

# CSE 473: Artificial Intelligence

## Autumn 2016

### Introduction & Agents

Dan Weld  
Friday 10:30am

Gagan Bansal  
Mon 2:30pm

Travis Mandel  
Thurs 2:30pm

Yun-Hsuan Su  
Wed 3pm

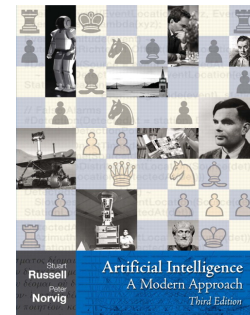
With slides from

Dieter Fox, Dan Klein, Stuart Russell, Andrew Moore, Luke Zettlemoyer

## Course Logistics

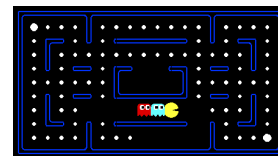
### Textbook:

Artificial Intelligence: A Modern Approach, Russell and Norvig (3<sup>rd</sup> ed)



### Work:

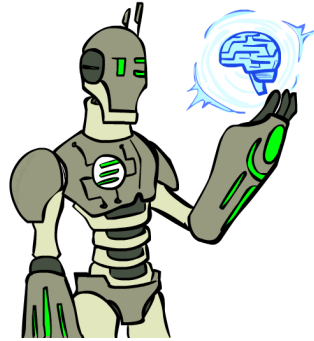
Programming Assignments  
Midterm  
Final  
Class participation



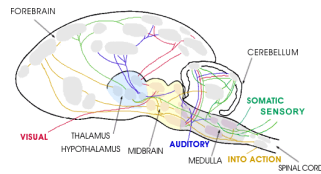
Pacman, autograder

## Today

- What is (AI)?
- Agency
- What is this course?



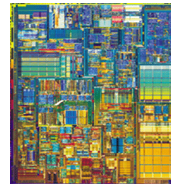
## Brain: Can We Build It?



$10^{11}$  neurons  
 $10^{14}$  synapses  
 cycle time:  $10^{-3}$  sec

VS.

$10^9$  transistors  
 $10^{12}$  bits of RAM  
 cycle time:  $10^{-9}$  sec



## What is AI?

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The science of making machines that:

Think like humans	Think rationally
Act like humans	Act rationally

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## Rational Decisions

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We'll use the term **rational** in a particular way:

- Rational: maximally achieving pre-defined goals
- Rational 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 might be:

**Computational Rationality**

## A (Short) History of AI

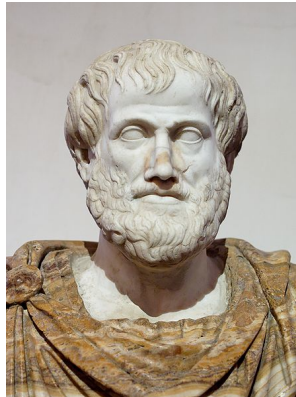
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## Prehistory

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- **Logical Reasoning:** (4<sup>th</sup> C BC+) Aristotle, George Boole, Gottlob Frege, Alfred Tarski



## Medieval Times

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- **Probabilistic Reasoning:** (16<sup>th</sup> C+) Gerolamo Cardano, Pierre Fermat, James Bernoulli, Thomas Bayes



## 1940-1950: Early Days



1942: **Asimov**: Positronic Brain; Three Laws of Robotics

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.

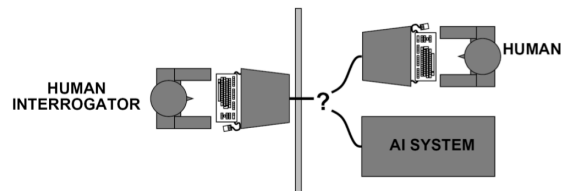
1943: **McCulloch & Pitts**: Boolean circuit model of brain

1946: First digital computer - ENIAC

## The Turing Test

Turing (1950) “Computing machinery and intelligence”

- “Can machines think?”
- “Can machines behave intelligently?”
- *The Imitation Game*:



- Suggested major components of AI: knowledge, reasoning, language understanding, learning

## 1950-1970: Excitement

- 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

"Over Christmas, Allen Newell and I created a thinking machine."

*-Herbert Simon*

## 1970-1980: Knowledge Based Systems

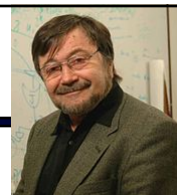
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- 1969-79: Early development of knowledge-based systems
- 1980-88: Expert systems industry booms
- 1988-93: Expert systems industry busts  
"AI Winter"

The knowledge engineer practices the art of bringing the principles and tools of AI research to bear on difficult applications problems requiring experts' knowledge for their solution.

*- Edward Felgenbaum in "The Art of Artificial Intelligence"*

## 1988--: Statistical Approaches



- 1985-1990: Rise of Probability and Decision Theory  
Eg, Bayes Nets  
Judea Pearl - ACM Turing Award 2011
- 1990-2000: Machine learning takes over subfields:  
Vision, Natural Language, etc.

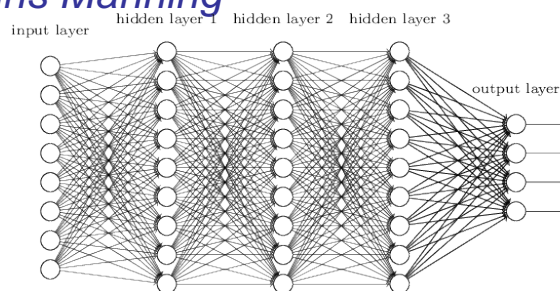
"Every time I fire a linguist, the performance of the speech recognizer goes up"

- Fred Jelinek, IBM Speech Team

## 2015 Deep NN Tsunami

*"Deep Learning waves have lapped at the shores of computational linguistics for several years now, but 2015 seems like the year when the full force of the tsunami hit the major Natural Language Processing (NLP) conferences."*

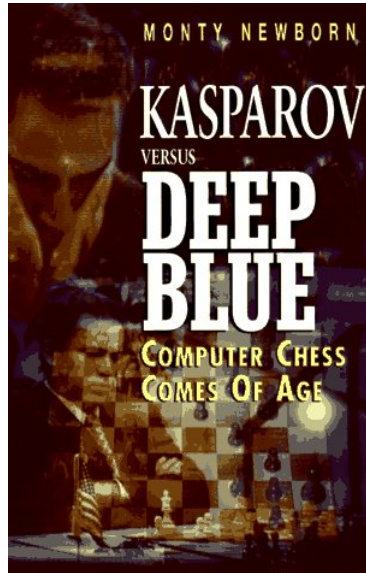
- Chris Manning



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1997

“I could feel –  
I could smell – a  
new kind of  
intelligence  
across the  
table”  
-Gary Kasparov



Saying Deep Blue  
doesn't really think  
about chess is like  
saying an airplane  
doesn't really fly  
because it doesn't  
flap its wings.

– Drew McDermott

## Robocup (Stockholm '99)



Panasonic MPEG1 Encoder

# Robocup



# 2005

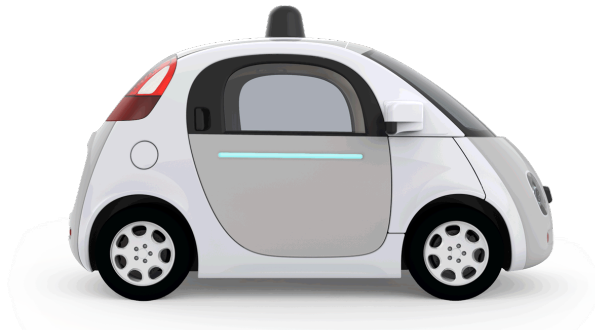


Stanford Car  
DARPA Grand Challenge

# Google Self-Driving Car 2014

<https://www.youtube.com/watch?v=TsaES--OTzM>

2016



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2009



More Top Picks for You



Recommendations,  
Search result ordering  
Ad placement,

24



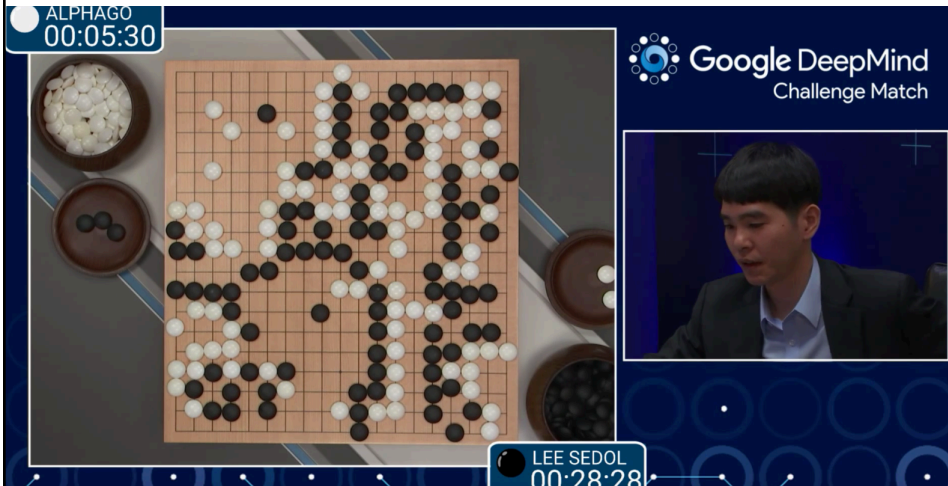
# 2011



[http://www.youtube.com/watch?v=WFR3IOm\\_xhE](http://www.youtube.com/watch?v=WFR3IOm_xhE)

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# 2016



AlphaGo deep RL defeats Lee Sedol (4-1)

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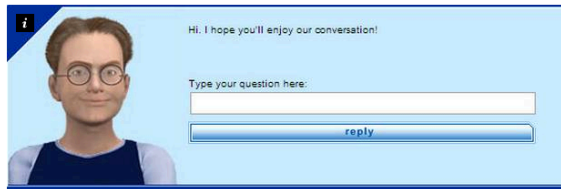


## 2014 = Momentous Times!

News > Technology

Fooled 33% of judges!

### Turing Test breakthrough as super-computer becomes first to convince us it's human



Eugene Goostman, a computer programme pretending to be a young Ukrainian boy, successfully duped enough humans to pass the iconic test

ANDREW GRIFFIN | Sunday 08 June 2014



A programme that convinced humans that it was a 13-year-old boy has become the first computer ever to pass the Turing Test. The test – which requires that computers are indistinguishable



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## Judges were not so smart

### Conversation with Scott Aaronson:

Scott: Which is bigger, a shoebox or Mount Everest?

Eugene: I can't make a choice right now. I should think it out later. And I forgot to ask you where you are from...

Scott: How many legs does a camel have?

Eugene: Something between 2 and 4. Maybe, three? :-))) By the way, I still don't know your specialty – or, possibly, I've missed it?

Scott: How many legs does a millipede have?

Eugene: Just two, but Chernobyl mutants may have them up to five. I know you are supposed to trick me.

Scott: No, I need to know that you're not a chatbot. Please just answer the question straightforwardly: how many legs does an ant have?

Eugene: Something between 2 and 4. Maybe, three? :-))) Oh, what a fruitful conversation;-)

Scott: Do you understand why I'm asking such basic questions? Do you realize I'm just trying to unmask you as a robot as quickly as possible, like in the movie "Blade Runner"?

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## Summary Status of AI

- Where are we?

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## What is AI?

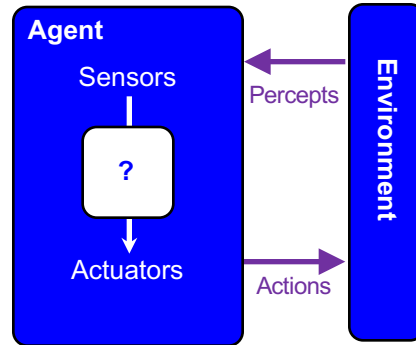
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The science of making machines that:

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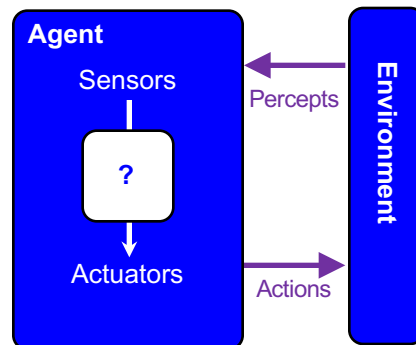
## Agent vs. Environment

- An **agent** is an entity that *perceives* and *acts*.
- A **rational agent** selects actions that maximize its **utility function**.
- Characteristics of the **percepts**, **environment**, and **action space** dictate techniques for selecting rational actions.



## CSE 573 vs...?

- CSE 515 – Stat methods
- CSE 517 – NLP
- CSE 546,7 – ML
- CSE 571 – Robotics
- CSE 574
- CSE 576,7 – Vision



# Actions? Percepts?



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# Actions? Percepts?



More Top Picks for You



Recommender System

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## Types of Environments

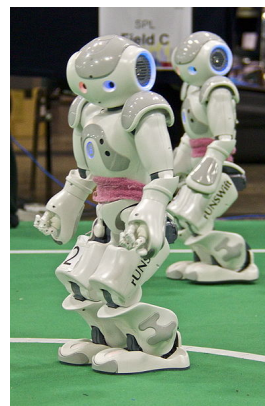
- Fully observable *vs.* partially observable
- Single agent *vs.* multiagent
- Deterministic *vs.* stochastic
- Episodic *vs.* sequential
- Discrete *vs.* continuous

### Fully observable vs. Partially observable

Can the agent observe the complete state of the environment?



vs.



## Single agent vs. Multiagent

Is the agent the only thing acting in the world?



vs.



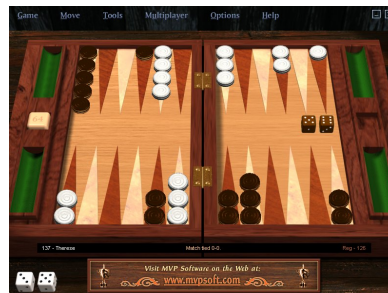
Aka static vs. dynamic

## Deterministic vs. Stochastic

Is there uncertainty in how the world works?

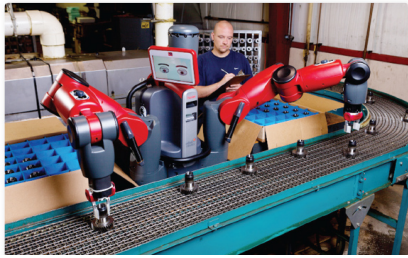


vs.



## Episodic vs. Sequential

Episodic: next episode doesn't depend on previous actions.



vs.



## Discrete vs. Continuous

- Is there a finite (or countable) number of possible environment states?

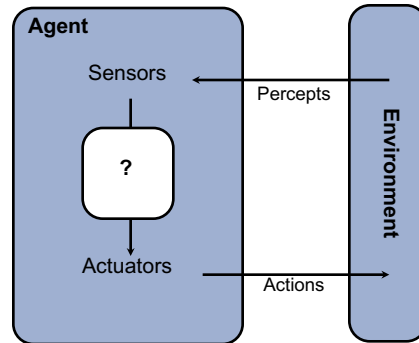


vs.



## Types of Agent

- An **agent** is an entity that *perceives* and *acts*.
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## Reflex Agents

- Reflex agents:
  - Choose action based on current percept (and maybe memory)
  - Do not consider the future consequences of their actions
  - **Act on how the world IS**





## Goal Based Agents

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- Plan ahead
- Ask “what if”
- Decisions based on (hypothesized) consequences of actions
- Must have a model of how the world evolves in response to actions
- **Act on how the world WOULD BE**



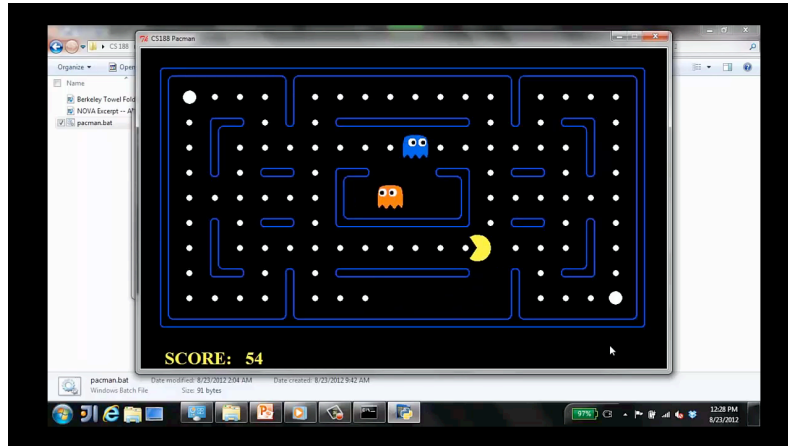
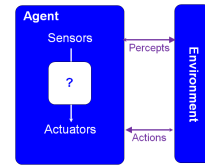
## Utility Based Agents

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- Like goal-based, but
- Trade off multiple goals
- Reason about probabilities of outcomes
- **Act on how the world will LIKELY be**



# Pacman as an Agent



Originally developed at UC Berkeley:

<http://www-inst.eecs.berkeley.edu/~cs188/pacman/pacman.html>

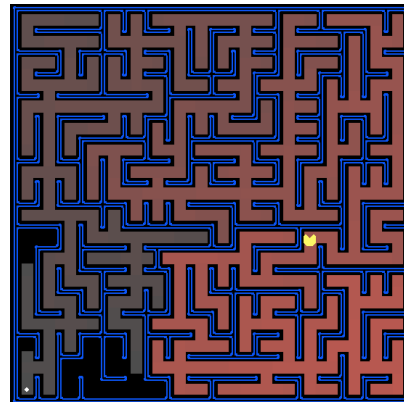
## PS1: Search → 10/14

Goal:

- Help Pac-man find its way through the maze

Techniques:

- Search: breadth-first, depth-first, etc.
- Heuristic Search: Best-first, A\*, etc.



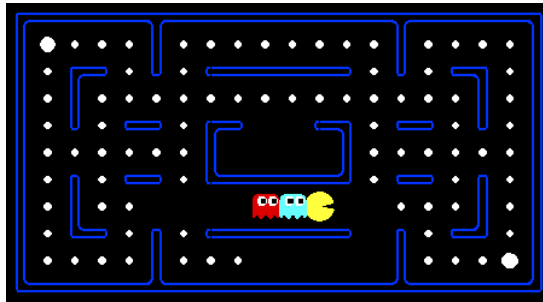
## PS2: Game Playing

Goal:

- Play Pac-man!

Techniques:

- Adversarial Search: minimax, alpha-beta, expectimax, etc.



## PS3: Planning and Learning

Goal:

- Help Pac-man learn about the world

Techniques:

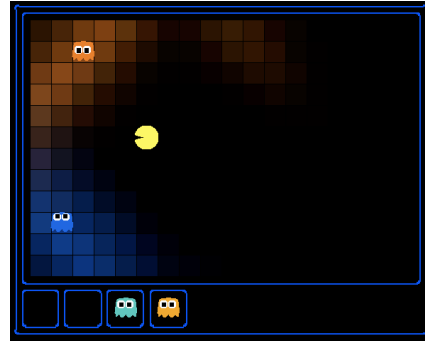
- Planning: MDPs, Value Iterations
- Learning: Reinforcement Learning



## PS4: Ghostbusters

### Goal:

- Help Pac-man hunt down the ghosts



### Techniques:

- Probabilistic models: HMMS, Bayes Nets
- Inference: State estimation and particle filtering

## Course Topics

### ▪ Part I: Making Decisions

- Fast search / planning
- Constraint satisfaction
- Adversarial and uncertain search
- Markov decision processes
- Reinforcement learning
- POMDPs



### ▪ Part II: Reasoning under Uncertainty

- Bayes' nets
- Decision theory
- Machine learning

### ▪ Throughout: Applications

- Natural language, vision, robotics, games, ...

# Overload Request

<http://tinyurl.com/zlarys2>

Enter code word...  
(honor system)

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