

Foundations of Artificial Intelligence

A1. Organizational Matters

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University of Basel

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Introduction: Overview

Chapter overview: introduction

- **A1. Organizational Matters**
- A2. What is Artificial Intelligence?
- A3. AI Past and Present
- A4. Rational Agents
- A5. Environments and Problem Solving Methods

People

Teaching Staff: Lecturer

Lecturer

Prof. Dr. Malte Helmert

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Teaching Staff: Assistant

Assistant

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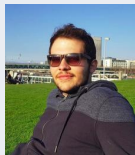


Teaching Staff: Tutors

Tutors

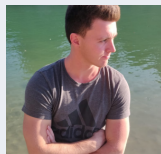
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Students

target audience:

- Bachelor Computer Science, ~3rd year
- Bachelor Computational Sciences, ~3rd year
- other students welcome

prerequisites:

- algorithms and data structures
- basic mathematical concepts
(formal proofs; sets, functions, relations, graphs)
- complexity theory
- programming skills (mainly for exercises)

Format

Structure Overview

Foundations of AI *week structure*:

- *Monday*: release of exercise sheet
- *Monday* and *Wednesday*: lectures
- *Wednesday*: exercise session
- *Sunday*: exercise sheet due
- *exceptions* due to holidays

Time & Place

Lectures

- Mon 16:15–18:00 in Biozentrum, lecture hall U1.141
- Wed 14:15–16:00 in Biozentrum, lecture hall U1.141

Exercise Sessions

- Wed 16:15–18:00 in Biozentrum, SR U1.193 (English)
- Wed 16:15–18:00 in Biozentrum, SR U1.195 (German)

first exercise session: February 28 (this week)

Exercises

exercise sheets (homework assignments):

- mostly theoretical exercises
- occasional programming exercises

exercise sessions:

- initial part:
 - discuss **common mistakes** in previous exercise sheet
 - answer **questions** on previous exercise sheet
- main part:
 - we **support** you solving the current exercise sheet
 - we **answer** your questions
 - we **assist** you comprehend the course content

Theoretical Exercises

theoretical exercises:

- exercises on ADAM every Monday
- covers material of **that week** (Monday and Wednesday)
- due Sunday of **the same week** (23:59) via ADAM
- solved in **groups of at most two** ($2 = 2$)
- **support** in exercise session of current week
- discussed in exercise session of following week

Programming Exercises

programming exercises (project):

- project with 3–4 parts over the duration of the semester
- integrated into the exercise sheets (no special treatment)
- solved in **groups of at most two** ($2 < 3$)
- implemented in Java; need working Linux system for some
- solutions that obviously do not work: 0 marks

Assessment

Course Material

course material that is relevant for the exam:

- slides
- content of lecture
- exercise sheets

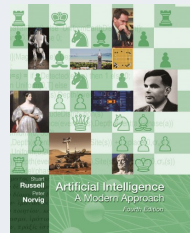
additional (optional) course material:

- textbook
- bonus material

Textbook

Artificial Intelligence: A Modern Approach
by Stuart Russell and Peter Norvig
(4th edition, Global edition)

- covers large parts of the course
(and much more), but not everything



Exam

- **written exam** on Wednesday, July 3 (**to be confirmed**)
 - 14:00-16:00
 - 105 minutes for working on the exam
 - location to be announced
- 8 ECTS credits
- admission to exam: 50% of the exercise marks
- class participation **not required** but **highly recommended**
- **no repeat exam**

Plagiarism

Plagiarism (Wikipedia)

Plagiarism is the “wrongful appropriation” and “stealing and publication” of another author’s “language, thoughts, ideas, or expressions” and the representation of them as one’s own original work.

consequences:

- 0 marks for the exercise sheet (first time)
- exclusion from exam (second time)

if in doubt: check with us what is (and isn't) OK before submitting exercises too difficult? Join the exercise session!

Tools

Course Homepage and Enrolment

Course Homepage

`https://dmi.unibas.ch/en/studies/computer-science/courses-in-spring-semester-2024/lecture-foundations-of-artificial-intelligence/`

- course information
- slides
- bonus material (not relevant for the exam)
- link to ADAM workspace

enrolment:

- `https://services.unibas.ch/`

Communication Channels

Communication Channels

- lectures and exercise sessions
- ADAM workspace (linked from course homepage)
 - link to Discord server
 - exercise sheets and submission
 - bonus material that we cannot share publicly
- Discord server (linked from ADAM workspace)
 - opportunity for Q&A and informal interactions
- contact us by email
- meet us in person (by arrangement)
- meet us on Zoom (by arrangement)

About this Course

Classical AI Curriculum

“Classical” AI Curriculum

1. introduction
2. rational agents
3. uninformed search
4. informed search
5. constraint satisfaction
6. board games
7. propositional logic
8. predicate logic
9. modeling with logic
10. classical planning
11. probabilistic reasoning
12. decisions under uncertainty
13. acting under uncertainty
14. machine learning
15. deep learning
16. reinforcement learning

↔ wide coverage, but somewhat superficial

Our AI Curriculum

Our AI Curriculum

1. introduction
2. rational agents
3. uninformed search
4. informed search
5. constraint satisfaction
6. board games
7. propositional logic
8. predicate logic
9. modeling with logic
10. classical planning
11. probabilistic reasoning
12. decisions under uncertainty
13. acting under uncertainty
14. machine learning
15. deep learning
16. reinforcement learning

Topic Selection

guidelines for topic selection:

- fewer topics, more depth
- more emphasis on programming projects
- connections between topics
- avoiding overlap with other courses
 - Pattern Recognition (B.Sc.)
 - Machine Learning (M.Sc.)
- focus on **algorithmic core** of model-based AI

Under Construction...



- A course is never “done” .
- We are always happy about feedback, corrections and suggestions!