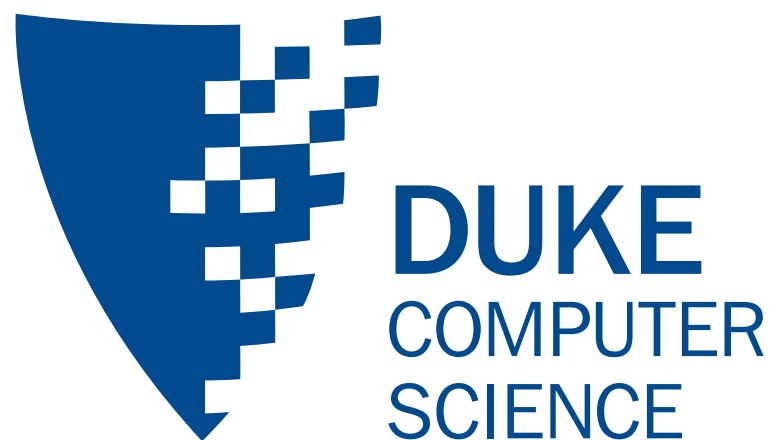


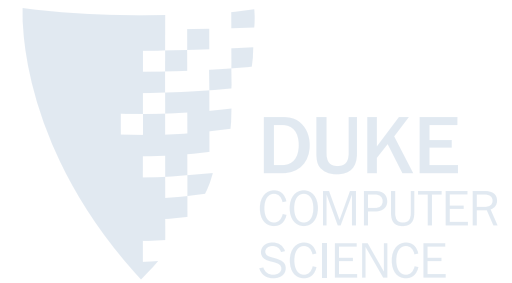
Introduction to Artificial Intelligence

George Konidaris
gdk@cs.duke.edu



Spring 2016

270 Team



Instructor: George Konidakis

Mon 5-6pm, Tues 12pm-1pm, North 133 (*not LSRC D224*)

TA: Cam Allen

Weds 11:30am-12:30pm, Thurs 11am-12pm, LSRC D309

UTAs:

Yixin Lin

Thurs 6:30pm- 9:30pm, The Link

Ying Qi

Tues 7-9pm, Fri 12-1pm, The Link

Yilun Zhou

Mon 9am-12pm, North 306

Logistics

Course webpage:

<http://www.cs.duke.edu/courses/spring16/compsci270/>

- Syllabus
- Calendar
- Office hours etc.

Comms (Q&A, announcements) via Piazza

Make sure to sign up!

Assignment submissions (**only**) via Sakai.

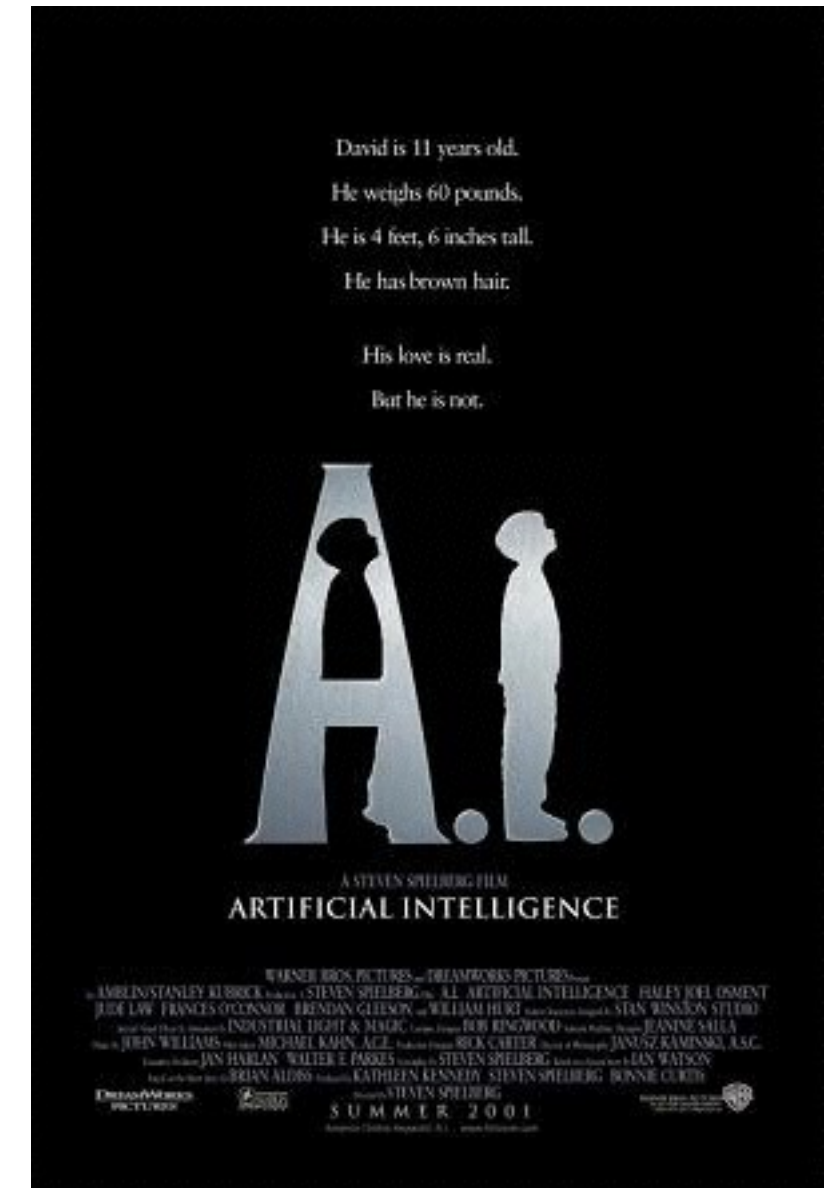
AI: The Very Idea

For as long as people have made machines, they have wondered whether machines could be made intelligent.



(pictures: Wikipedia)

An epic drama of
adventure and exploration



(pictures: Wikipedia)

Turing



Computing machinery and intelligence. *Mind*, October 1950.

“Can machines think?”

(picture: Wikipedia)

Dartmouth, 1956

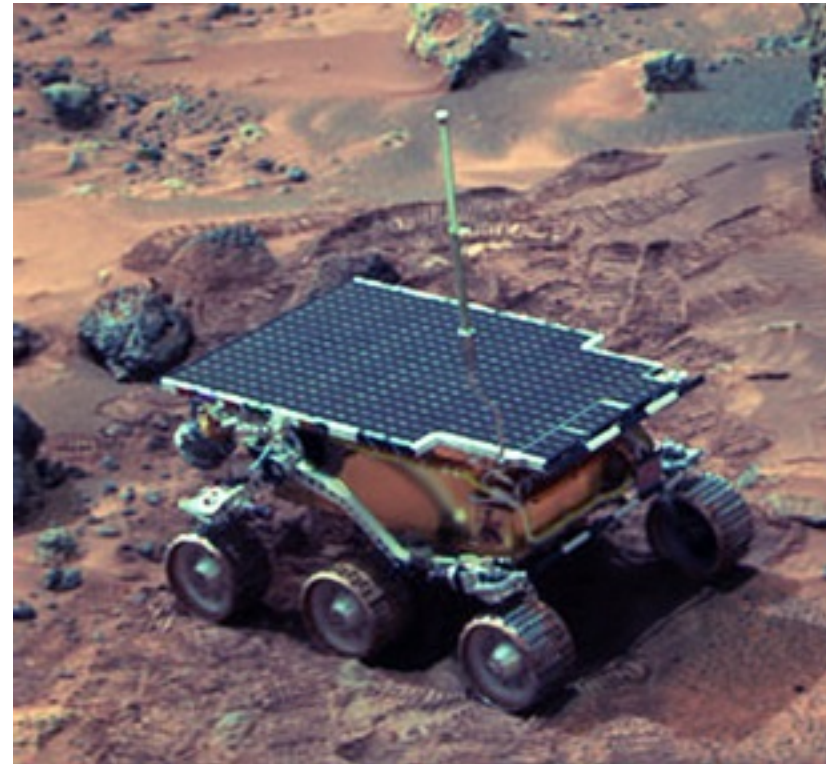


Modern AI

Subject of intense study:

- Nearly every CS department has at least 1 AI researcher.
- Heavily funded (NSF, DARPA, EU, etc.).
 - Pays itself back fast (e.g., DART).
- Google, Amazon, Microsoft, etc.
- ~ 700 PhDs a year in the US
- Thousands of research papers written every year.

Modern AI



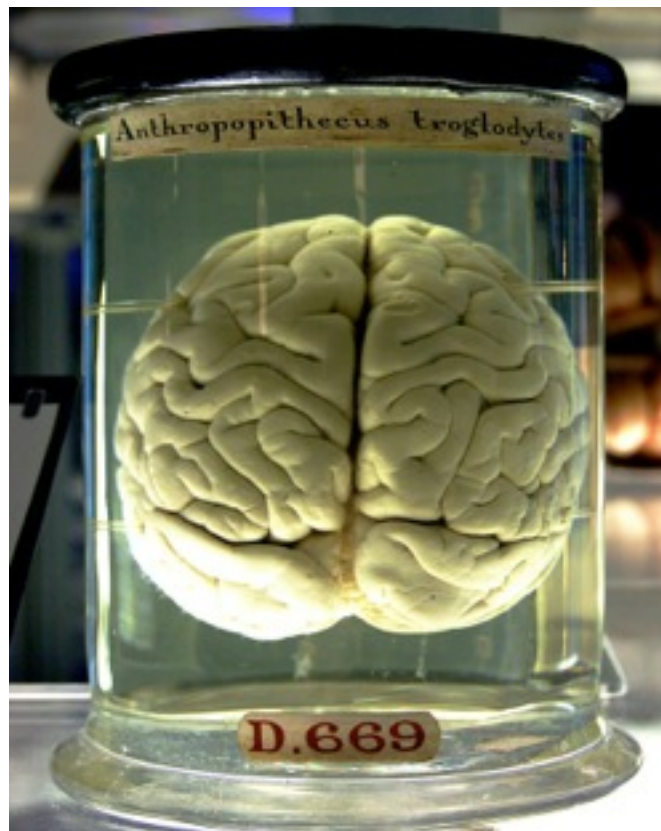
(picture: Wikipedia)



What *is* AI?

Fundamental Assumption

The brain is a computer.



=



(picture: Wikipedia)

What is AI?

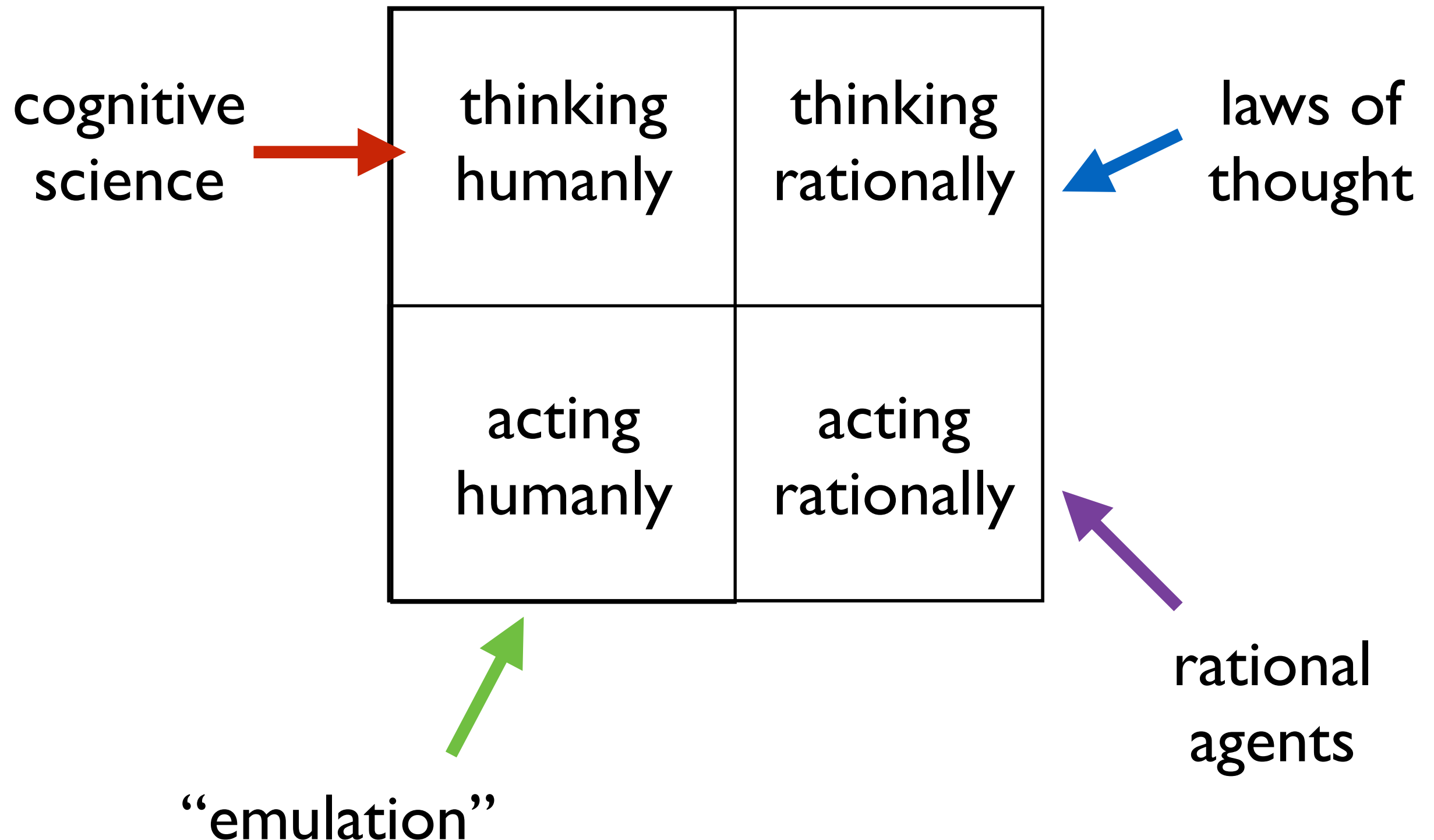
This turns out to be a hard question!

Two dimensions:

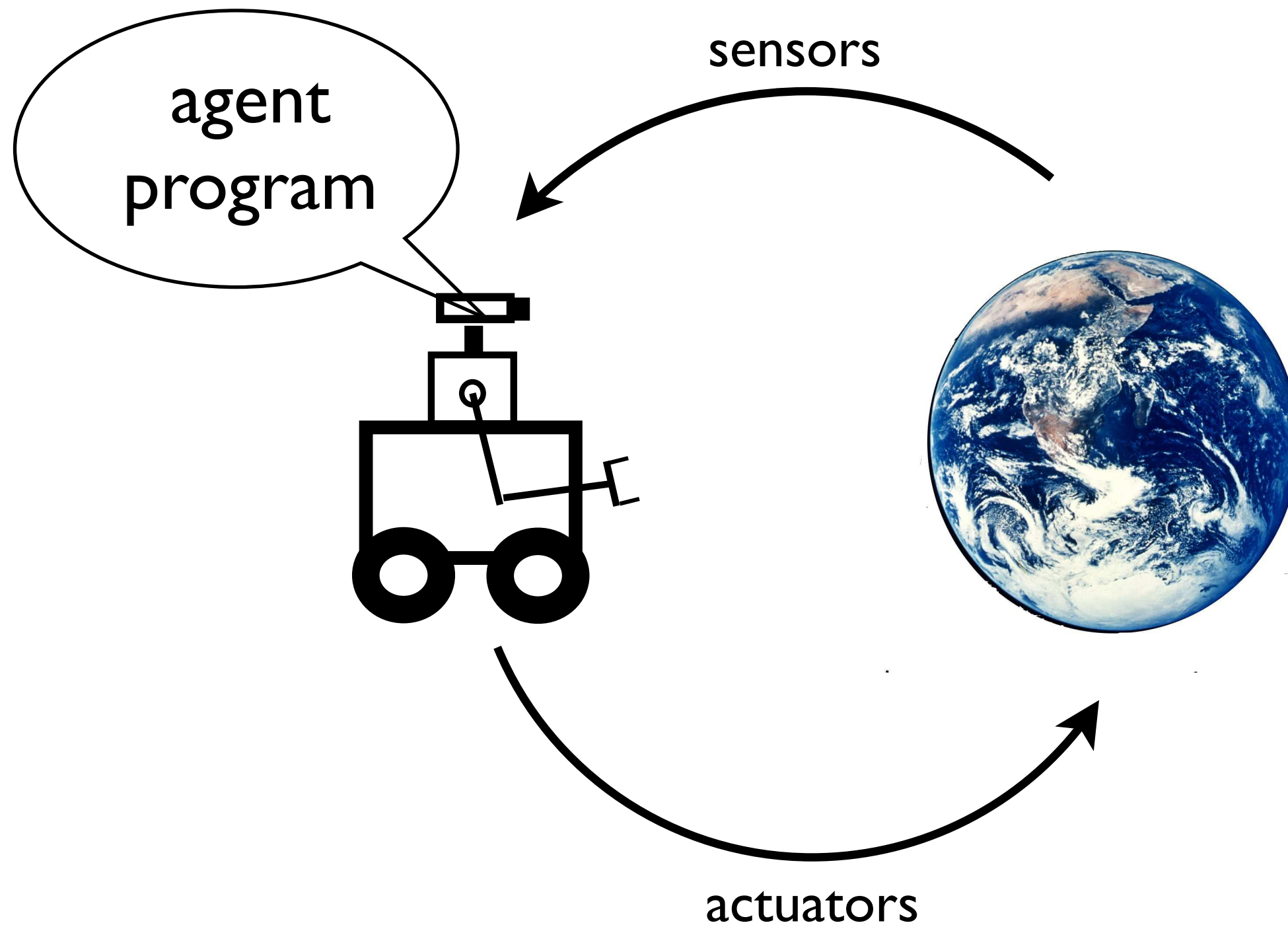
- “Humanly” vs “Rationally”
- “Thinking” vs. “Acting”.

thinking humanly	thinking rationally
acting humanly	acting rationally

What is AI?



What is a Rational Agent?



Performance measure.

Rational Agents

A rational agent acts in its environment, according to what it has perceived, in order to maximize its expected performance measure.

Example: Chess



Performance measure?

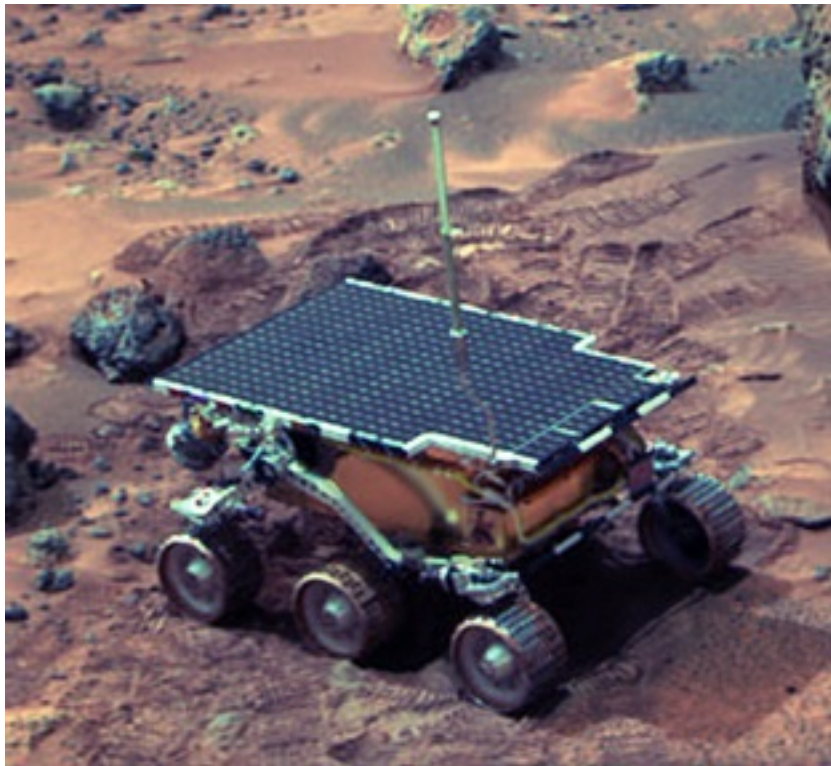
Environment?

Prior knowledge?

Sensing?

Actions?

Example: Mars Rover



Performance measure?

Environment?

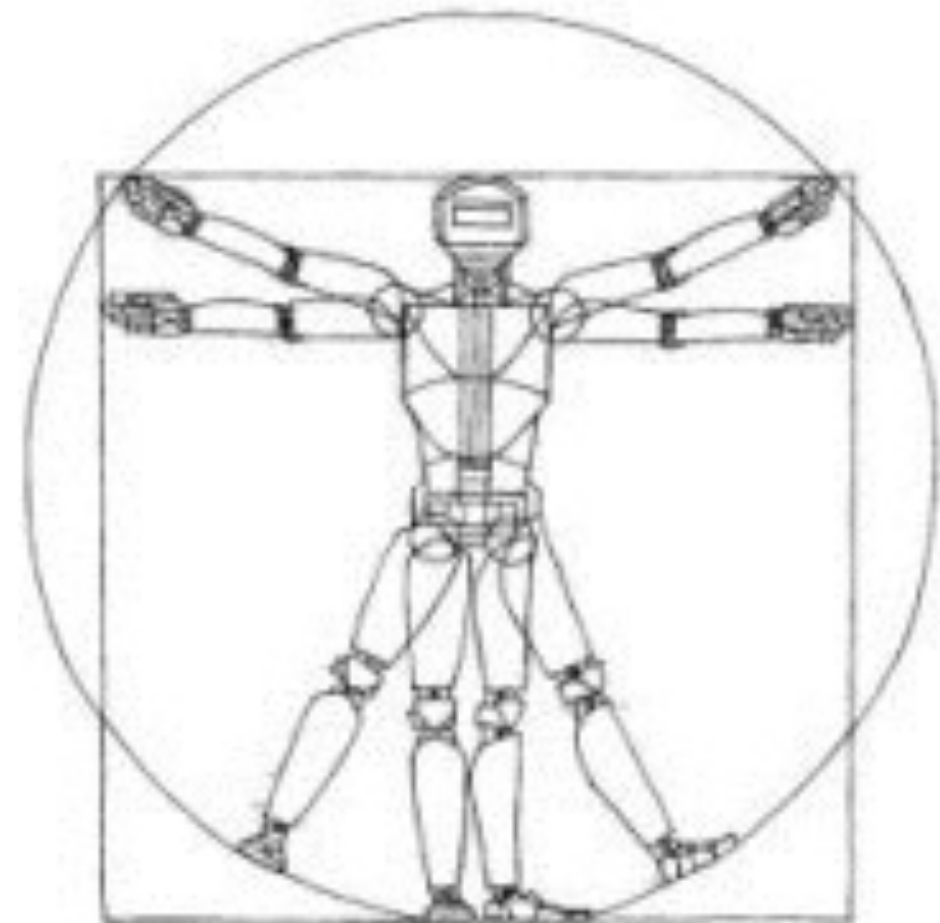
Prior knowledge?

Sensing?

Actions?

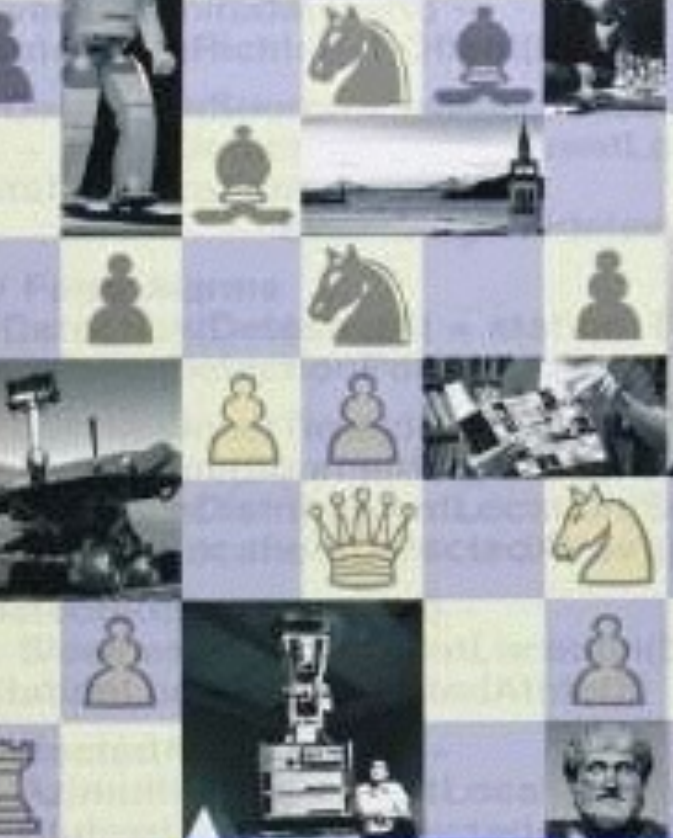
Are We Making Progress?

Specific vs. General



Major Topics Covered

1. Agents and Agenthood
2. Search
 - Uninformed
 - Informed
 - Mini-Max for Game Playing
3. Knowledge Representation and Reasoning
 - Propositional Logic
 - First-Order Logic
 - Reasoning and Logical Inference
 - Uncertain Knowledge
 - Bayes' Rule
 - Probabilistic Reasoning
 - Bayes Nets
4. Planning
 - Task Planning
 - Robot Motion Planning
5. Learning
 - Supervised Learning
 - Unsupervised Learning
 - Reinforcement Learning
6. Philosophy of AI



Stuart
Russell
Peter
Norvig

Artificial Intelligence
A Modern Approach
Third Edition

On Lectures

The textbook contains everything you need to know.

Lectures contain everything you need to know.

Lecture notes do not contain everything you need to know.

Suggested approach:

- Come to lectures and pay attention.
- Revise via textbook (immediately).
- Clarify at office hours.

Grading

Exams: (closed book)

Midterm: 30%, in class.

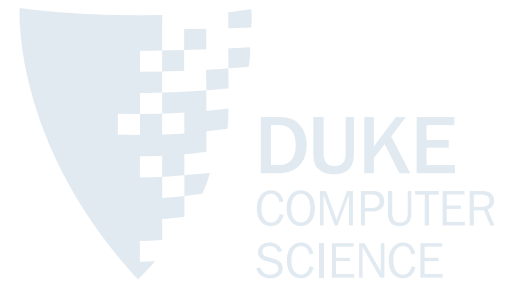
Final: 30%, finals week.

Coursework: 40% of grade.

5 assignments, mix of:

- Short proofs.
- Algorithm design.
- Programming (Python).
- Analysis.

Academic Honesty



I expect all Duke students to conduct themselves with the highest integrity, according to the *Duke Community Standard*.

It is OK to:

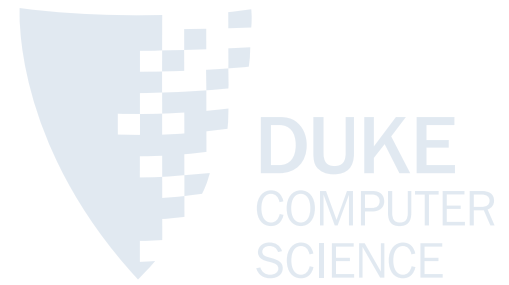
- Have high-level discussions.
- Google for definitions and background.

It is NOT OK TO:

- Hand in anyone else's **code**, or **work**, in part or in whole.
- Google for solutions.

ALWAYS HAND IN YOUR OWN WORK.

Academic Honesty



Consequences of cheating:

- Your case will be reported.
- Possible consequences include zeros on the assignment, suspension, failure to graduate, retraction of job offers.

If I catch you I will refer you to the Office of Student Conduct.

DO NOT CHEAT.

Homework

I will post some reading on the course website.

- Please join Piazza.
- Please do the reading.
- Please do the coding homework.