

# Artificial Intelligence

# Resources

- [www.elaspix.de/Lehre/AI](http://www.elaspix.de/Lehre/AI)
- Requirement for 10% bonus in the exam
  - After 50% of all exercises have been voted
  - Exercises consist of
    - Pen and Paper questions (Variants are also used in the exam)
    - Programming exercises (use your knowledge and create automatic systems that can learn)
- Programming language
  - Matlab & Java/Eclipse

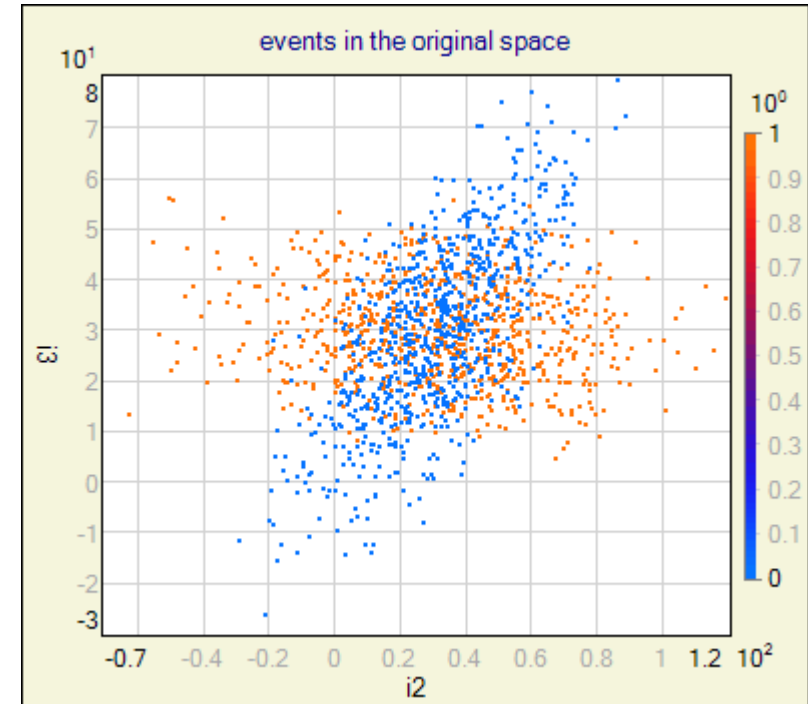
# Course Overview

# Introduction

- What is AI and Machine Learning
- Importance of AI/ML in industry and research, the most famous apps
  - Identification
  - Recommendation
  - Prediction
- How has AI evolved historically

# How Learning works

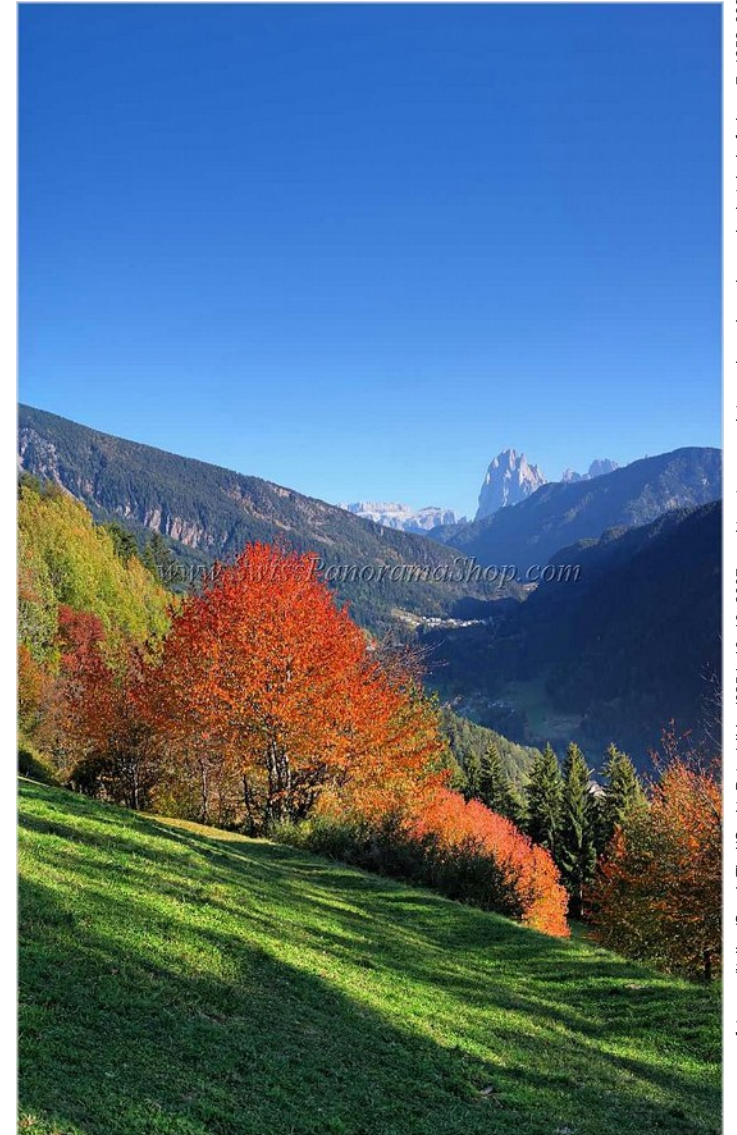
- The field structure of ML, dealing with different kinds of numbers and problems
- Problem formulation
- Data & experience driven learning
  - Supervised and unsupervised learning
  - Prediction with KNN



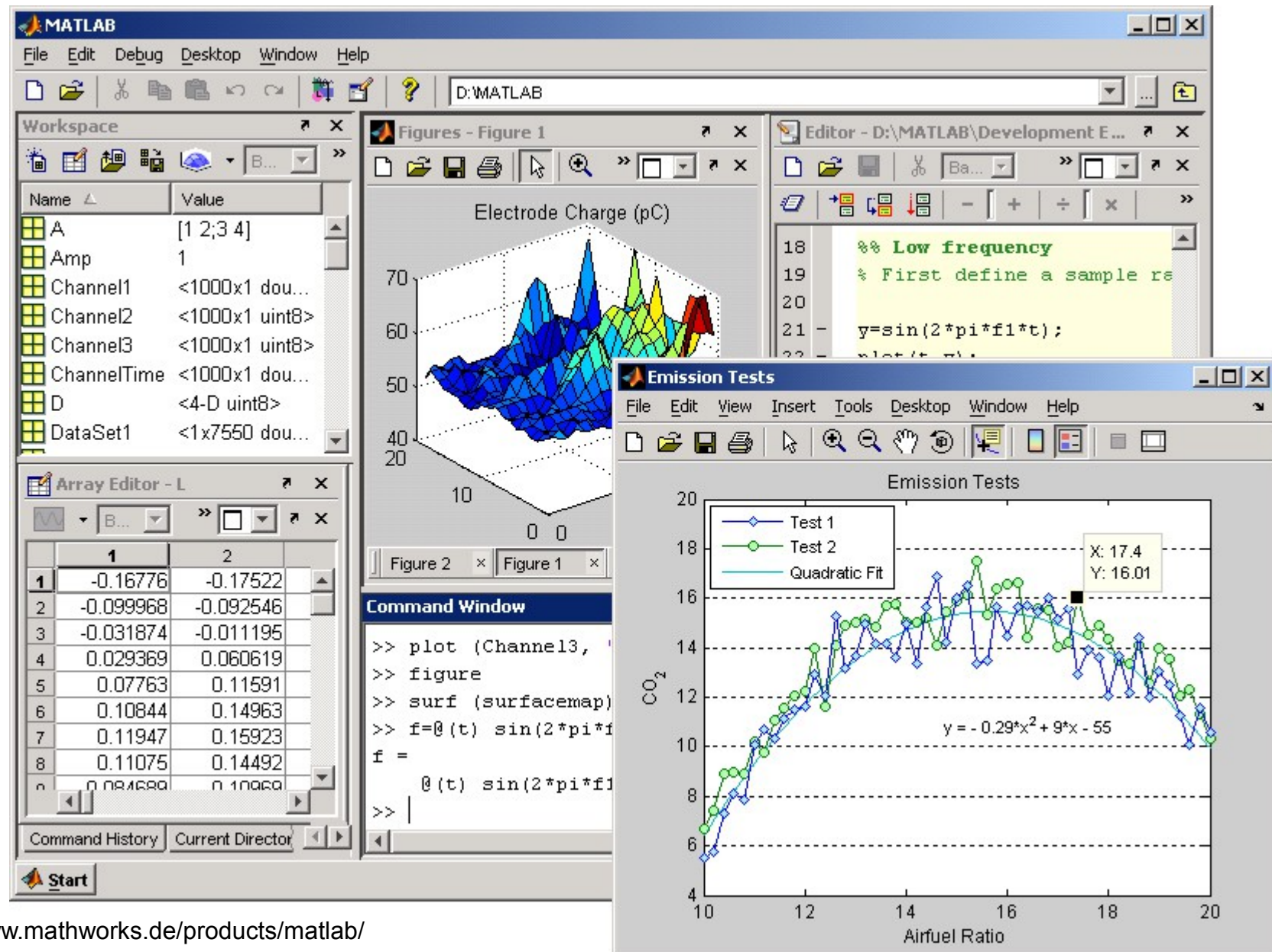
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# How Learning works

- Who learns? The computer or its user?
- Second Derivative
- Gradient descent

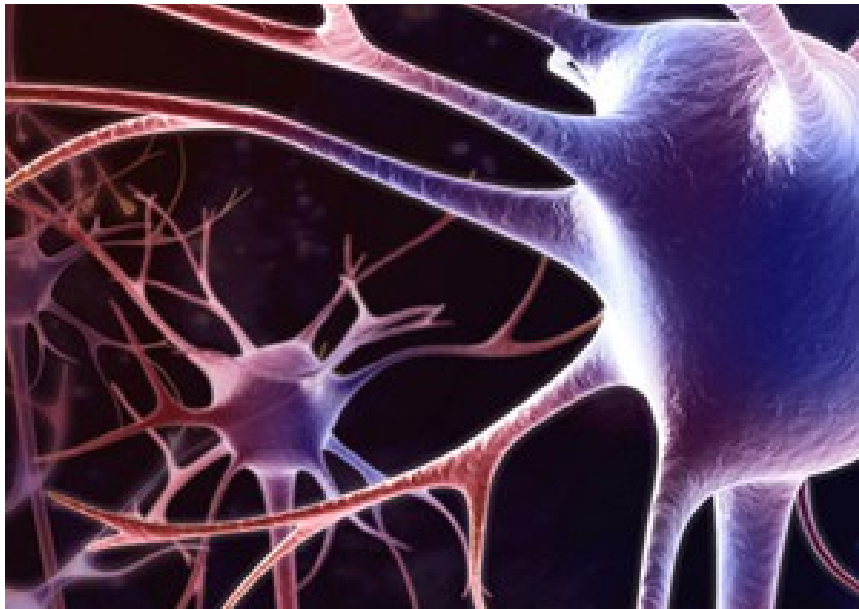


# Introduction to Matlab / Octave

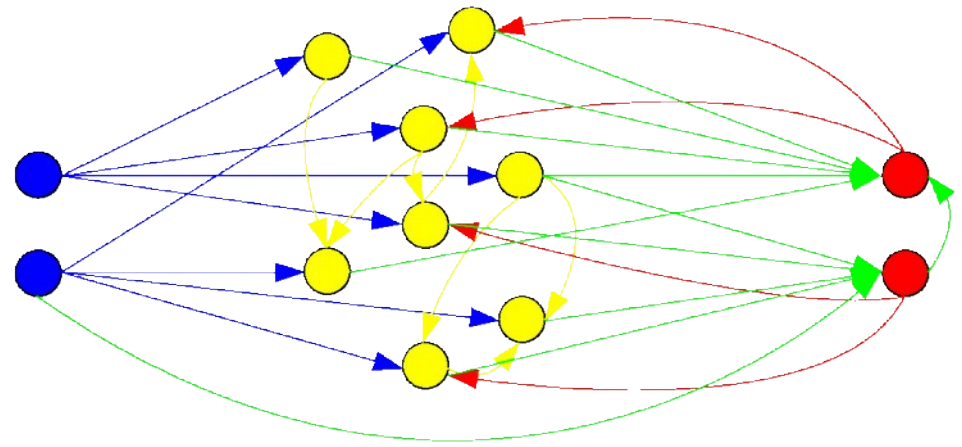


# Inspired by biology NN I

- How does the human brain process information (from visual input to scene understanding)
- Types of neural processing decision making and parallelism, perceptrons & backpropagation



www.3dscience.com;

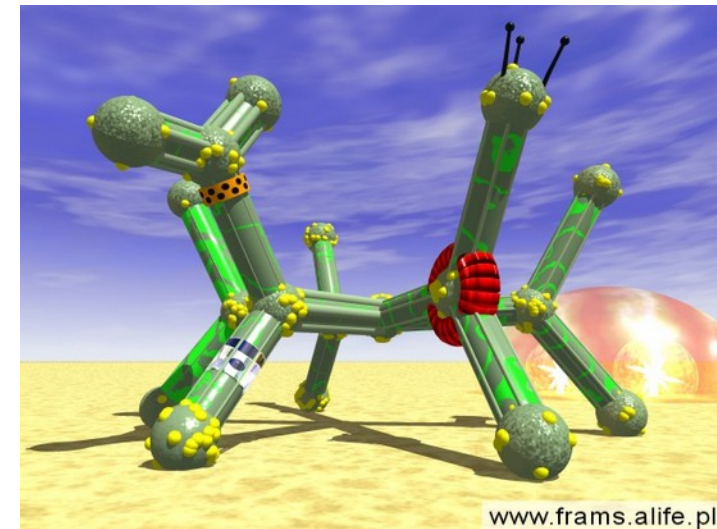


T.Guenther Implementation eines Echo-State-Networks



# Evolutionary Algorithms

- Evolution & what we can translate into algorithms
- Genetic algorithms in computer science
- Artificial Life



# Decision Trees ID3

- Information Entropy
- Building a tree from training data
- Prediction using trees
- pruning



<http://www.liederkranz-eltershofen.de/Eiche.jpeg>

# AI and Robotics

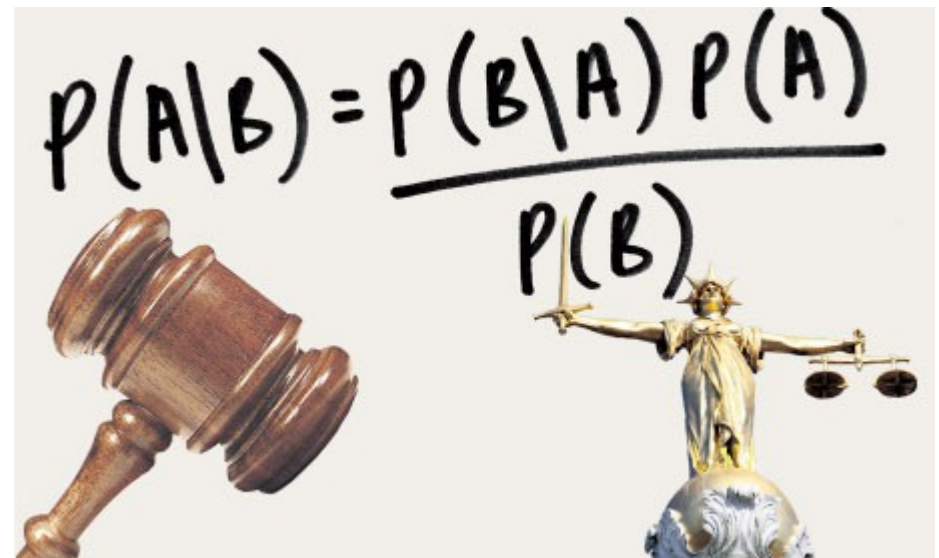
- Challenges of AI in robotics
- Applications of ML
  - Path finding and navigation (DARPA Ralley)
  - Robocup simulation league
- Famous ML algorithms in Robotics
  - Expectation Maximization
- Navigation in Computer Games
- Practice
  - Robot navigation using potential Maps



<http://evolutions.typepad.com/theroborama/images/robot13.jpg>

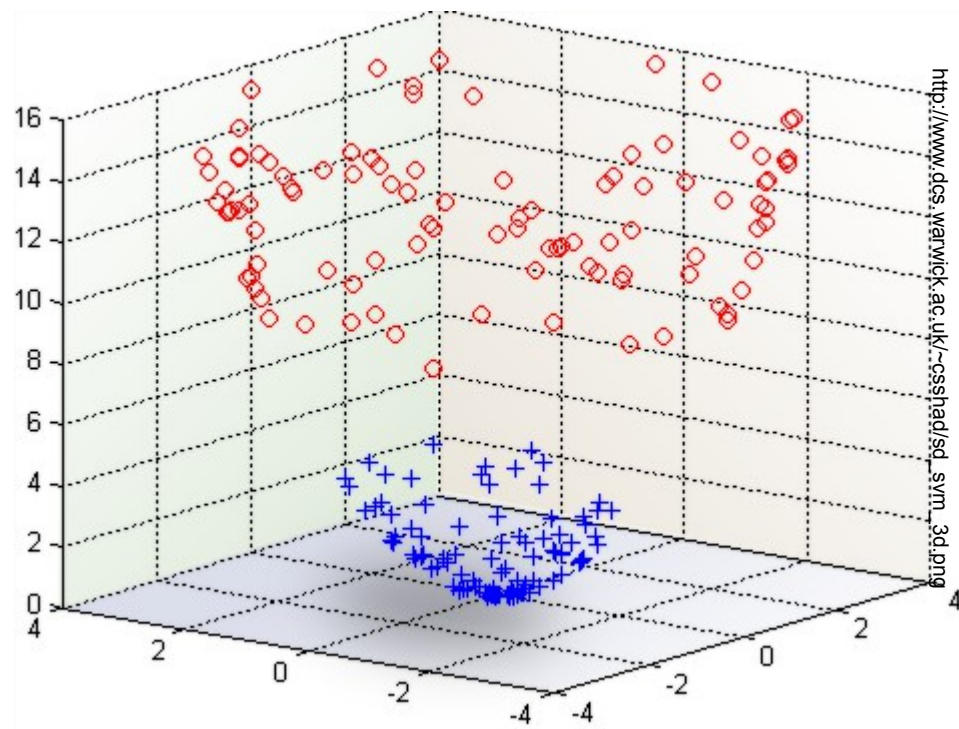
# Naive Bayes Algorithm

- Statistical Independence
- Bayes law
- Prediction with categorical scales



# The beginning of evrythng: Features

- Features selection, Redundancy
- Feature Compilation and dimension reduction
  - e.g. for the domain of image processing
- Correlation analysis



# Visualization

- Charts and statistical features
  - Bad and good examples of data visualization
- Clustering with kmeans
- Self-Organizing Map

