## WTF is AI?!

An introduction to Artificial Intelligence



## First things first, Let's define the Al



people disagree on what intelligence (and so AI) really is...

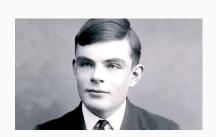


## Approaches

Thinking Humanly



Acting Humanly



Thinking Rationally

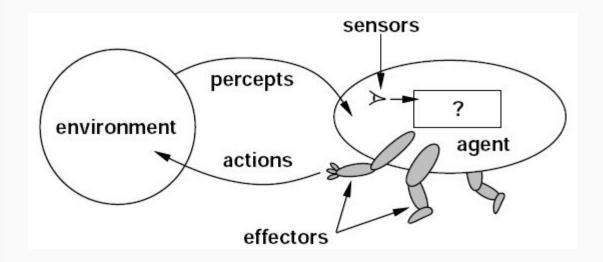


Acting Rationally



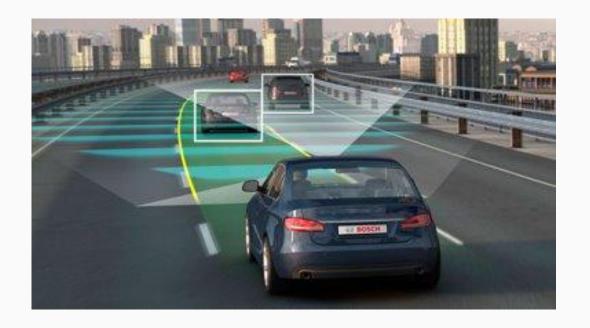
#### Intelligent Agent

- Agent
- Environment
- Events, Signals (State)
- Sensors, Perception
- Agent Function (Policy) (?)
- Actuators (Effectors)

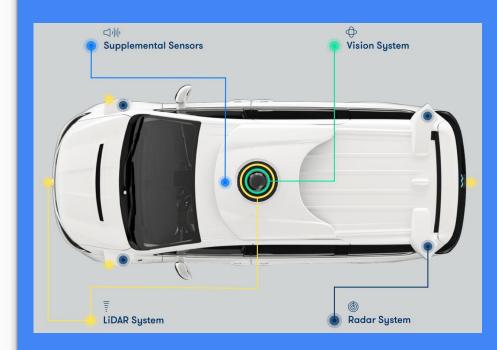


# Intelligent Agent: Self-driving Car

- Agent
- Environment
- Events, Signals (State)
- Sensors, Perception
- Agent Function (Policy)
- Actuators (Effectors)



# Waymo Self-driving Car Sensory System





### Agent Function (Policy)

Implement the explicit knowledge logic-based algorithm (Symb OUTPUT KNOWLEDGE Result

Learn a model of knowledge impli from experience (Connection) Training Data

### Machine Learning (Learning from Experience)

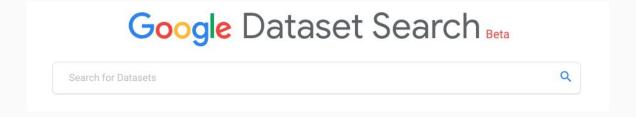
- Experience -> Dataset
- Massive Dataset, Big Data, Data Mining



### Machine Learning (Learning from Experience)

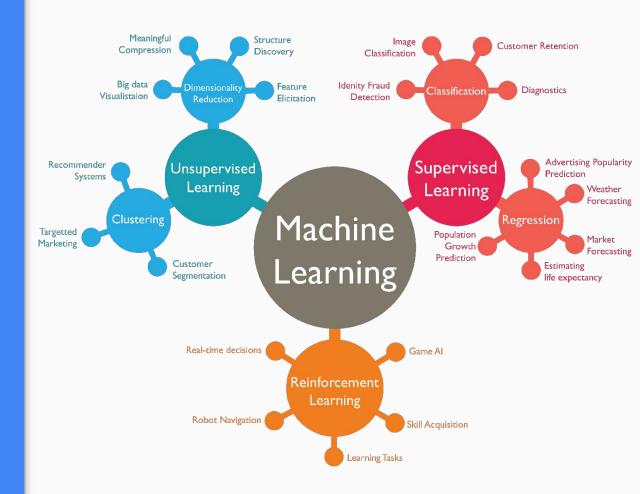
Where can I find large datasets open to the public?

https://toolbox.google.com/datasetsearch



#### ML tasks based on the shape of the dataset

- Supervised Learning
- Unsupervised Learning
- Semi-supervised Learning
- Reinforcement Learning



#### **Supervised Learning**

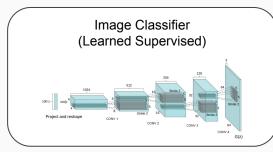
The dataset contains states (signals, features) and corresponding actions (for example labels)

The task is to use dataset to learn a general model that can predict desired action for any unseen data. (for example image classification, spam detection, weather forecast, etc)

State	Desired Action
	select class "CAT"
<b>(650)</b>	select class "DOG"
	select class "CAT"





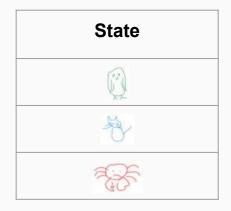


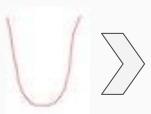


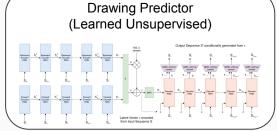
#### **Unsupervised Learning**

The dataset contains states (Signals) but there is not any corresponding action.

The task is to find some meaningful relationships between these data (for example find similar users in a social network, find anomalies, etc).









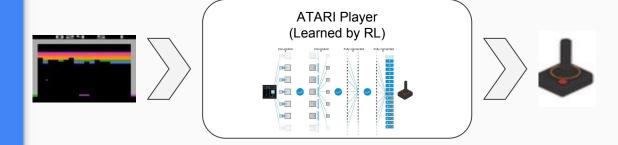


#### **Reinforcement Learning**

The dataset contains states (signals), but the exact desired actions are unknown (for example when the environment is changing during the time). However, there is a good-ness measure (reward) per any possible action in each state.

The task is to build a model that can choose a good action in each state (for example game player, self-driving car, etc).

State	Action	Reward
	<b>←</b>	0.78
	$\rightarrow$	0.56
-		0.25



## Thank You!