AI: A modern approach, video lecture timing

00 start

4:12 A lot of programming; need to view videos, read first parts of paragraphs

11:50-14:00 SCI-FI AI

17:30-18:30 What is AI / close to int. systems – functionality
 (brains, history of AI)

36:00 What can AI do? Note: progress

 AI areas of interest

49:00-49:20 Terminator – vision; note progress – now cars are better

55:00-55:20 robosoccer - - a difficult task

56:00-56:30 laundry

105 – end agent - basic AI block, Pacman – test game, course plan

4:30 first search depth, breadth, uniform

6:00 reflex agent

8:00 reflex agent; till 9:30 planning agent; till 10:00

11:00-12:10 plan (optimal) takes time, many methods between optimal and reflex

16:00-17:00 search problem: state space, transition (action, cost), goal

20:00 Romania example

27:00-29:00 Pacman search space

37:00 State graphs and search trees, remember Romania map

43:15-44:230 Graph vs tree

47:00-48:30 Romanian cities; General search tree

52:00-54:30 depth-first search

59:50 depth-first properties
3:50 breadth-first search properties
5:30-7:00 examples of bfs and dfs

9:00-10:45 uniform cost search

14:30 properties of ..

6:00 lecture plan

20:00-21:00 heuristics, also Romania

22:00-24:30 greedy search, kind of “reflex agent” but not stuck

31:00-33:00 A\*

37:40 f(n)=g(n)+h(n)

47:18 optimal A\*