AI Applications

CPSC 322 Lecture 3

September 10, 2007

- Making single and sequential decisions in deterministic environments
 - Search, CSPs, Planning
- ② Richer representations in deterministic environments:
 - Logic
- Making single decisions in stochastic environments:
 - Bayes Nets, Influence Diagrams
- Making sequential decisions in stochastic environments:
 - Influence Diagrams, MDPs
- Multiagent systems (if time permits)
 - Zero-sum games; Nash equilibria

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Search: Checkers

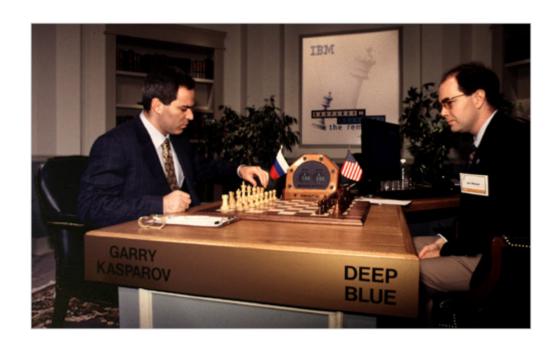
- Arthur Samuel at IBM wrote programs to play checkers (1950s)
 - initially, they played at a strong amateur level
 - however, they used some (simple) machine learning techniques, and soon outperformed Samuel



Source: IBM Research

Search: Chess

 In 1996 and 1997, Gary Kasparov, the world chess grandmaster played two tournaments against Deep Blue, a program written by researchers at IBM





Source: IBM Research

Search: Chess

- Deep Blue's Results in the first tournament:
 - won 1 game, lost 3 and tied 1
 - first time a reigning world champion lost to a computer
 - although Kasparov didn't see it that way...



Source: CNN

Search: Chess

- Deep Blue's Results in the second tournament:
 - second tournament: won 3 games, lost 2, tied 1



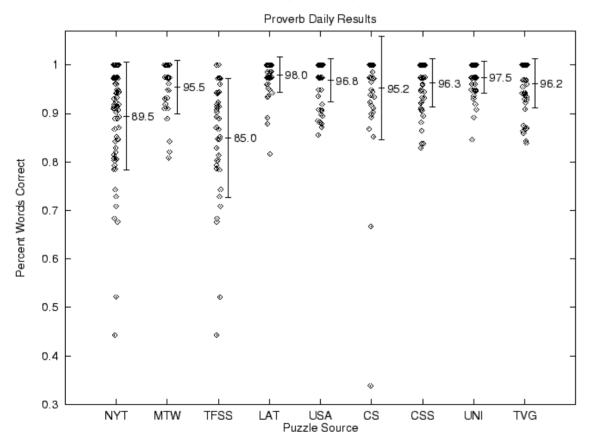
CSPs: Crossword Puzzles

Summary statistics:

Daily Puzzles

370 puzzles from 7 sources.

- 95.3% words correct (miss three or four words per puzzle)
- 98.1% letters correct
- 46.2% puzzles completely correct



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Source: Michael Littman

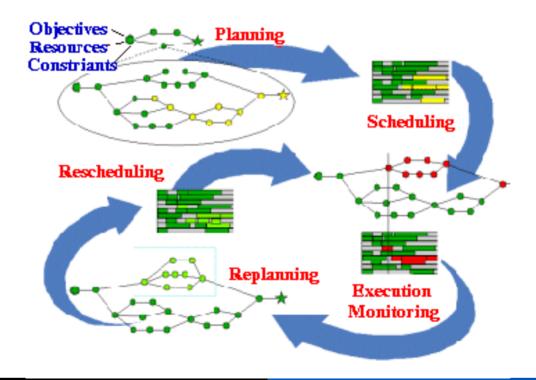
CSPs/Local Search: Dance Evolution

http://videolectures.net/aaai07_balogh_daevo

"Best Student Video", AAAI-07 video competition

Planning: Logistics

- Dynamic Analysis and Replanning Tool (Cross & Walker)
 - logistics planning and scheduling for military transport
 - used in the 1991 Gulf War by the US
 - problems had 50,000 vehicles; different starting points and destinations

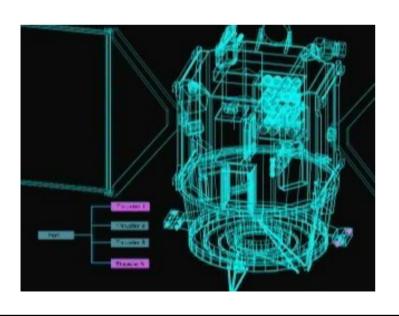


Source: DARPA

Planning: Spacecraft Control

NASA: Deep Space One spacecraft

- operated autonomously for two days in May, 1999:
 - determined its precise position using stars and asteriods
 - despite a malfunctioning ultraviolet detector
 - planned the necessary course adjustment
 - fired the ion propulsion system to make this adjustment





Source: NASA

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Logic: Cyc

"Day after day since 1984, teams of programmers, linguists, theologians, mathematicians and philosophers have plugged away at a \$60-million project they hope will transform human existence: teaching a computer common sense.

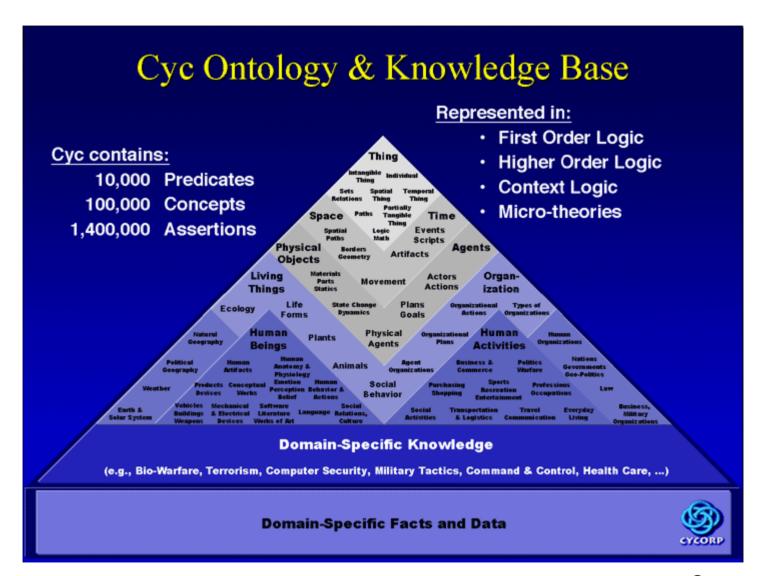
"They have been feeding a database named Cyc over a million truths and generalities about daily life so it can automatically make assumptions humans make, such as:

- Creatures that die stay dead.
- Dogs have spines.
- Scaling a cliff requires intense physical effort.

"Though some critics question the potential of this painstaking effort, the inventors believe Cyc will form the brains of computers with supercharged reasoning abilities - which could help us work more efficiently, make us understand each other better and even help us predict the previously unforeseeable."

Quoted from: Independent Online

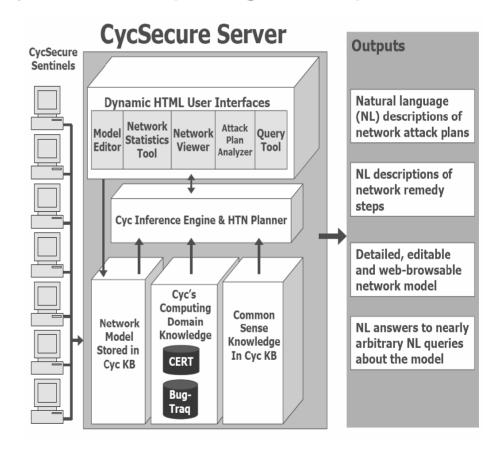
Logic: Cyc



Source: Cycorp

Logic: CycSecure

- "CycSecure scans a computer network to build a formal representation of the network, based on Cyc's pre-existing ontology of networking, security, and computing concepts:
 - information about what computers are on the network, what programs are installed or running on those computers, what privileges the running programs have, what users are logged into the computers, etc.
- This formal representation also allows users to interact directly with the model of the network, allowing testing of proposed changes."



Excerpted from: Shepard et al., 2005

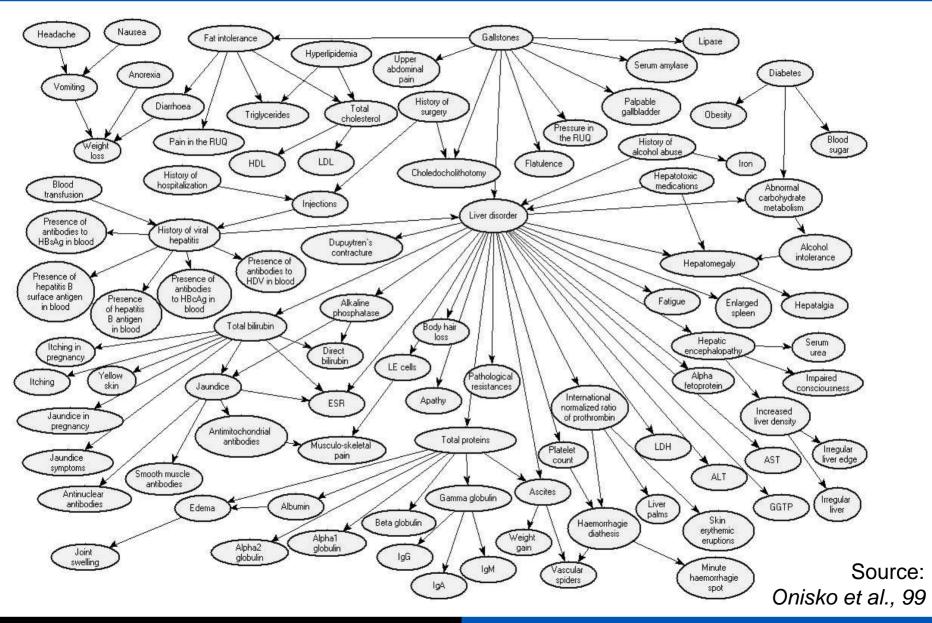
Logic: Visualizing Derivations

http://videolectures.net/aaai07_trac_idv

from the AAAI-07 video competition

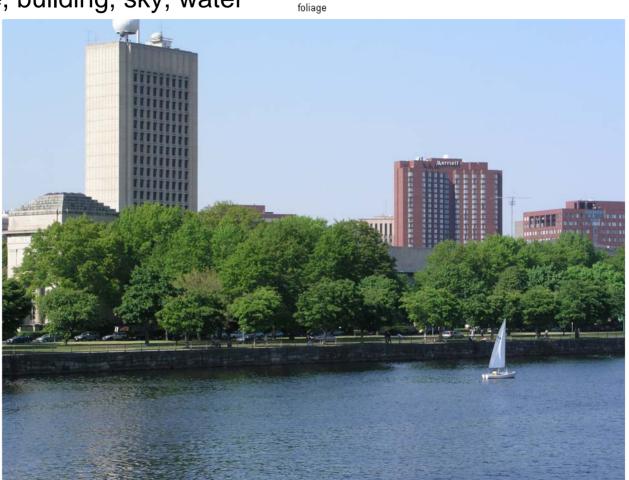
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Reasoning under Uncertainty: Diagnosis



Reasoning Under Uncertainty

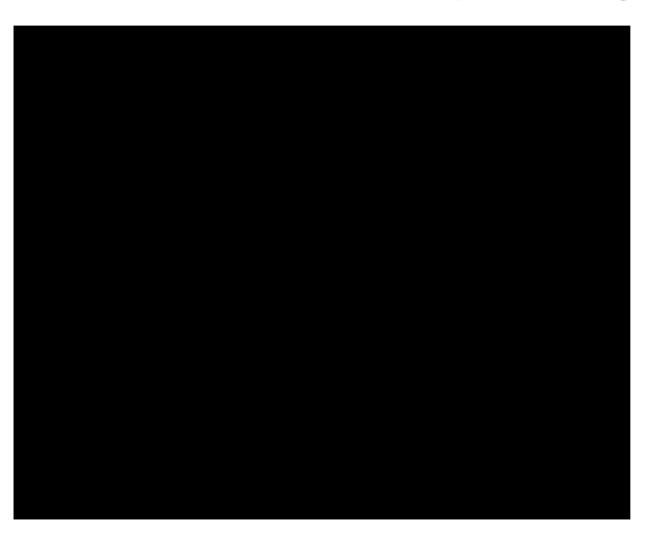
- Texture classification using SVMs
 - foliage, building, sky, water



Source: Mike Cora, UBC

Reasoning Under Uncertainty

Colour-Based Object Recognition



"Most Innovative Video"

AAAI-07 Video Competition

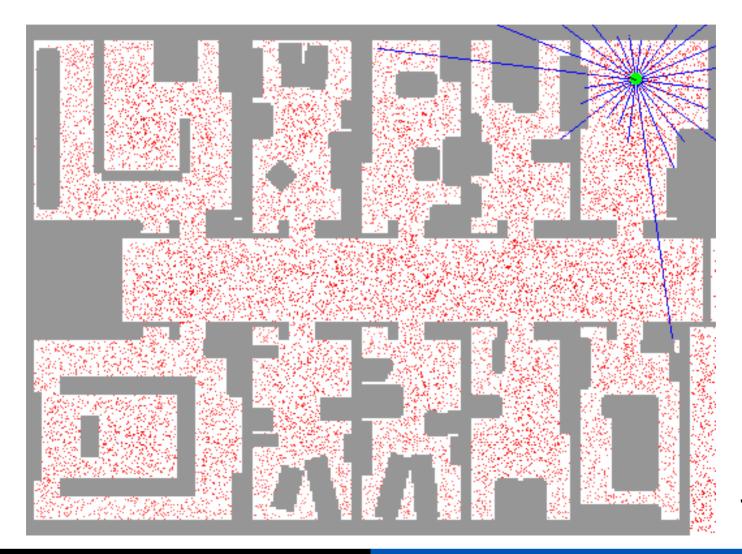
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Planning Under Uncertainty: Aibo RL

AAAI-07 AIVC - 27. Aibo ingenuity (Littmann).mov

winner of "best short video" at AAAI-07 video competition

Localization: office robot with laser rangefinder



Source: Sebastian Thrun

Simultaneous Localization & Mapping: Mine mapping



Source: Sebastian Thrun

Helicopter control: MDP, reinforcement learning



Source: Andrew Ng

Autonomous driving: DARPA Grand Challenge

Dr. Sebastian Thrun Stanford Racing Team Leader & Director Stanford Artificial Intelligence Lab

> Source: Sebastian Thrun

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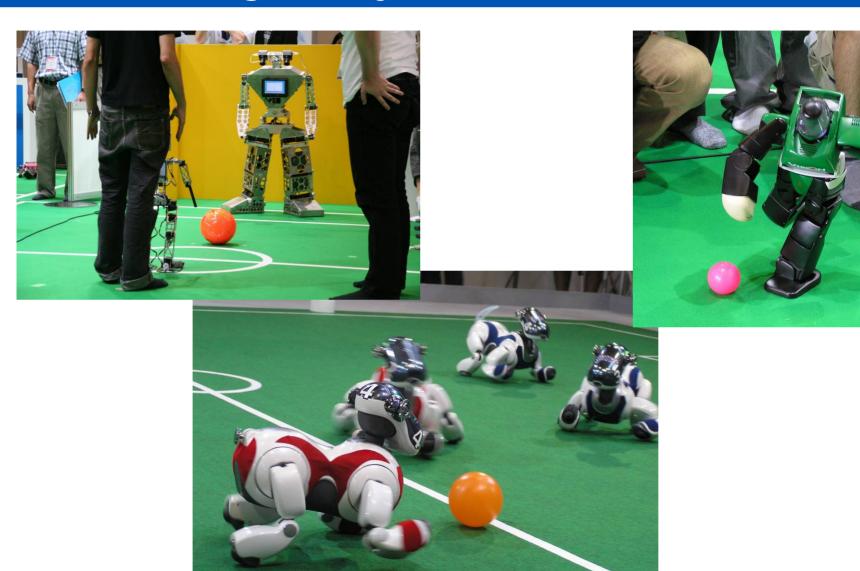
Multiagent Systems: Poker



- In full 10-player games Poki is better than a typical low-limit casino player and wins consistently; however, not as good as most experts
- New programs being developed for the 2-player game are quite a bit better, and we believe they will very soon surpass all human players

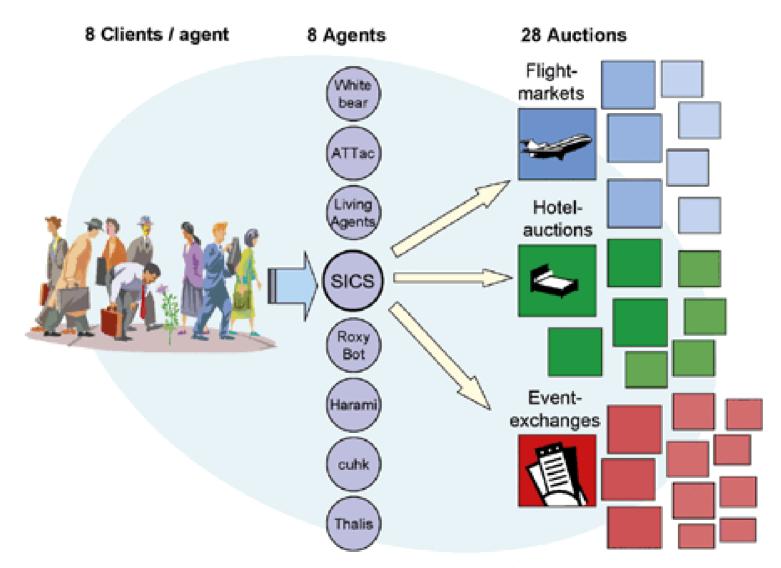
Source: The University of Alberta GAMES Group

Multiagent Systems: Robot Soccer



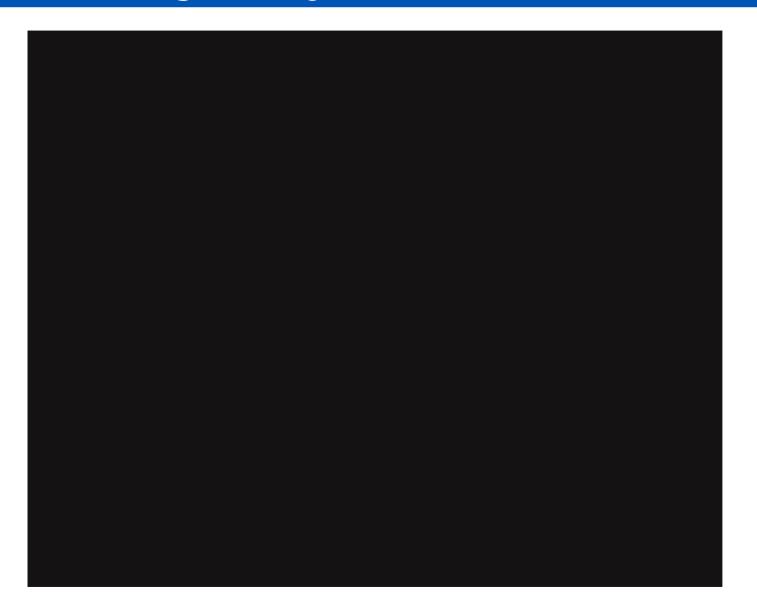
Source: RoboCup web site

Multiagent Systems: Trading Agents



Source: Swedish Institute of Computer Science

Multiagent Systems: Swarm Intelligence



"Best Video"

AAAI-07 Video Competition

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