AI Applications

Computer Science cpsc322, Lecture 3

January, 8, 2010

Department of Computer Science
Undergraduate Events (next week)

Drop-In Resume Edition Session

Date: Mon. Jan 11
Time: 11 am – 2 pm
Location: Rm 255, ICICS/CS Bldg

Industry Panel

Speakers: Managers from Google, IBM, Microsoft, TELUS, etc.
Date: Tues. Jan 12
Time: Panel: 5:15 – 6:15 pm; Networking: 6:15 – 7:15 pm
Location: Panel: DMP 110; Networking: X-wing Undergrad Lounge

Tech Career Fair

Date: Wed. Jan 13
Time: 10 am – 4 pm
Location: SUB Ballroom

If your studentID is below we need to talk at the end of lecture

51105054

53356093

52588050

66928045

Lecture Overview

- **Office Hours**
- AI applications…

Modules we'll cover in this course: R&Rsys

Environment

Problem		Deterministic	Stochastic
Static	Constraint Satisfaction	*Vars + Constraints* Arc Consistency Search	
Static	Query	*Logics* Search	*Belief Nets* Var. Elimination
Sequential	Planning	*STRIPS* actions preconds effects Search	*Decision Nets* Var. Elimination *Markov Processes* Value Iteration

Representation

Reasoning Technique

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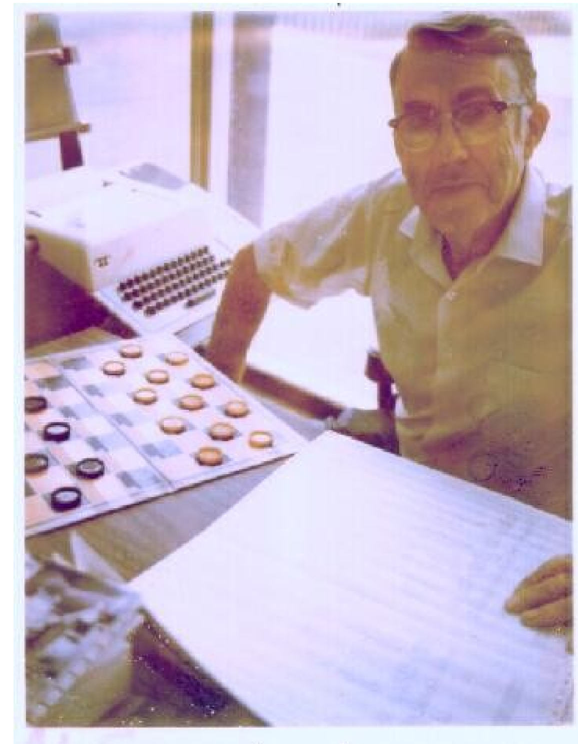
(Adversarial) Search: Checkers

Game playing was one of the first tasks undertaken in AI

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*

Chinook's program was declared the Man-Machine World Champion in checkers in 1994!

…and **<u>completely solved</u>** by a program in 2007!

(Adversarial) 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*

(Adversarial) 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

Source: *CNN*

(Adversarial) Search: Chess

Deep Blue's Results in the second tournament:

- second tournament: won 3 games, lost 2, tied 1

- 30 CPUs + 480 chess processors
- Searched 126.000.000 nodes per sec
- Generated 30 billion positions per move reaching depth 14 routinely

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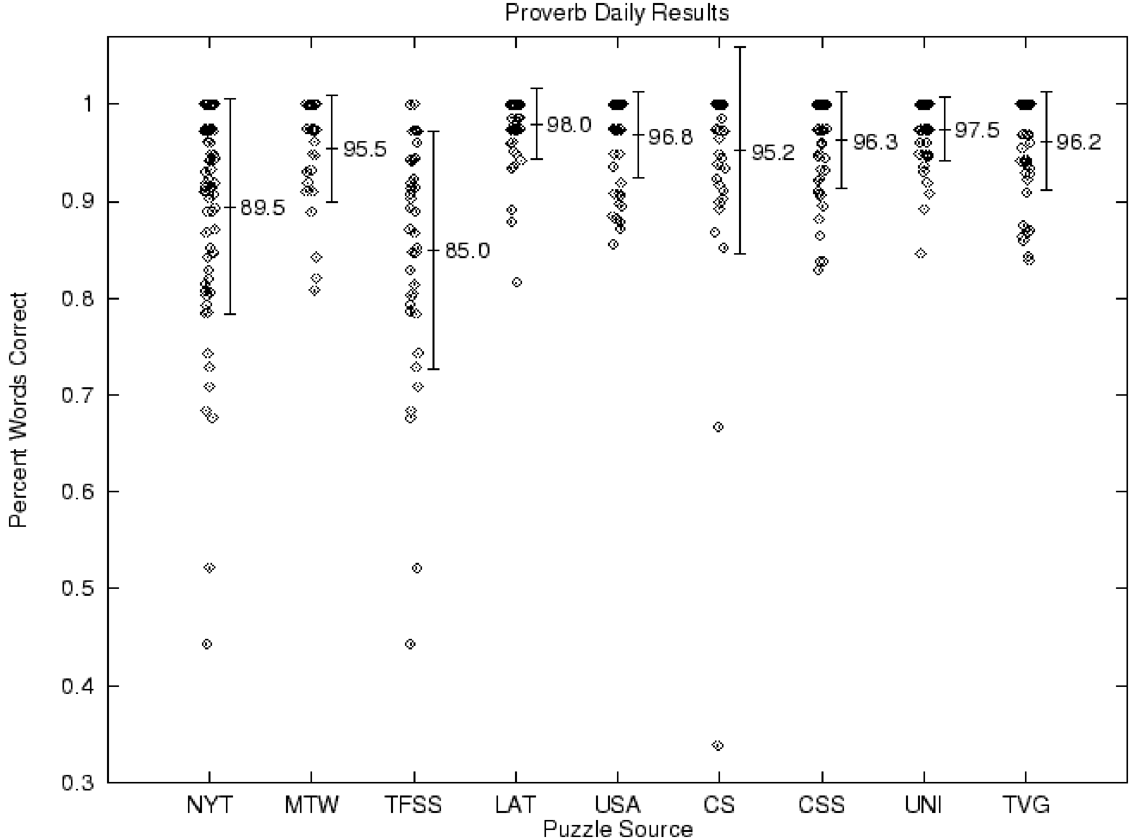
CSPs: Crossword Puzzles

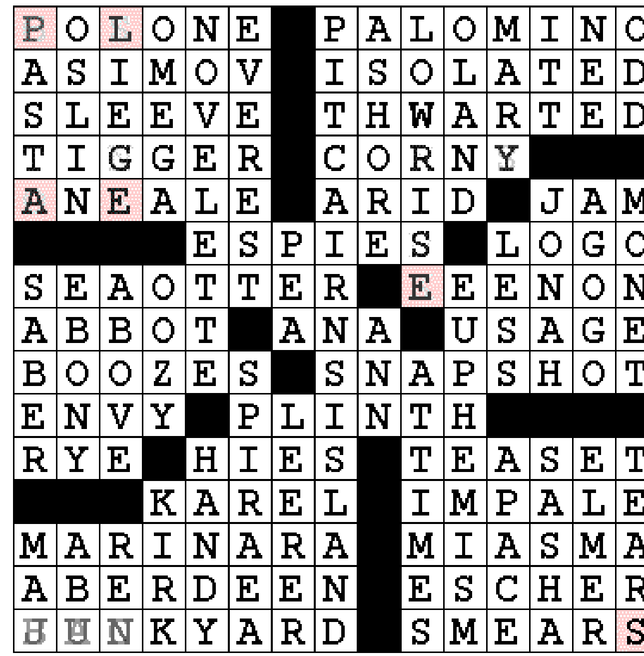
Daily Puzzles

370 puzzles from 7 sources.

Summary statistics:

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





Source: *Michael Littman*

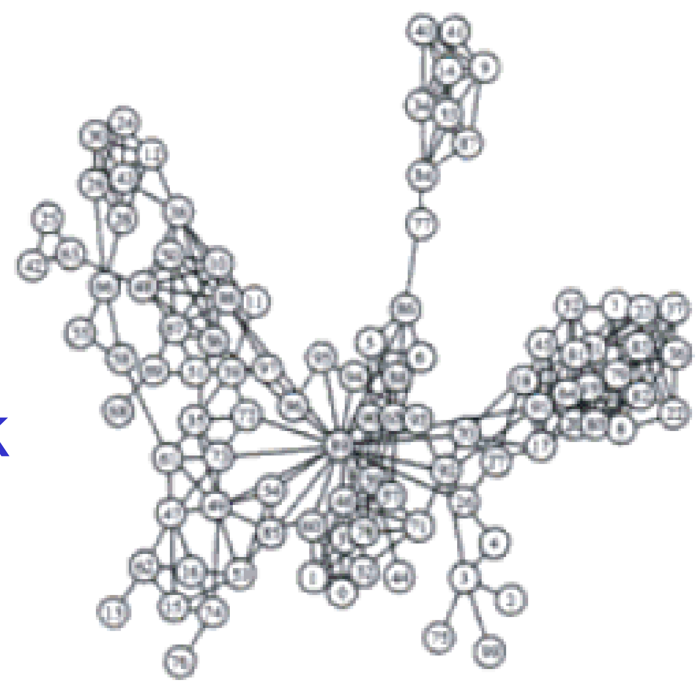
CSPs: Radio link frequency assignment

Assigning frequencies to a set of radio links defined between pairs of sites in order **to avoid interferences**.

Constraints on frequency depend on **position of the links** and on **physical environment** .

Source: *INRIA*

Sample Constraint network



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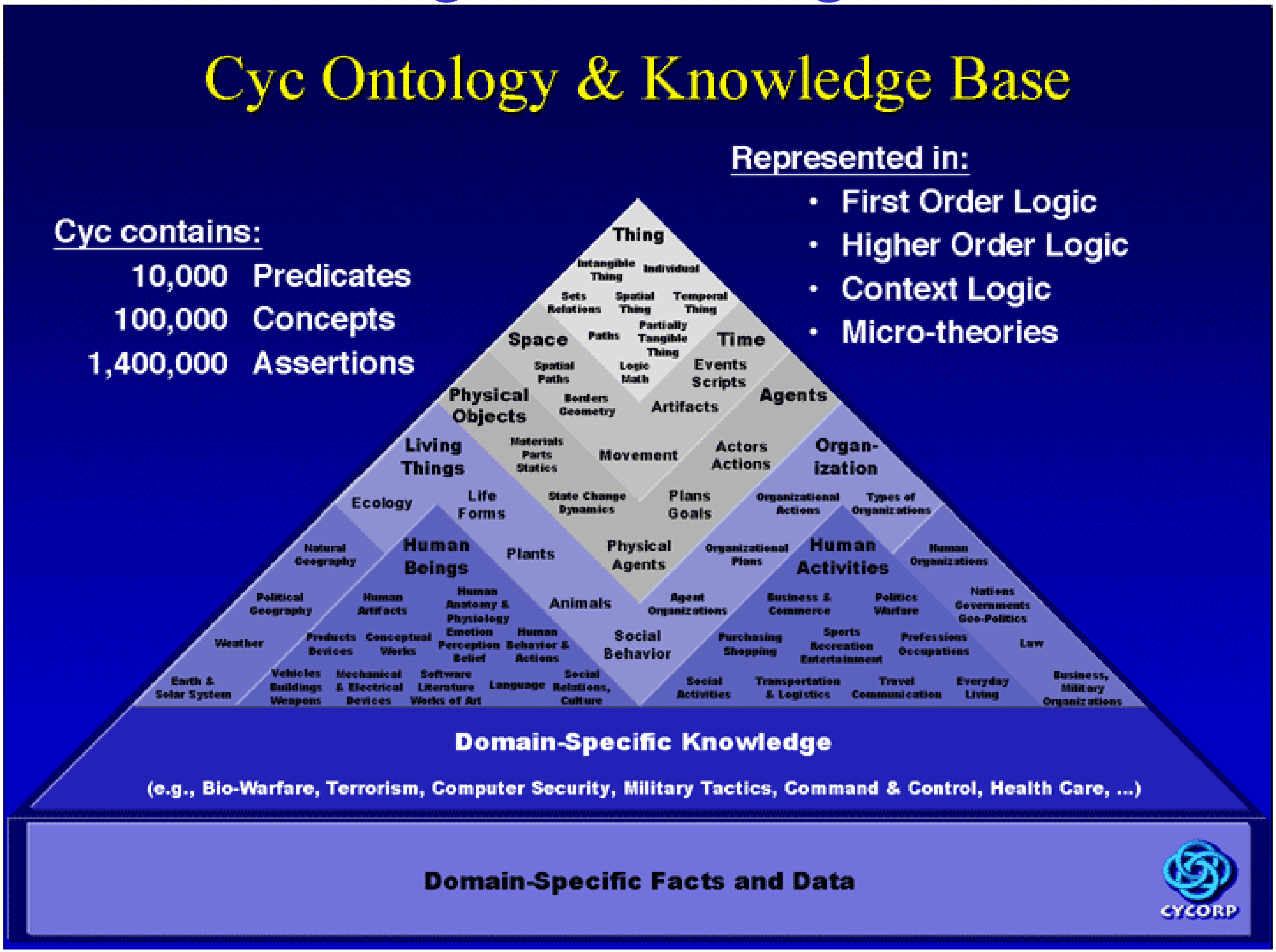
Logic: Ontologies

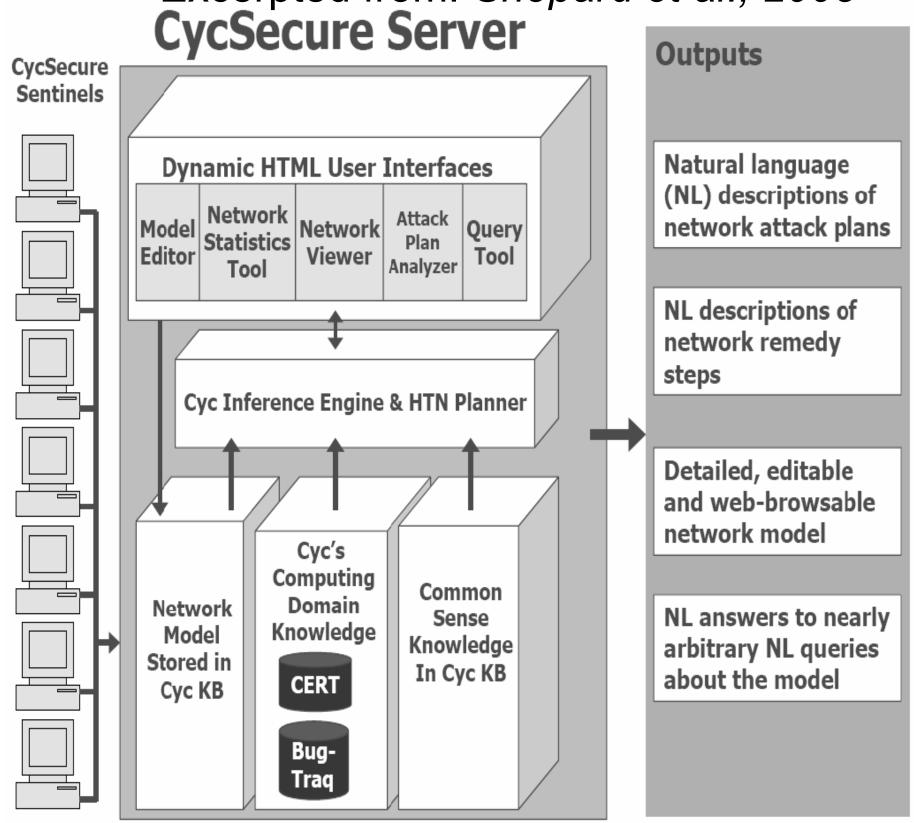


Source: *Cycorp*

Logic: 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:

Excerpted from: *Shepard et al., 2005*



This formal representation also allows users to interact directly with the model of the network, allowing testing of proposed changes."

- Knowledge Representation
- Semantic Web !

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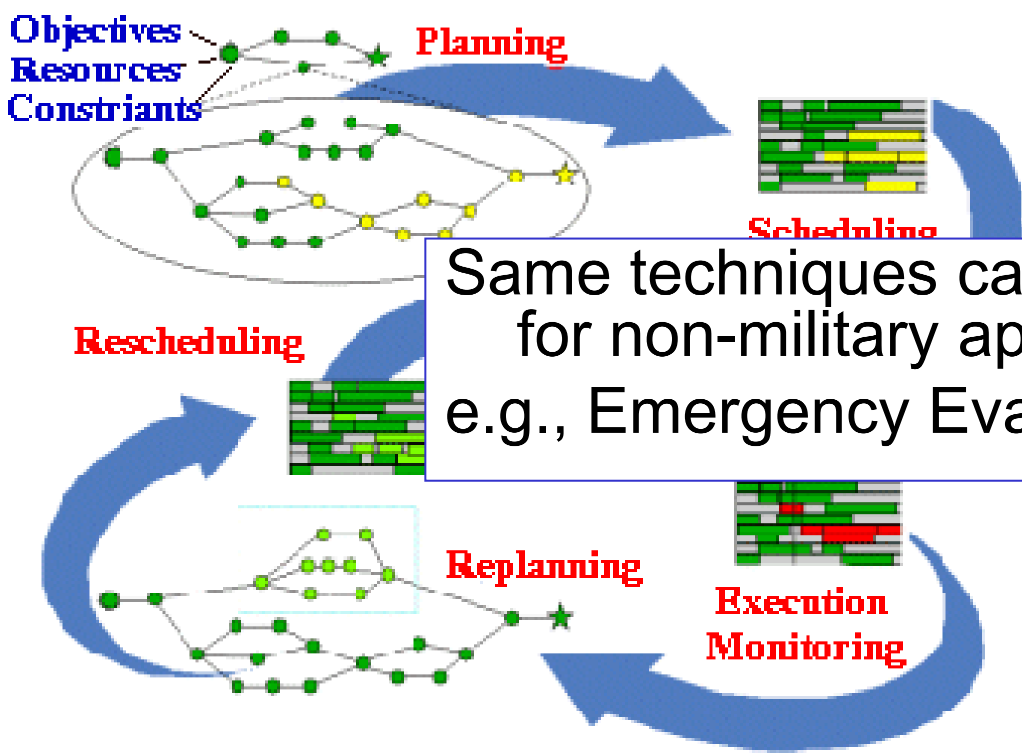
Planning & Scheduling: Logistics

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 entities (e.g., vehicles); different starting points and destinations



Same techniques can be used for non-military applications:

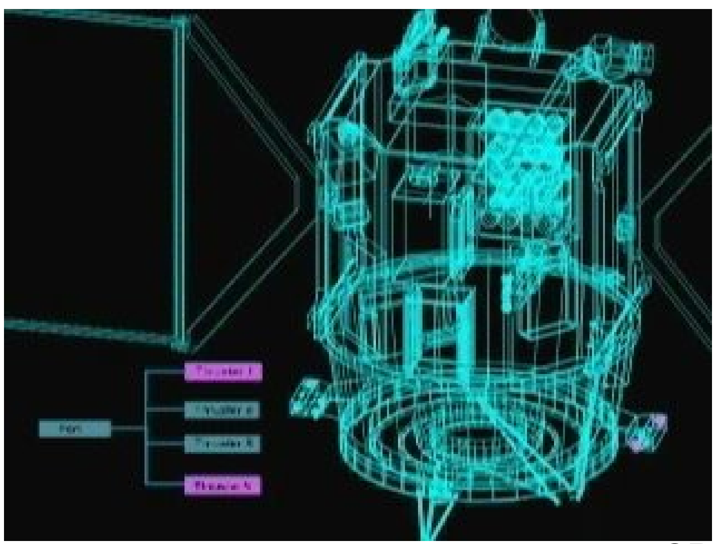
e.g., Emergency Evacuation

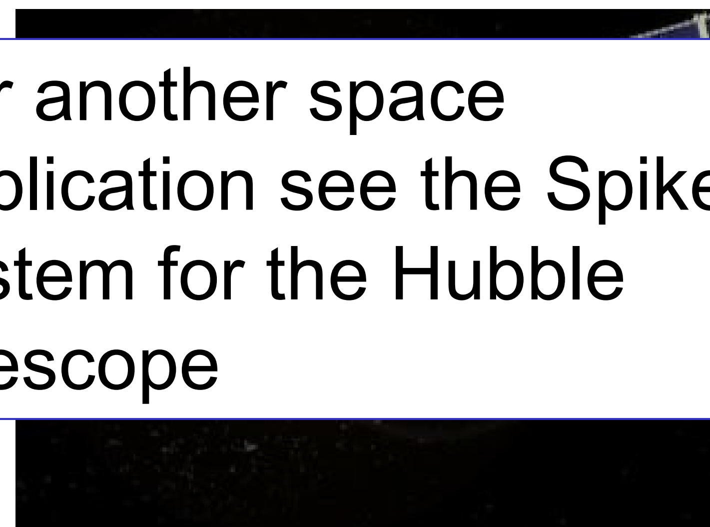
Source: *DARPA*

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





For another space application see the Spike system for the Hubble telescope

Source: *NASA*

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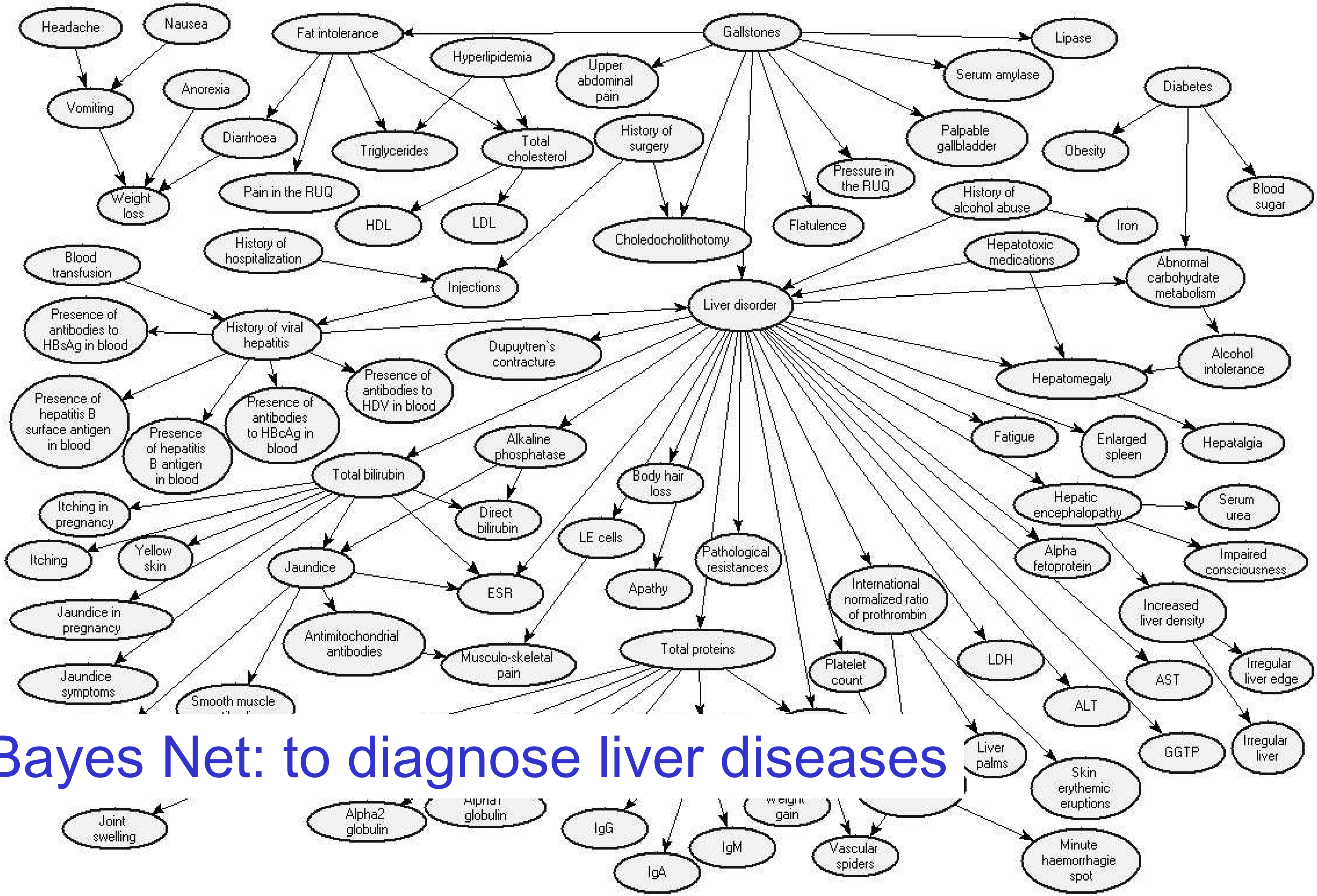
Reasoning under Uncertainty: Diagnosis



Bayes Net: to diagnose liver diseases

Reasoning Under Uncertainty

Texture classification using Support Vector Machines

- foliage, building, sky, water

foliage

Source: *Mike Cora, UBC*

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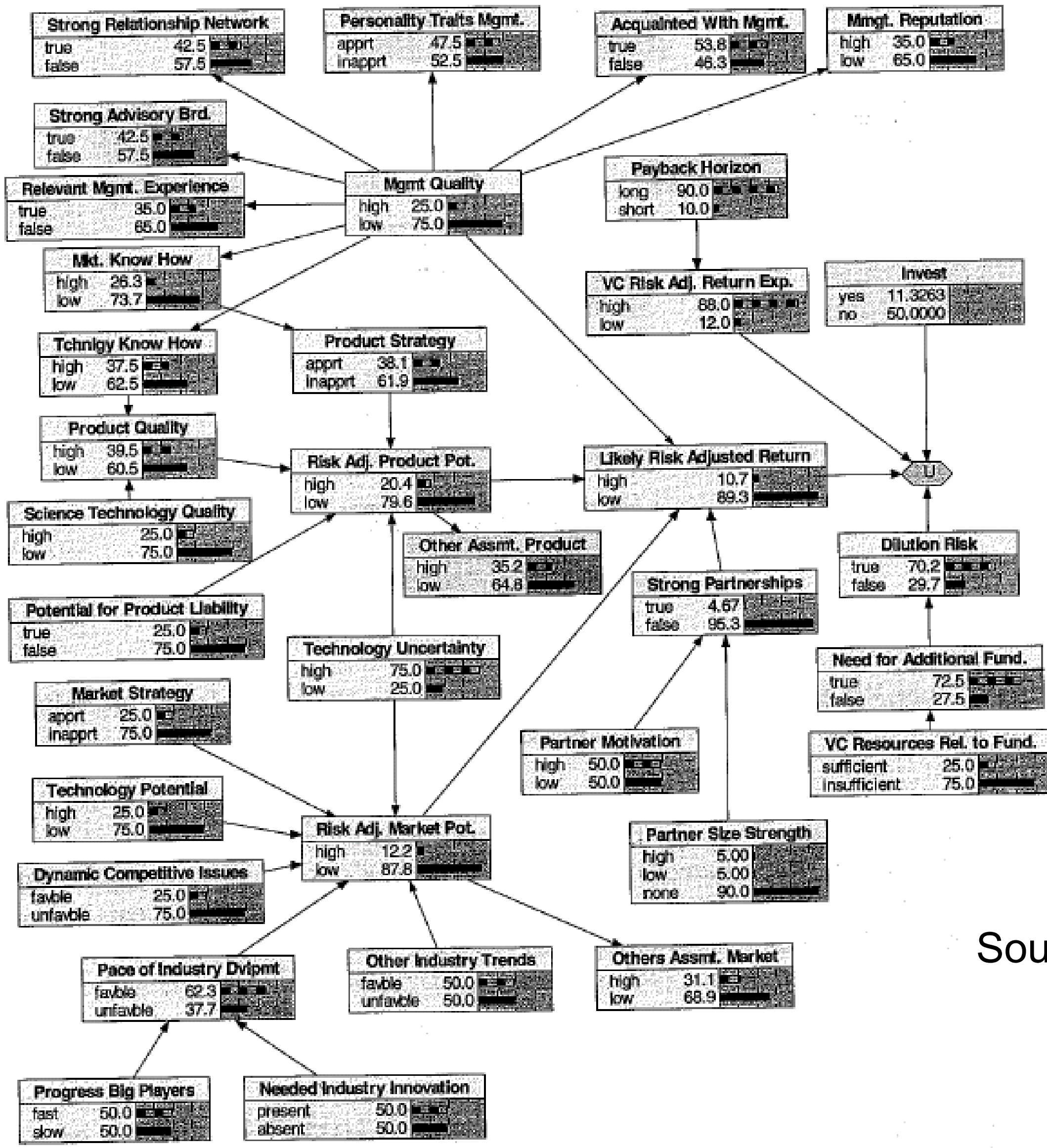
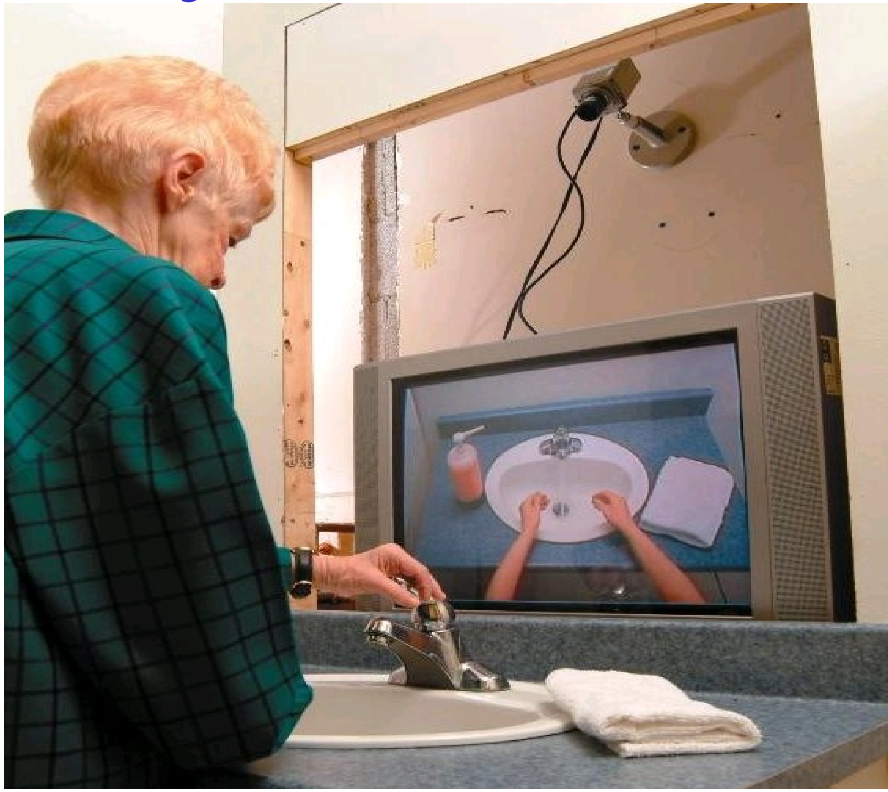
Decision Network in Finance for venture capital decision



Source: *R.E. Neapolitan, 2007*

Planning Under Uncertainty



Learning and Using POMDP models of Patient-Caregiver Interactions During Activities of Daily Living

Goal: Help Older adults living with cognitive disabilities (such as Alzheimer's) when they:

- **forget the proper sequence of tasks** that need to be completed
- **they lose track of the steps** that they have already completed.

Source: *Jesse Hoey UofT 2007*

Planning Under Uncertainty

Helicopter control: MDP, reinforcement learning

States: all possible positions, orientations, velocities and angular velocities

Final solution involves

Deterministic **search**!

Source: *Andrew Ng 2004*

Dimensions of Representational Complexity in CPSC322

We've already discussed:

- Deterministic versus stochastic domains
- Static versus sequential domains

Some other important dimensions of complexity:

- Explicit state or propositions or relations
- Flat or hierarchical
- Knowledge given versus knowledge learned from experience
- Goals versus complex preferences
- **Single-agent vs. multi-agent**

Multiagent Systems: Poker

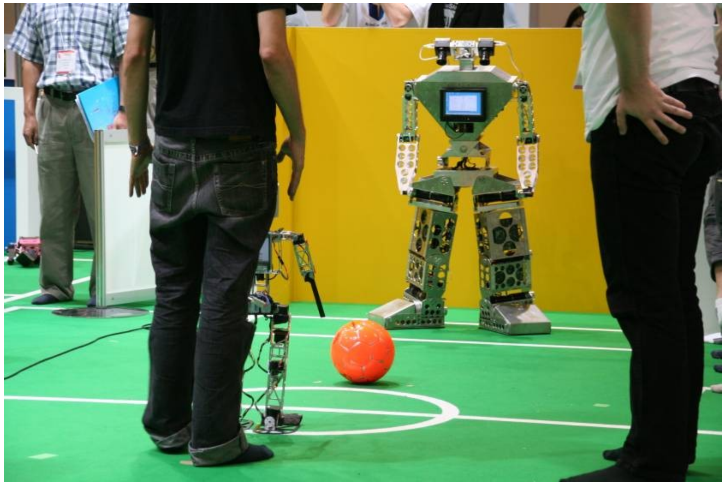
Search Space: 1.2 quintillion nodes

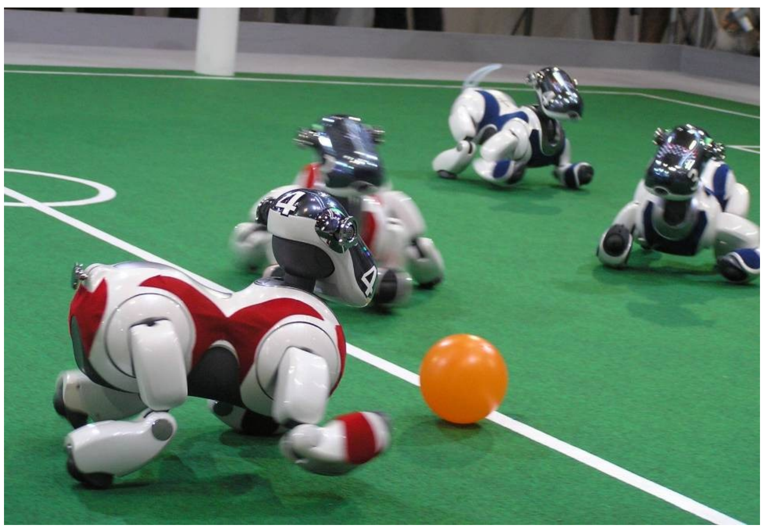
"In full 10-player games Poki is better than a typical low-limit casino player and wins consistently; however, not as good as most experts

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





Extremely complex

- Stochastic
- Sequence of actions
- Multiagent

robotic soccer competition was proposed by LCI (UBC) in 1992 (which became *Robocup* in 1997).

Source: *RoboCup web site*

Natural Language Processing

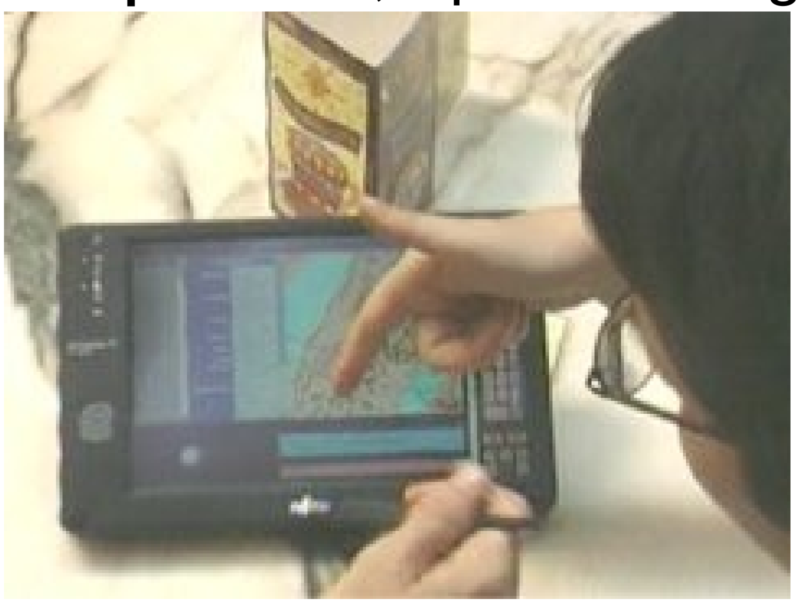
Multimodal Access to City Help (MATCH)

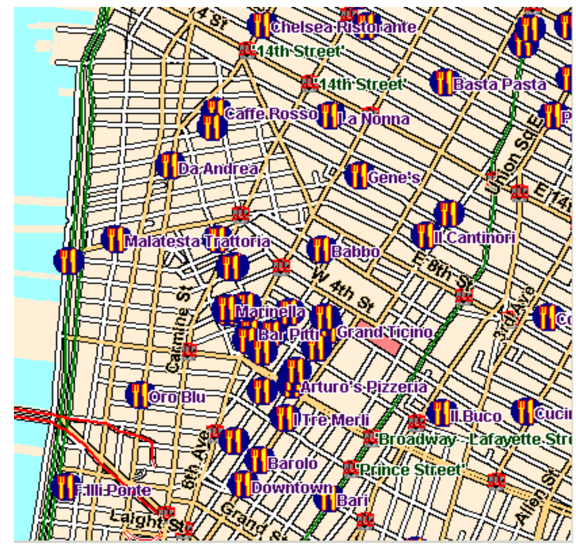
Multimodal interface

Portable Fujitsu tablet

Input: Pen for deictic gestures and Speech input

Output: Text, Speech and graphics





Source:
M. Walker (ex. AT&T) 2002

TO DO for Next class

- Search: Start reading (Chpt 3 – sec 3.1 – 3.3)

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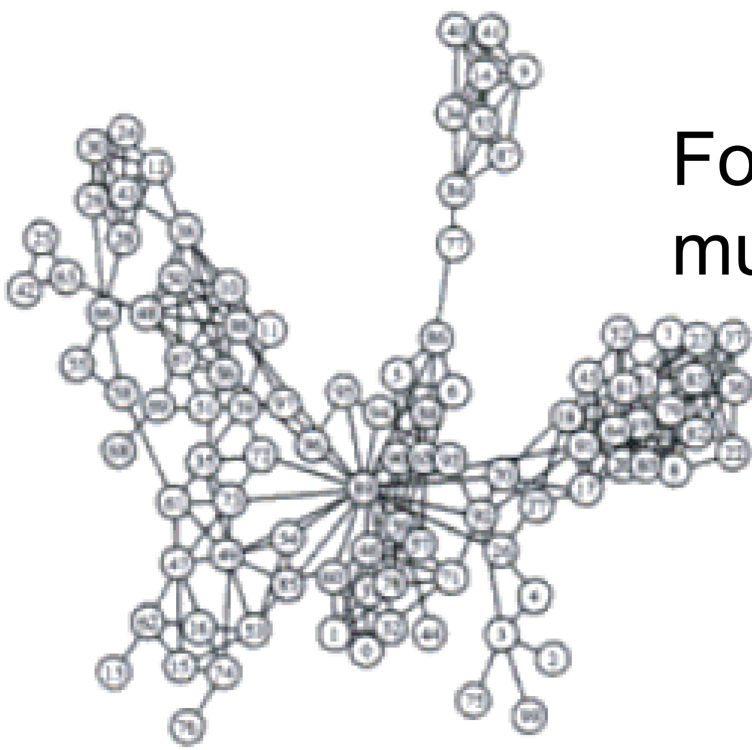

For each link two frequencies must be assigned