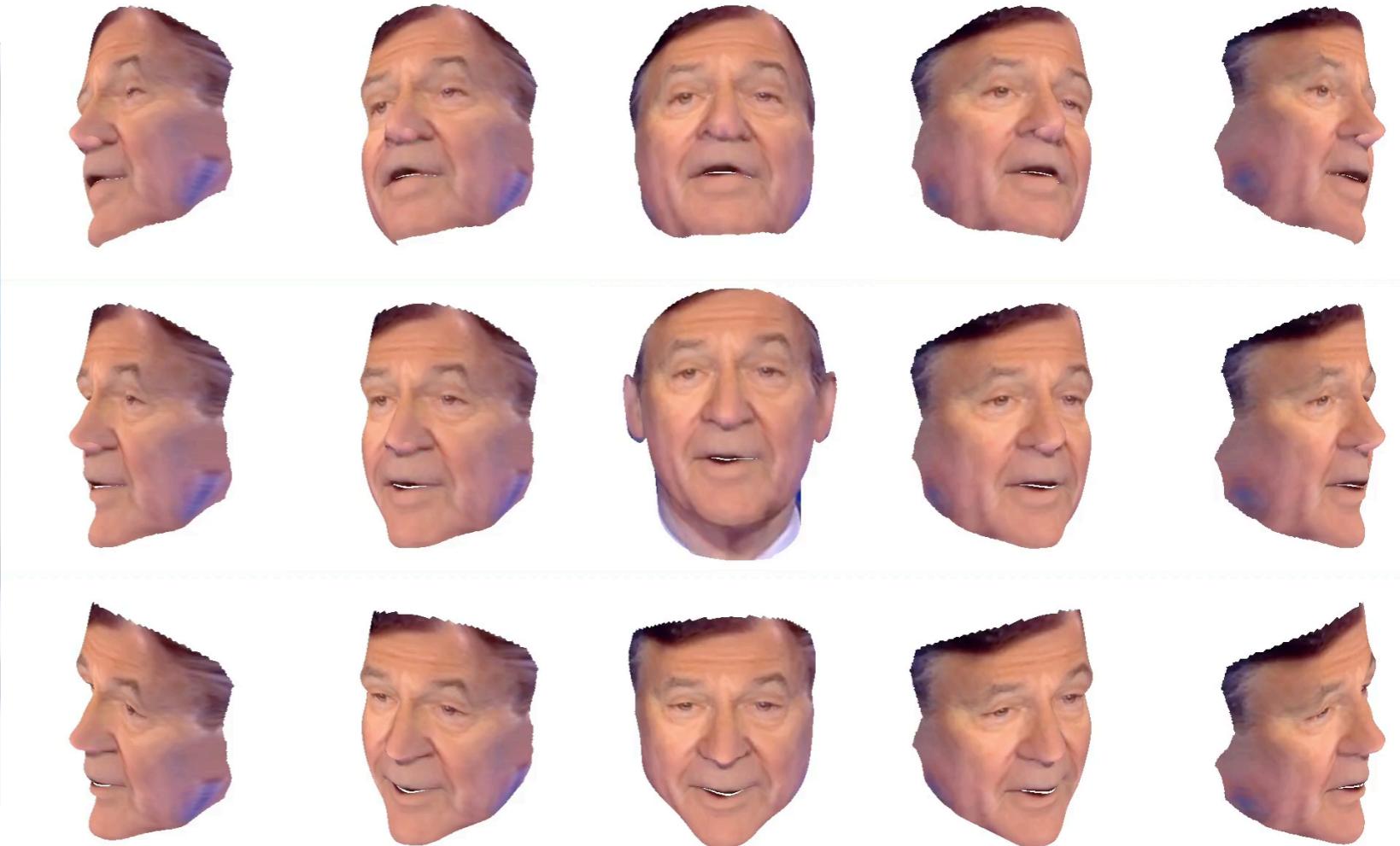
# Human Face Precognition



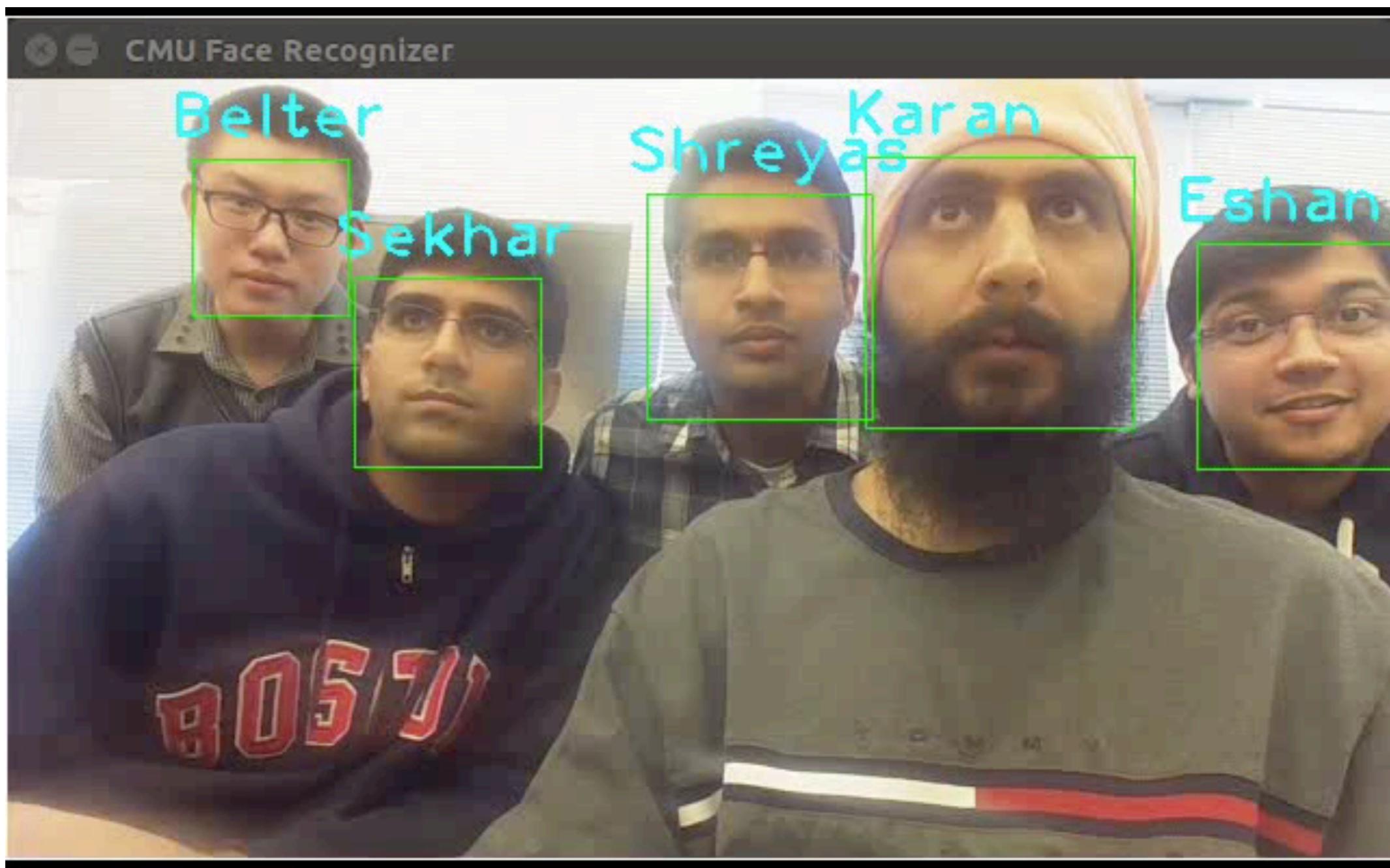
# 3D Face Modeling



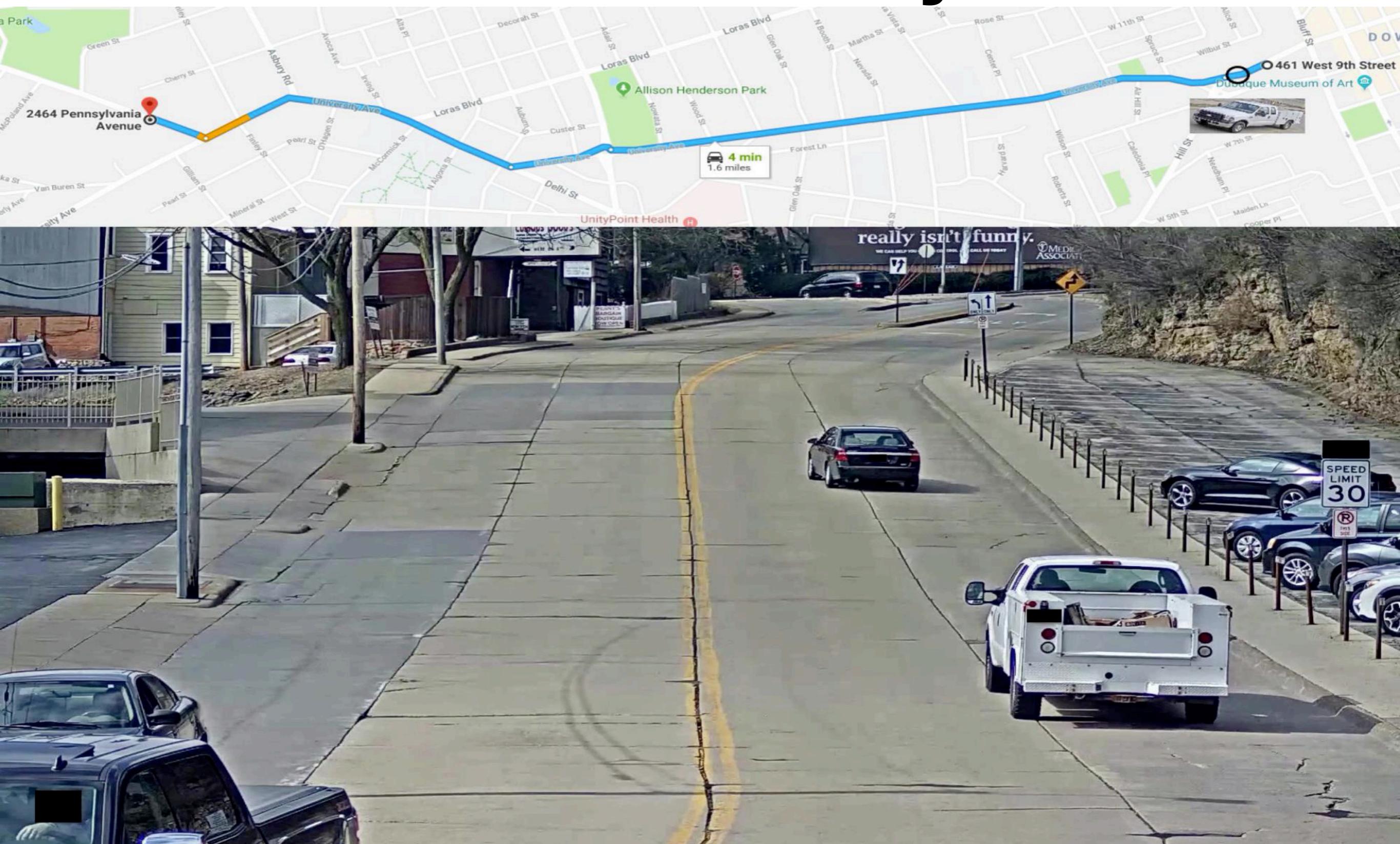
# 3D Face Modeling



# Face Recognition



# Driver Safety



# **Course Materials and Logistics**

# **Reading**

# **Textbook**

# **Homework**

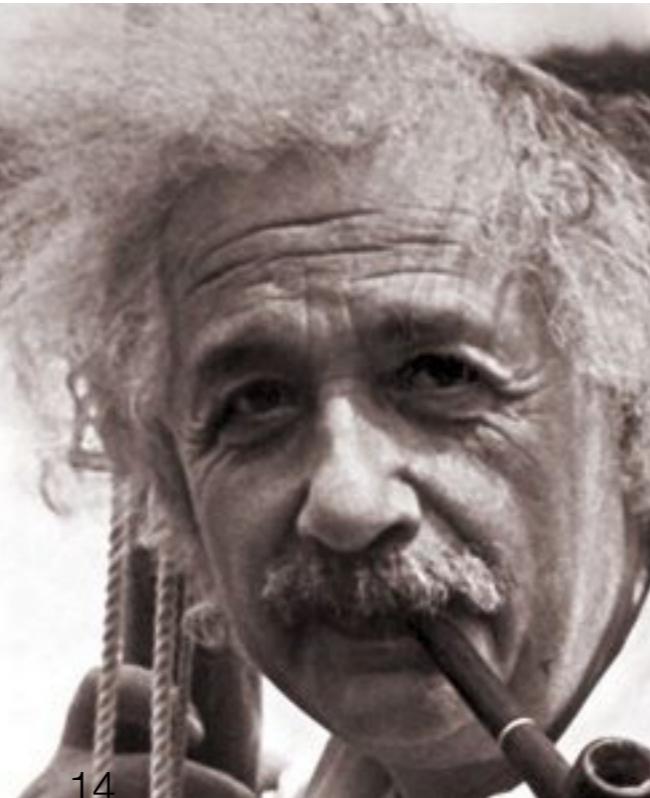
# **Research Papers**

# Assignments - Projects

reading  
programming  
debugging  
writing  
publishing

**Genius is  
1% talent and  
99% hard work.**

*Albert Einstein*

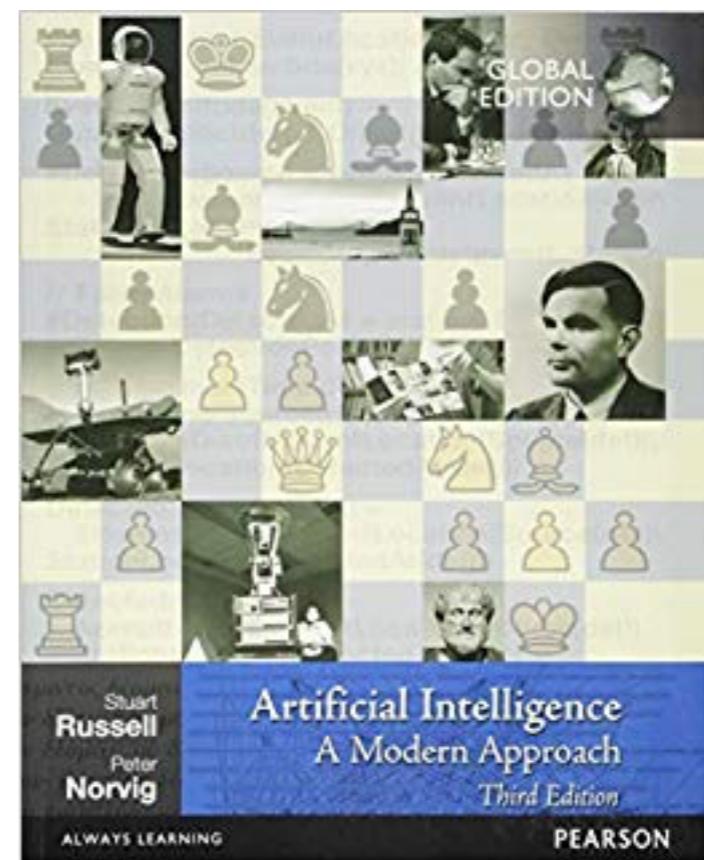


# Course Requirements

- Submission Place: Blackboard
- Six/Seven (individual/group) Assignments
- Midterm Exam
- Final Exam
- Final Project (Presentation + Program + Report)  
(Encourage students to join!)
- Reports: Google Doc or AAAI template (Latex)  
<https://aaai.org/Conferences/AAAI-20/aaai20call/>

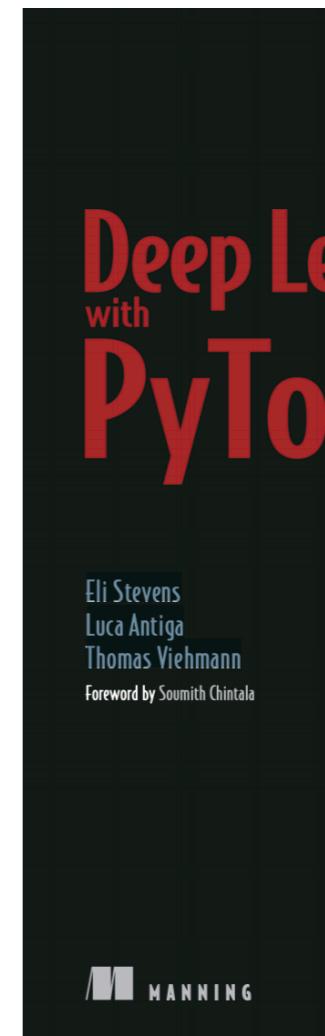
# Textbook

- Most important materials will be covered in slides/lectures
- **Artificial Intelligence: A Modern Approach**, Third Edition, Pearson Publisher, 2010 by Stuart Russell and Peter Norvig  
<http://aima.cs.berkeley.edu>



# Textbook

- Most important materials will be covered in slides/lectures
- **Deep Learning with Pytorch**, First Edition, 2020 (Free Online)  
by Eli Stevens, Luca Antiga & Thomas Viehmann  
<https://pytorch.org/deep-learning-with-pytorch>



# Reference Materials

- THE ASSOCIATION FOR THE ADVANCEMENT OF ARTIFICIAL INTELLIGENCE  
<http://www.aaai.org>
- AAAI Conference: <https://aaai.org/Conferences/AAAI-20/>
- AI Magazine: <https://www.aaai.org/ojs/index.php/aimagazine/issue/archive>
- **Compendium of Vision**
  - <http://homepages.inf.ed.ac.uk/rbf/CVonline/>
- **IEEE Explore**
  - <https://ieeexplore.ieee.org/Xplore/home.jsp>
- **Journals**
  - <https://ieeexplore.ieee.org/Xplore/home.jsp>

# Programming Languages

- Python (Mainly)
- Matlab

# Grading

The grading in this course will be distributed as follow

- Participation: 5%
- Homework: 50%
- Midterm: 20%
- Final: 25%
- Bonus: 2%

# Approach

- Grading based on absolute scale
- Getting an A v.s mastering the materials
- Take advantage of extra credits
- Build your resume with meaningful project experience

# Late Days

- 5 late days in total (except for Midterm & Final exams)
- 3 days per assignment/project maximum use
- Use them wisely (save them for the last ones)

# Learning Objectives

- Describe AI concepts, models, algorithms
- Model real-world problems using AI models
- Implement AI algorithms introduced in class
- Deliver written and oral presentation (bonus)

# Pre-requisites

CSCE 3193 or CSCE 3193H or DASC 2103

Please see the instructors if you are unsure whether your background is suitable for the course.

# Major Topics In This Course (15w)

(Subject to change)

1. Introduction to AI (1 Week)
2. AI Programming Reviews (Python & Google Colab) (1 Week)
3. Search & Heuristics (2 Weeks)
4. Satisfiability (1 Week)
5. Deterministic/symbolic reasoning (1 Weeks)
6. Knowledge representation (2 Weeks)
7. Probabilistic reasoning (1 Weeks)
8. Sequential Decision Making (1 Weeks)
9. Neural Networks (1 Weeks)
10. Deep Learning Basics (2 Weeks)
11. A.I Applications (1 Week)

# Disability Accommodations

If you have a disability and have an accommodations letter from the Disability Resources office, we encourage you to discuss your accommodations and needs with us as early in the semester as possible.

We will work with you to ensure that accommodations are provided as appropriate.

If you suspect that you may have a disability and would benefit from accommodations but are not yet registered with the Office of Disability Resources, we encourage you to contact them at

# Academic Integrity

- Strict honor code with severe punishment for violators. UA's academic integrity policy can be found here: <https://honesty.uark.edu/policy/>
- You may discuss assignments with other students as you work through them, but writeups must be done alone.
- No downloading / copying of code or other answers is allowed.
- If you use a string of at least 5 words from some source, you must cite the source

# Student Well-Being

- Start early! Avoid last-minute panic.
- UA services and resources are available, and treatment does work  
<https://registrar.ua.edu/student-services/>
- Take care of yourself



## What is “AI”?



# Some classic definitions

Building computers that...

## Think like humans

- cognitive science / neuroscience
- e.g., General Problem Solver (Newell and Simon, 1961)

## Think rationally

- logic and automated reasoning
- but not all problems can be solved just by reasoning

## Act like humans

- Turing test
- ELIZA, Julia, chatbots, Loebner prize

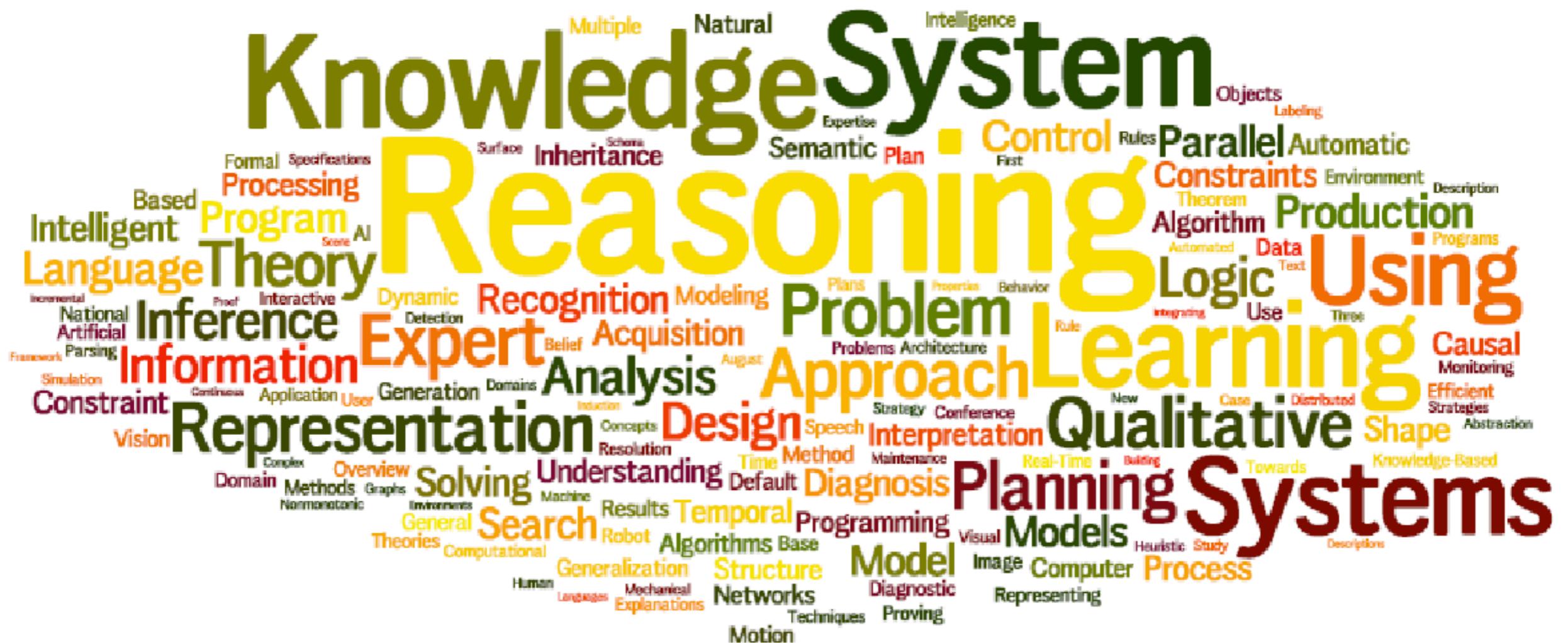
## Act rationally

- basis for intelligent agent framework
- unclear if this captures the current scope of AI research

# The pragmatist's view

AI is that which appears in academic  
conferences on AI ...

# The pragmatist's view



1980s

# The pragmatist's view

The word cloud illustrates the interdisciplinary nature of AI research, encompassing fields such as machine learning, reasoning, modeling, information systems, robotics, and decision-making. Key themes include the integration of learning and reasoning, the development of various system architectures, and the application of AI in complex domains.

1990s

# The pragmatist's view

2000s

# The pragmatist's view



2010s

## A broader definition

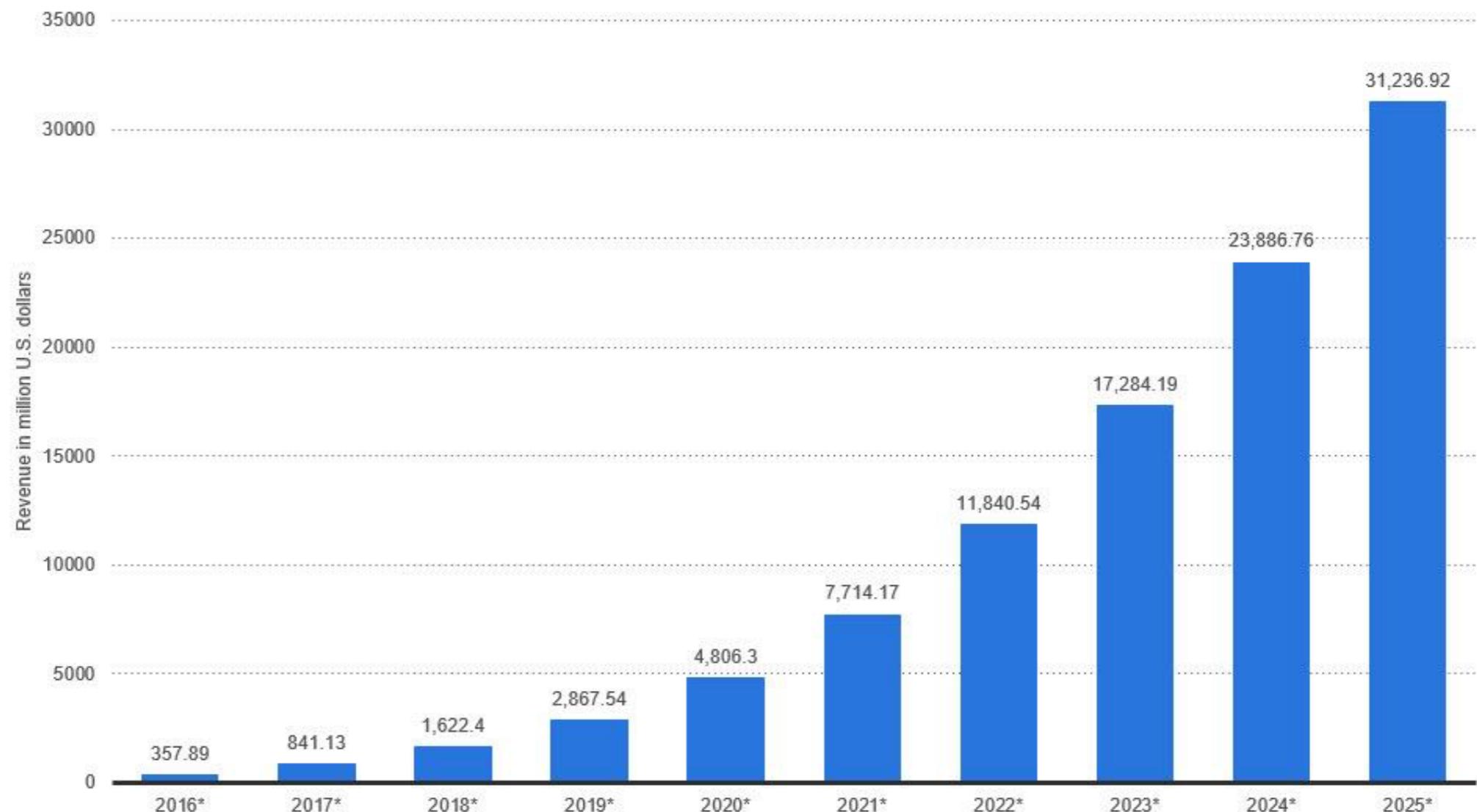
We won't worry too much about definitions of AI, but the following will suffice:

Artificial Intelligence is the development and study of computing systems that address a problem typically associated with some form of intelligence

# Why A.I now?

Enterprise artificial intelligence market revenue worldwide 2016-2025

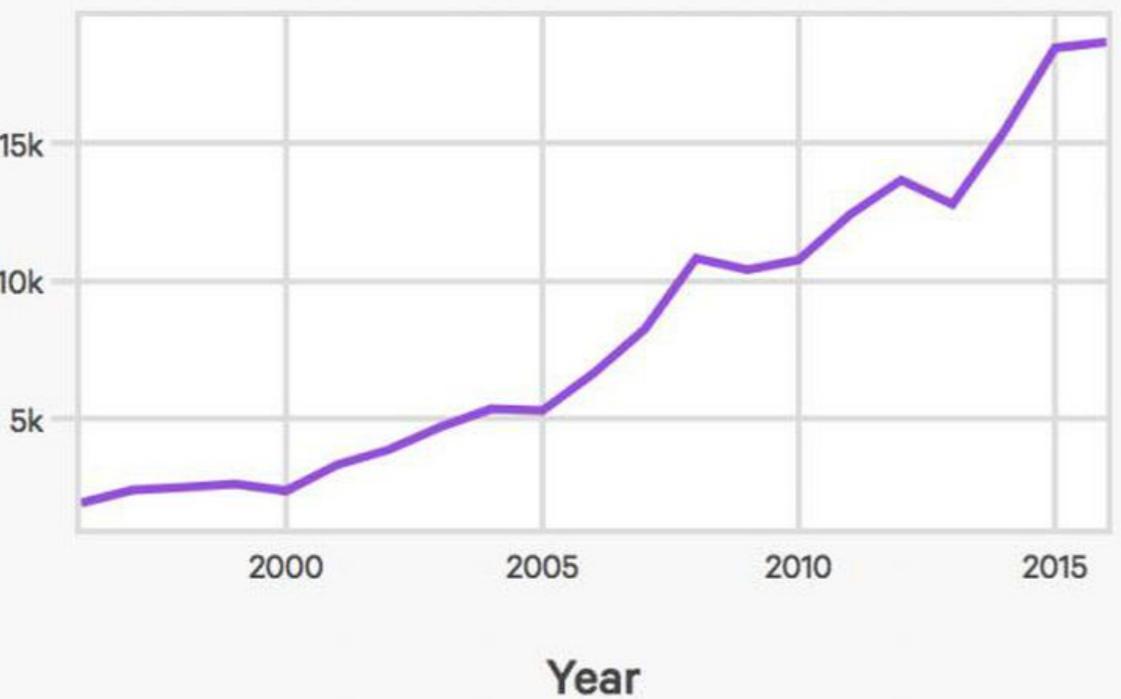
## Revenues from the artificial intelligence for enterprise applications market worldwide, from 2016 to 2025 (in million U.S. dollars)



statista

## Annually Published AI Papers

Papers



Source: Scopus.com

AIINDEX.ORG

# RESEARCH

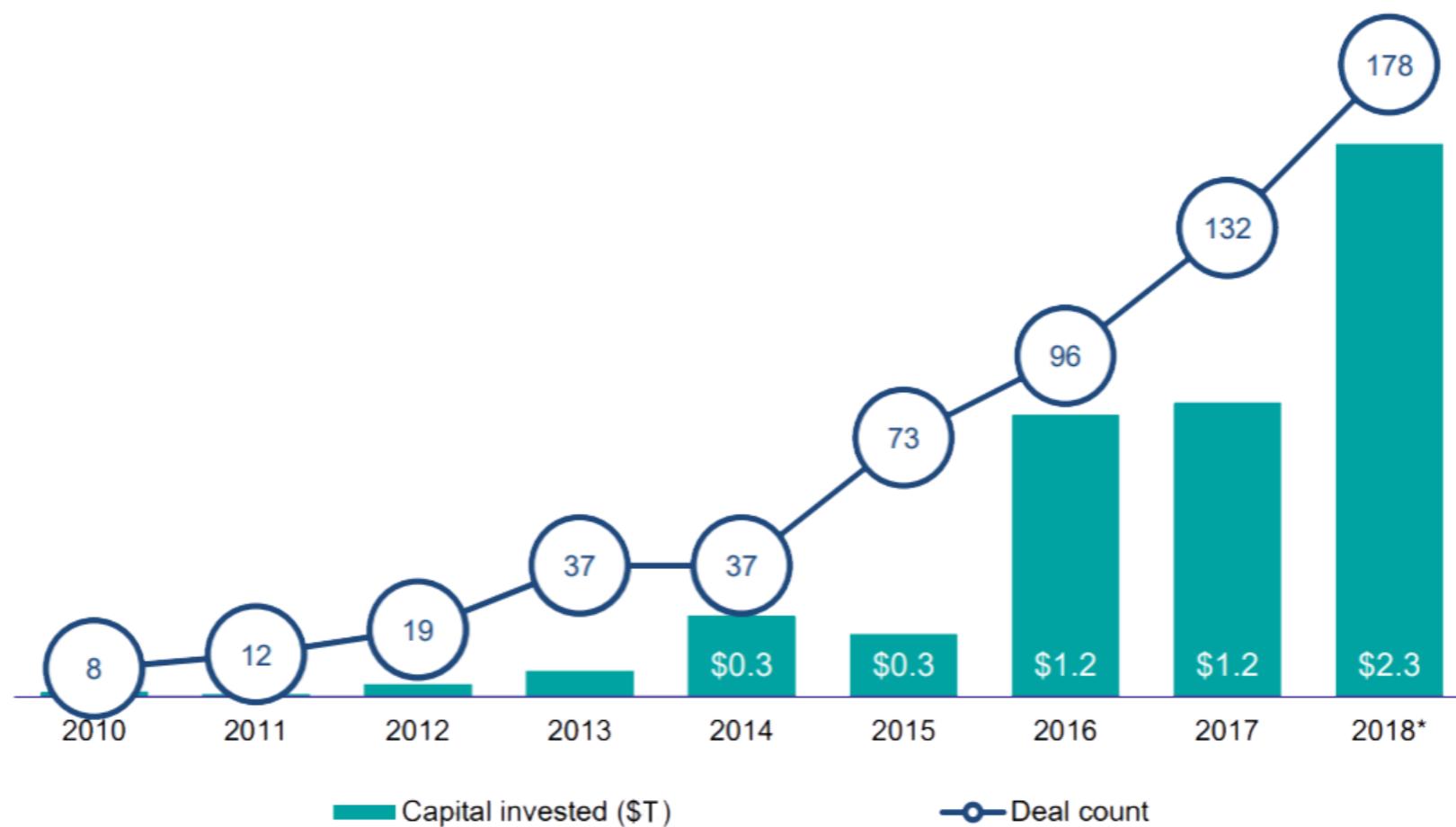


# STARTUPS

## Exploring AI Investing

Global venture financing of artificial intelligence companies, 2018

2010–2018\*



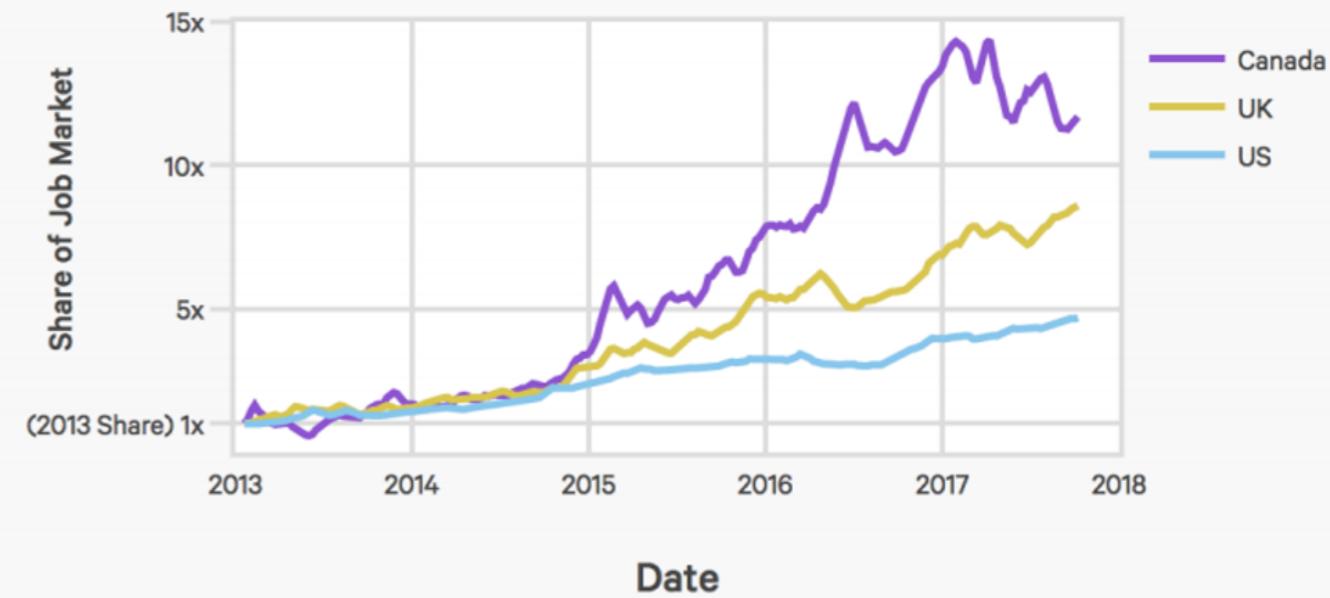
Source: Venture Pulse, Q4'18, Global Analysis of Venture Funding, KPMG Enterprise. \*As of 12/31/18. Data provided by PitchBook, January 15, 2019

# AI Job Markets

Share of US Jobs Requiring AI Skills (Indeed.com)



Share of Jobs Requiring AI Skills (Indeed.com)

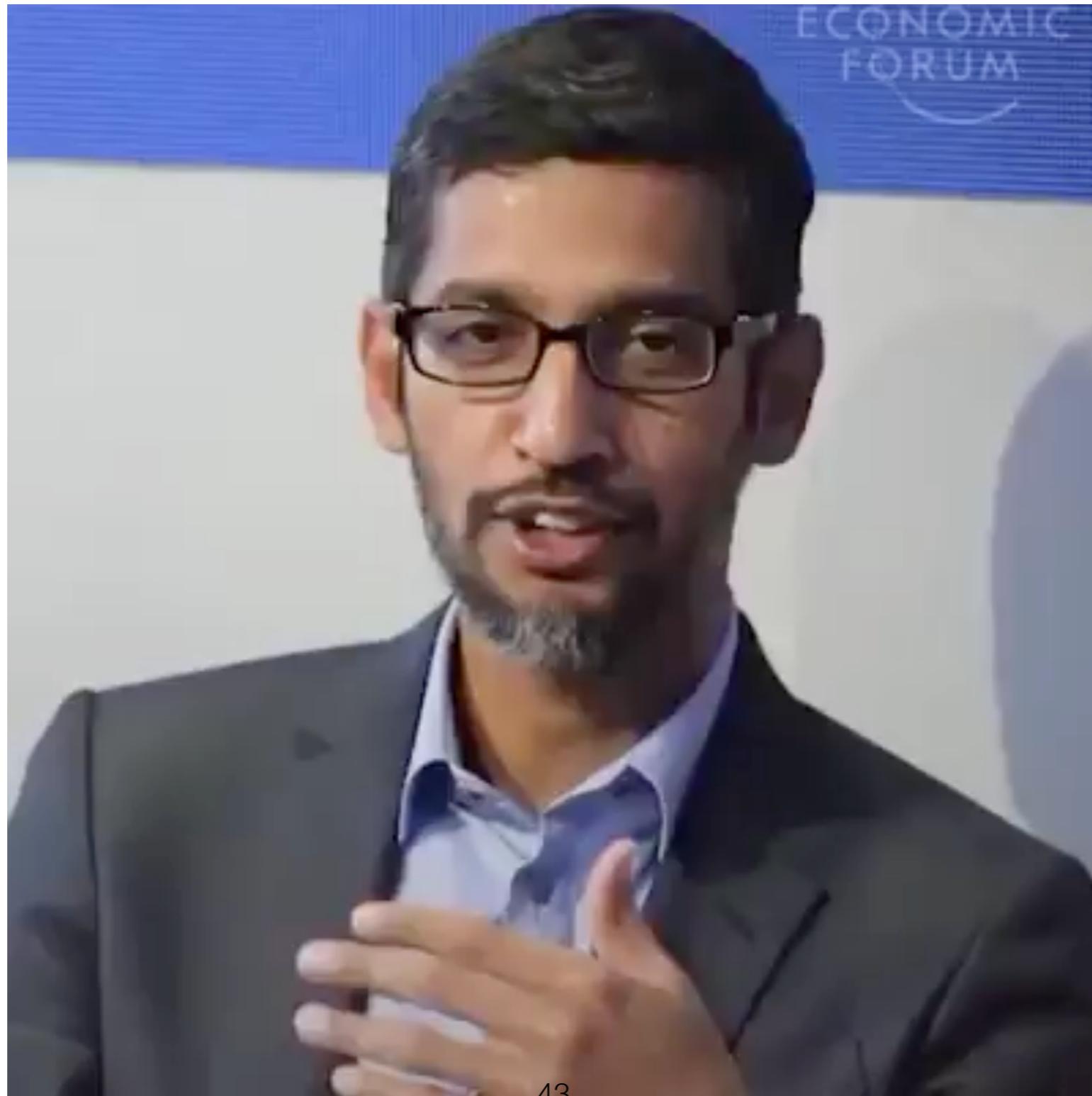


Sources: Indeed.com

AIINDEX.ORG Source: Indeed.com

AIINDEX.ORG

Could #AI be the most important thing that humankind has worked on?  
What's your thoughts?



#Microsoft Program Aimed to empower people and organizations to solve environmental challenges using #AI



A.I Now and  
*Then*

# Self-driving Cars

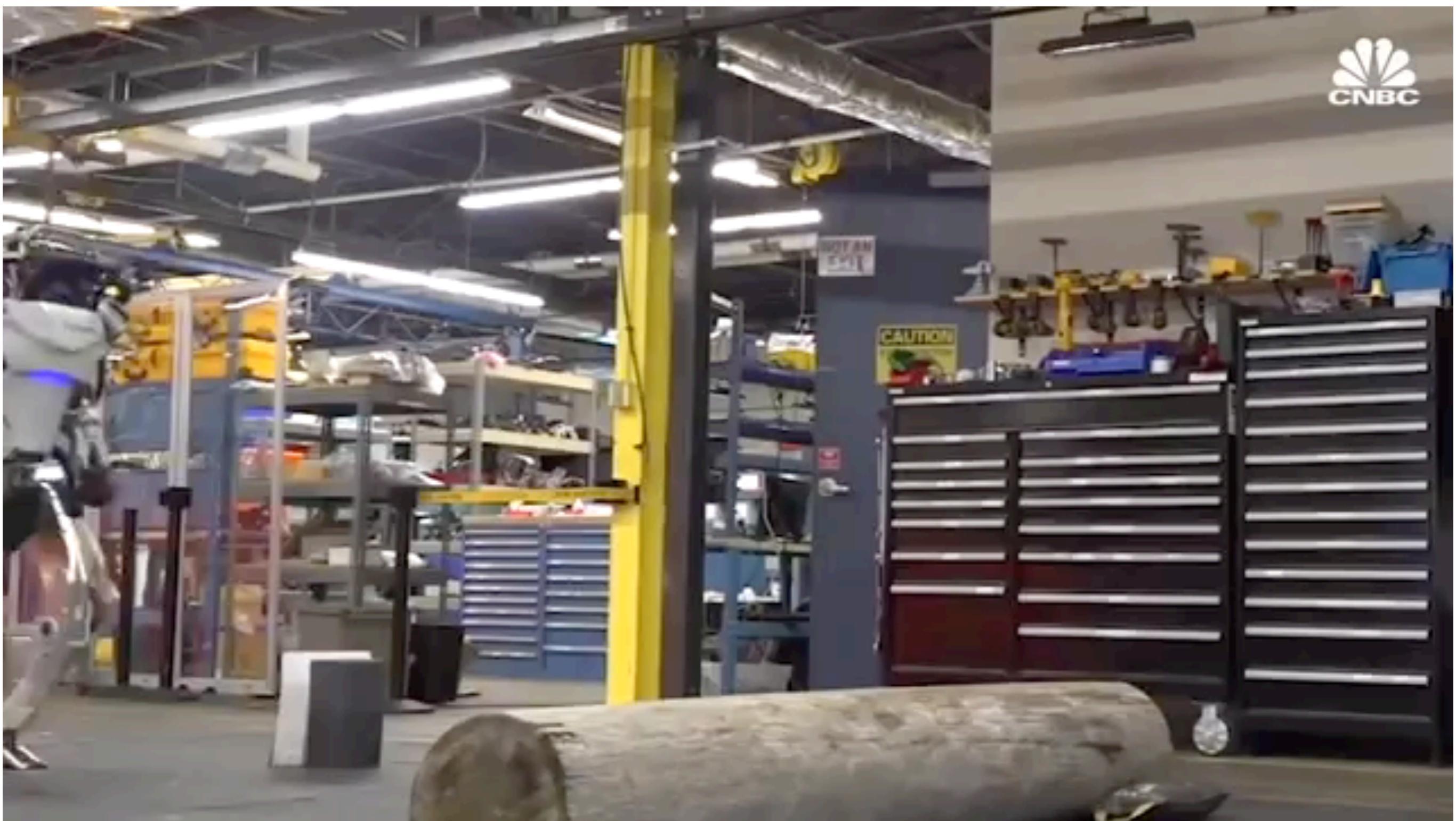
THE PERSON IN THE DRIVER'S SEAT  
IS ONLY THERE FOR LEGAL REASONS

HE IS NOT DOING ANYTHING.  
THE CAR IS DRIVING ITSELF.

Now a Disable Person mind Can control the Artificial Hand. This is the power of #AI



# Robot Vision



# History of AI and AI today

## Pre-history (400 B.C. -)



Philosophy: mind/body dualism, materialism

Mathematics: logic, probability, decision theory, game theory

Cognitive psychology

Computer engineering

# Birth of AI (1943–1956)



1943 – McCulloch and Pitts: simple neural network

1950 – Turing test

1955-56 – Newell and Simon: Logic Theorist

1956 – Dartmouth conference, organized by John McCarthy, Marvin Minsky, Nathaniel Rochester, Claude Shannon

Other attendees were [Ray Solomonoff](#), [Oliver Selfridge](#), [Trenchard More](#), [Arthur Samuel](#), [Herbert A. Simon](#), and [Allen Newell](#)



## Early successes (1950s–1960s)



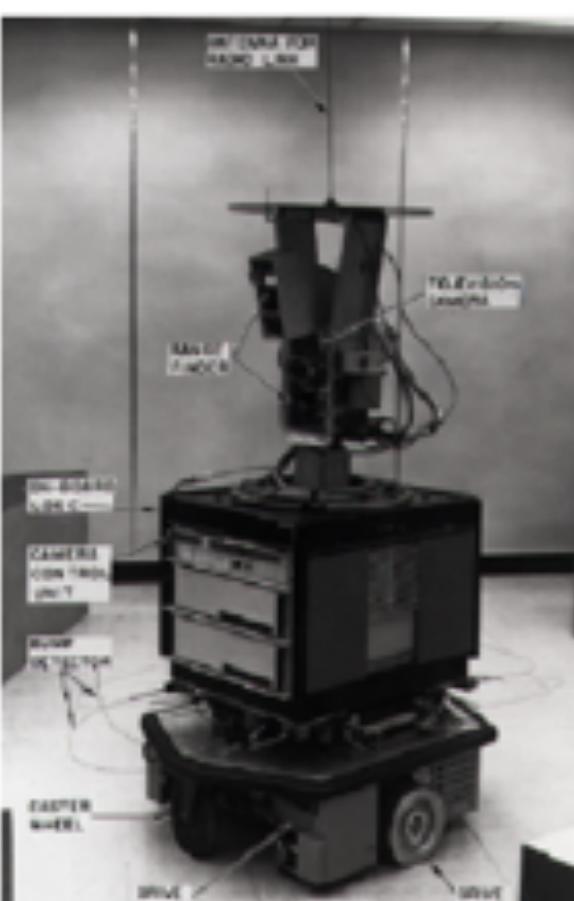
1952 – Arthur Samuel develops checkers program, learns via self-play

1958 – McCarthy LISP, advice taker, time sharing

1958 – Rosenblatt's Perceptron algorithm learns to recognize letters

1968-72 – Shakey the robot -> A\* algorithm

1971-74 – Blocksworld planning and reasoning domain



## First “AI Winter” (Later 1970s)



Many early promises of AI fall short

1969 – Minsky and Pappert’s “Perceptrons” book shows that single-layer neural network cannot represent XOR function

1973 – Lighthill report effectively ends AI funding in U.K.

1970s – DARPA cuts funding for several AI projects

# Expert systems & business (1970s–1980s)



Move towards encoding domain expert knowledge as logical rules

1971-74 – Feigenbaum's DENDRAL (molecular structure prediction) and MYCIN (medical diagnoses)

1981 – Japan's “fifth generation” computer project, intelligent computers running Prolog

1982 – R1, expert system for configuring computer orders, deployed at DEC

## Focus on applications (1990s-2010s)

Meanwhile, AI (sometimes under the guise of a subfield), achieved some notable milestones



1997 – Deep Blue beats Gary Kasparov

2001-2010 – \$60 billion involved in combinatorial sourcing auctions



2005,2007 – Stanford and CMU respectively win DARPA grand challenge in autonomous driving

2011 – IBM's Watson defeats human opponents on Jeopardy

## Reemergence of “AI” (2010s–??)



“AI” seems to be a buzzword again

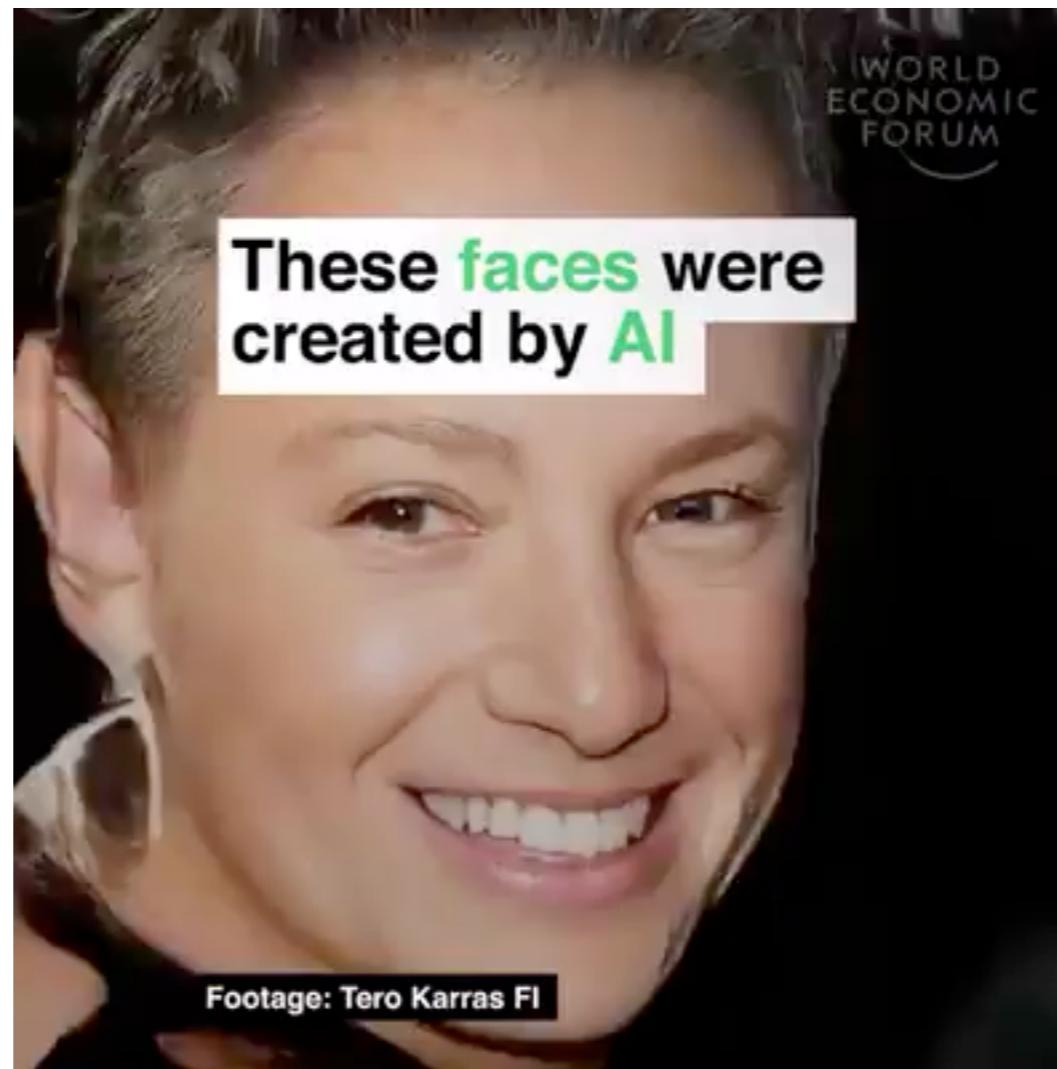
Google, Facebook, Twitter, etc, all have large AI labs, labeled as such

2012 – Deep neural network wins image classification contest

2013 – DeepMind shows computer learning to play Atari games

2015-2017 – superhuman speech understanding

This #AI is able to learn different faces from any picture it sees and generate new ones.



Kiki Understands Your feelings and tries to cheer you up. She Can be affectionate, Social and even moody. The power of #AI



# Thoughts about Goals of AI

- AI has many different goals
    - This is nothing to avoid
    - E.g., OR has same “problem” and is not shy about it
  - Shouldn’t define AI as that which still cannot be done
  - Human-level intelligence just a milestone along the way
- 
- Q: Will there be a super-human species?
  - A: No, AIs will be tools for various purposes

# Some potential new AI applications with huge positive impact on the world

- Better electricity markets
- Combinatorial CO<sub>2</sub> allowance / pollution credit markets
- Automated market making
- Campaign market for advertising
- Security games
  - Physical, information, malware protection, ...
  - Sequential

- AI is a fast-moving exciting area
- We can directly make the world a better place

## Homework:

- Reading: Eli Stevens et al., Chapters 1 & 2
- Reading: Russell & Norvig, Chapters 1 & 2