

Introduction to AI

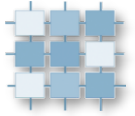
A4B33ZUI, LS 2016

Branislav Bošanský, Ondřej Vaněk, Štěpán Kopřiva

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Artificial Intelligence Center, Czech Technical University

Course Outline



Lectures

- Tuesday 14:30 - 16:00
- Prof. Pěchouček, Doc. Kléma

Seminars

- Kléma, Bošanský, Vaněk, Kopřiva
- Assignments – lot's of programming, Java knowledge required

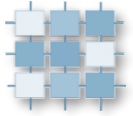
CourseWare

- <https://cw.fel.cvut.cz/wiki/courses/a4b33zui/start>
- Course materials
- Course requirements

Contact

- name.surname@agents.fel.cvut.cz

Seminars Credit Requirements



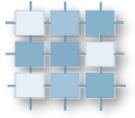
Participation and active work at all seminars (up to 2 absences without an excuse are allowed).

Gathering at least 25 points from the assignments (out of 50).

Submitting all assignments during the term and receiving at least 50% of points from each of the assignment for the content

- You can choose **one assignment**, for which you **don't have to get 50% of points**. However, the assignment needs to be submitted
- The points for the fulfilling 50% of the assignment are computed before the deduction of points for late submission penalty
- The late submission penalty is 50%, 75% and 100% percent of points for being late by up to 24 hours, 48 hours, more than 48 hours

Homework Assignments



A* - finding an optimal path (TBA) [8 b]

Constraint Satisfaction Programming (TBA) [14 b]

Two-player games - test (TBA) [3 b]

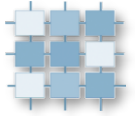
Situation calculus (TBA) [10 b]

MDP – grid world (TBA) [5 b]

Fair guys and villains (TBA) [2 b]

King and his advisors (TBA) [5 b]

World class online courses



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INTRODUCTION TO
Artificial Intelligence

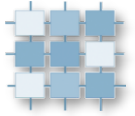
In partnership with
STANFORD
ENGINEERING

ai-class.com

STANFORD
UNIVERSITY

UDACITY

What is „AI“?



SCI-FI

Human
Thinking

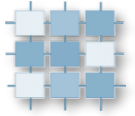
Touring
Test

Problem
Solving

SCI-FI



Near Future



vision

movement

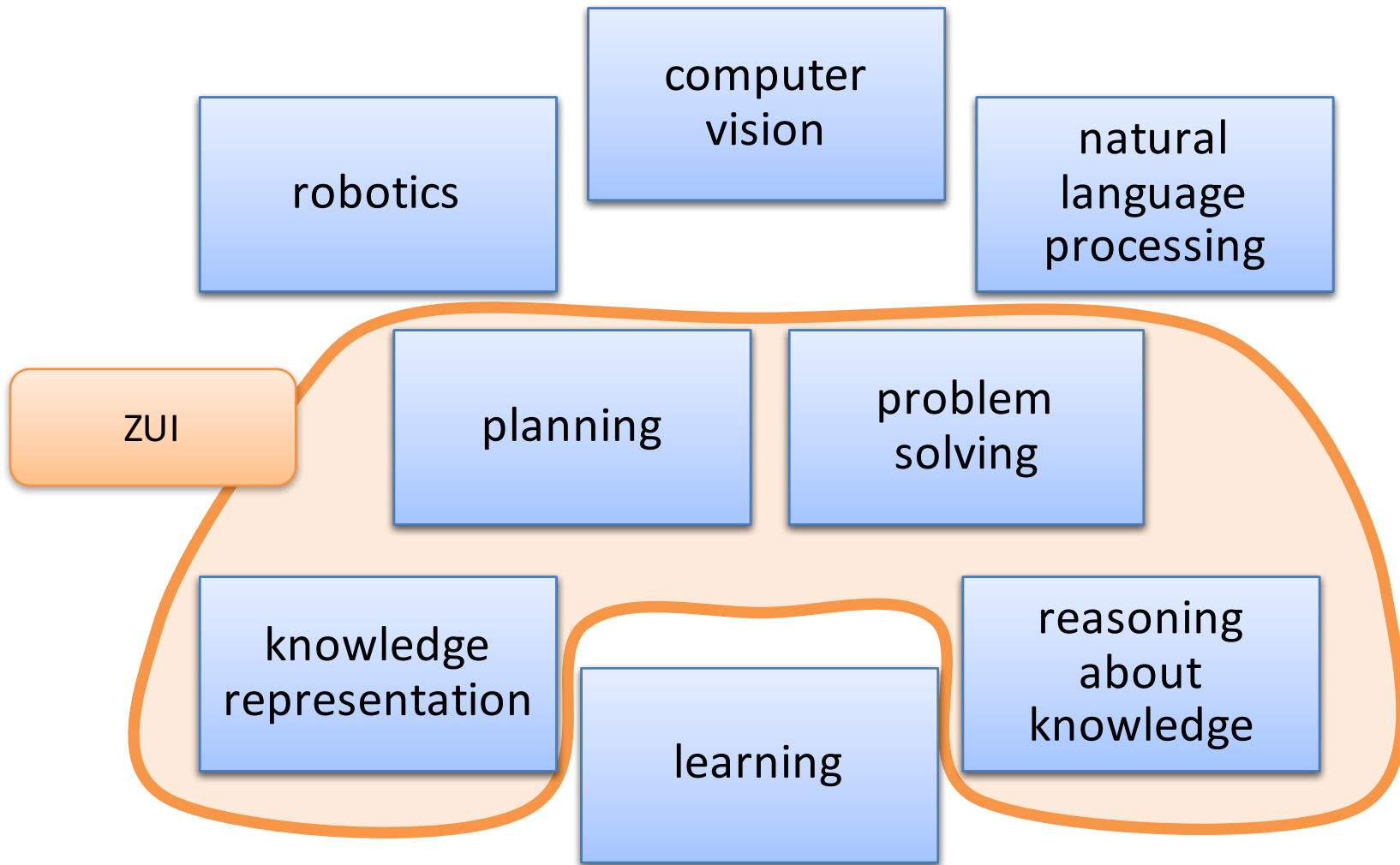
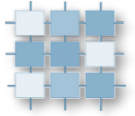
planning

orientation

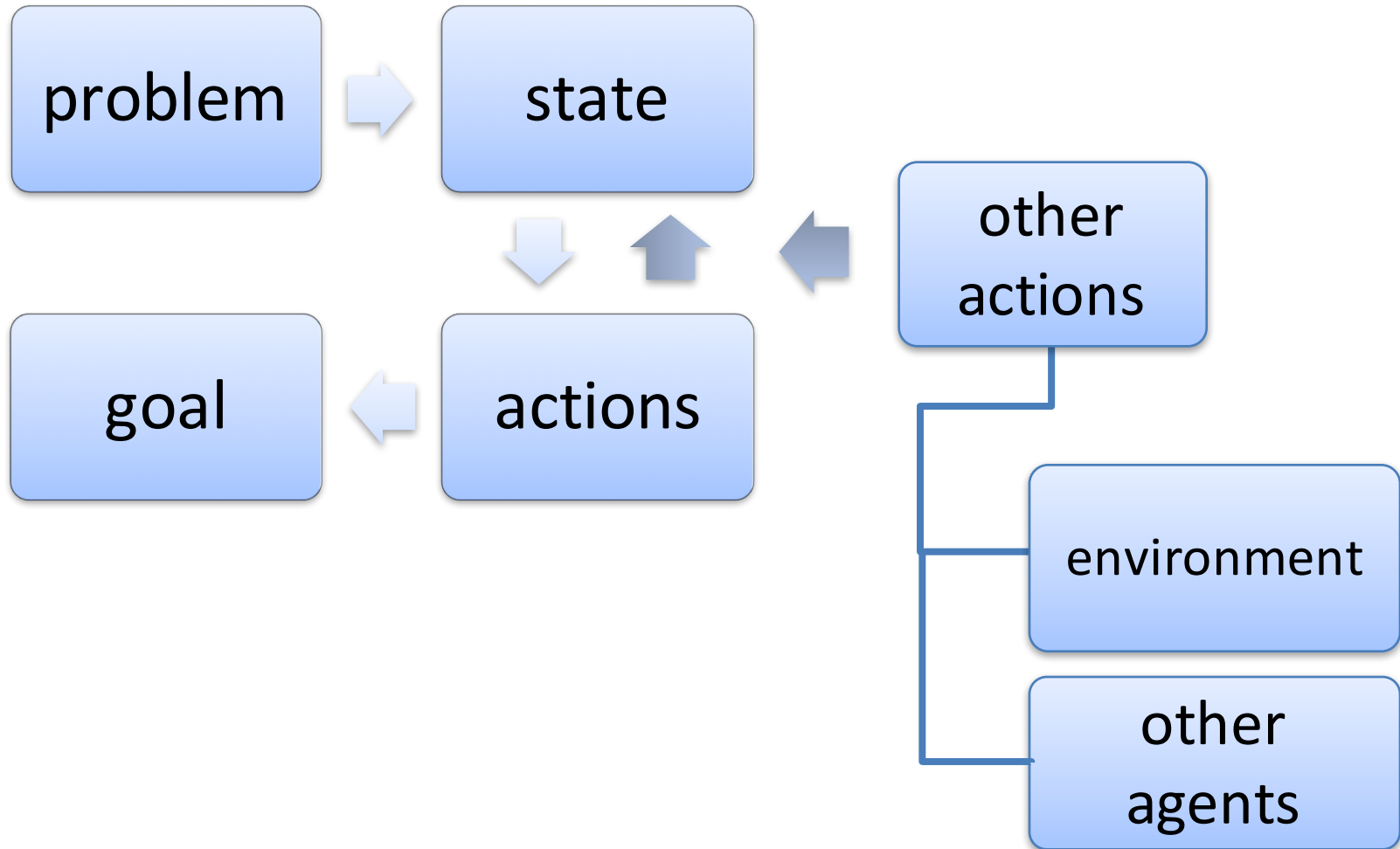
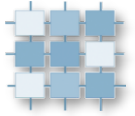
communication

reasoning

Key AI Topics



Problem Solving



What to do?

