Synthesis Lectures on Artificial Intelligence and Machine Learning

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ESSENTIALS OF GAME THEORY

A Concise, Multidisciplinary Introduction

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Essentials of Game Theory Kevin Leyton-Brown,Yoav Shoham,2008-07-08 Game theory is the mathematical study of interaction among independent self interested agents The audience for game theory has grown dramatically in recent years and now spans disciplines as diverse as political science biology psychology economics linguistics sociology and computer science among others What has been missing is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require Such a text would minimize notation ruthlessly focus on essentials and yet not sacrifice rigor This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field It covers the main classes of games their representations and the main concepts used to analyze them **Essentials of Game Theory** Kevin Leyton-Brown,Yoav Shoham,2022-05-31 Game theory is the mathematical study of interaction among independent self interested agents The audience for game theory has grown dramatically in recent years and now spans disciplines as diverse as political science biology psychology economics linguistics sociology and computer science among others What has been missing is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require Such a text would minimize notation ruthlessly focus on essentials and yet not sacrifice rigor This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field It covers the main classes of games their representations and the main concepts used to analyze them *Computational Aspects of Cooperative Game Theory* Georgios Chalkiadakis,Edith Elkind,Michael Wooldridge,2022-05-31 Cooperative game theory is a branch of micro economics that studies the behavior of self interested agents in strategic settings where binding agreements among agents are possible Our aim in this book is to present a survey of work on the computational aspects of cooperative game theory We begin by formally defining transferable utility games in characteristic function form and introducing key solution concepts such as the core and the Shapley value We then discuss two major issues that arise when considering such games from a computational perspective identifying compact representations for games and the closely related problem of efficiently computing solution concepts for games We survey several formalisms for cooperative games that have been proposed in the literature including for example cooperative games defined on networks as well as general compact representation schemes such as MC nets and skill games As a detailed case study we consider weighted voting games a widely used and practically important class of cooperative games that inherently have a natural compact representation We investigate the complexity of solution concepts for such games and generalizations of them We briefly discuss games with non transferable utility and partition function games We then overview algorithms for identifying welfare maximizing coalition structures and methods used by rational agents to form coalitions even under uncertainty including bargaining algorithms We conclude by considering some developing topics applications and future research directions Game Theory for Data Science Boi Faltings,Goran Radanovic,2022-05-31

Intelligent systems often depend on data provided by information agents for example sensor data or crowdsourced human computation Providing accurate and relevant data requires costly effort that agents may not always be willing to provide Thus it becomes important not only to verify the correctness of data but also to provide incentives so that agents that provide high quality data are rewarded while those that do not are discouraged by low rewards We cover different settings and the assumptions they admit including sensing human computation peer grading reviews and predictions We survey different incentive mechanisms including proper scoring rules prediction markets and peer prediction Bayesian Truth Serum Peer Truth Serum Correlated Agreement and the settings where each of them would be suitable As an alternative we also consider reputation mechanisms We complement the game theoretic analysis with practical examples of applications in prediction platforms community sensing and peer grading **Game Theory and Machine Learning for Cyber Security** Charles A. Kamhoua,Christopher D. Kiekintveld,Fei Fang,Quanyan Zhu,2021-09-15 GAME THEORY AND MACHINE LEARNING FOR CYBER SECURITY Move beyond the foundations of machine learning and game theory in cyber security to the latest research in this cutting edge field In Game Theory and Machine Learning for Cyber Security a team of expert security researchers delivers a collection of central research contributions from both machine learning and game theory applicable to cybersecurity The distinguished editors have included resources that address open research questions in game theory and machine learning applied to cyber security systems and examine the strengths and limitations of current game theoretic models for cyber security Readers will explore the vulnerabilities of traditional machine learning algorithms and how they can be mitigated in an adversarial machine learning approach The book offers a comprehensive suite of solutions to a broad range of technical issues in applying game theory and machine learning to solve cyber security challenges Beginning with an introduction to foundational concepts in game theory machine learning cyber security and cyber deception the editors provide readers with resources that discuss the latest in hypergames behavioral game theory adversarial machine learning generative adversarial networks and multi agent reinforcement learning Readers will also enjoy A thorough introduction to game theory for cyber deception including scalable algorithms for identifying stealthy attackers in a game theoretic framework honeypot allocation over attack graphs and behavioral games for cyber deception An exploration of game theory for cyber security including actionable game theoretic adversarial intervention detection against advanced persistent threats Practical discussions of adversarial machine learning for cyber security including adversarial machine learning in 5G security and machine learning driven fault injection in cyber physical systems In depth examinations of generative models for cyber security Perfect for researchers students and experts in the fields of computer science and engineering Game Theory and Machine Learning for Cyber Security is also an indispensable resource for industry professionals military personnel researchers faculty and students with an interest in cyber security **A Concise Introduction to Models and Methods for Automated Planning** Hector Geffner,Blai Bonet,2022-05-31 Planning is the model based approach to autonomous

behavior where the agent behavior is derived automatically from a model of the actions sensors and goals The main challenges in planning are computational as all models whether featuring uncertainty and feedback or not are intractable in the worst case when represented in compact form In this book we look at a variety of models used in AI planning and at the methods that have been developed for solving them The goal is to provide a modern and coherent view of planning that is precise concise and mostly self contained without being shallow For this we make no attempt at covering the whole variety of planning approaches ideas and applications and focus on the essentials The target audience of the book are students and researchers interested in autonomous behavior and planning from an AI engineering or cognitive science perspective Table of Contents Preface Planning and Autonomous Behavior Classical Planning Full Information and Deterministic Actions Classical Planning Variations and Extensions Beyond Classical Planning Transformations Planning with Sensing Logical Models MDP Planning Stochastic Actions and Full Feedback POMDP Planning Stochastic Actions and Partial Feedback Discussion Bibliography Author s Biography *Playing with Scripture* Andrew Judd,2024-01-22 This book puts a creative new reading of Hans Georg Gadamer s philosophical hermeneutics and literary genre theory to work on the problem of Scripture Reading texts as Scripture brings two hermeneutical assumptions into tension that the text will continually say something new and relevant to the present situation and that the text has stability and authority over readers Given how contested the Bible s meaning is how is it possible to read Scripture as authoritative and relevant Rather than anchor meaning in author text or reader Gadamer s phenomenological model of hermeneutical experience as Spiel play offers a dynamic intersubjective account of how understanding happens avoiding the dead end of the subjective objective dichotomy Modern genre theory addresses some of the criticisms of Gadamer accounting for the different roles played by readers in different genres using the new term Lesespiel reading game This is tested in three case studies of contested texts the recontextualization of psalms in the book of Acts the use of Hagar s story Genesis 16 in nineteenth century debates over slavery and the troubling reception history of the rape and murder in Gibeah Judges 19 In each study the application of ancient text to contemporary situation is neither arbitrary nor slavishly bound to tradition but playful General Game Playing Michael Genesereth,Michael Thielscher,2022-06-01 General game players are computer systems able to play strategy games based solely on formal game descriptions supplied at runtime n other words they don t know the rules until the game starts Unlike specialized game players such as Deep Blue general game players cannot rely on algorithms designed in advance for specific games they must discover such algorithms themselves General game playing expertise depends on intelligence on the part of the game player and not just intelligence of the programmer of the game player GGP is an interesting application in its own right It is intellectually engaging and more than a little fun But it is much more than that It provides a theoretical framework for modeling discrete dynamic systems and defining rationality in a way that takes into account problem representation and complexities like incompleteness of information and resource bounds It has practical

applications in areas where these features are important e g in business and law More fundamentally it raises questions about the nature of intelligence and serves as a laboratory in which to evaluate competing approaches to artificial intelligence This book is an elementary introduction to General Game Playing GGP 1 It presents the theory of General Game Playing and leading GGP technologies 2 It shows how to create GGP programs capable of competing against other programs and humans 3 It offers a glimpse of some of the real world applications of General Game Playing *Introduction to Graph Neural Networks* Zhiyuan Liu,Jie Zhou,2022-05-31 Graphs are useful data structures in complex real life applications such as modeling physical systems learning molecular fingerprints controlling traffic networks and recommending friends in social networks However these tasks require dealing with non Euclidean graph data that contains rich relational information between elements and cannot be well handled by traditional deep learning models e g convolutional neural networks CNNs or recurrent neural networks RNNs Nodes in graphs usually contain useful feature information that cannot be well addressed in most unsupervised representation learning methods e g network embedding methods Graph neural networks GNNs are proposed to combine the feature information and the graph structure to learn better representations on graphs via feature propagation and aggregation Due to its convincing performance and high interpretability GNN has recently become a widely applied graph analysis tool This book provides a comprehensive introduction to the basic concepts models and applications of graph neural networks It starts with the introduction of the vanilla GNN model Then several variants of the vanilla model are introduced such as graph convolutional networks graph recurrent networks graph attention networks graph residual networks and several general frameworks Variants for different graph types and advanced training methods are also included As for the applications of GNNs the book categorizes them into structural non structural and other scenarios and then it introduces several typical models on solving these tasks Finally the closing chapters provide GNN open resources and the outlook of several future directions **Introduction to Logic Programming** Michael Genesereth,Vinay K. Chaudhri,2022-06-01 Logic Programming is a style of programming in which programs take the form of sets of sentences in the language of Symbolic Logic Over the years there has been growing interest in Logic Programming due to applications in deductive databases automated worksheets Enterprise Management business rules Computational Law and General Game Playing This book introduces Logic Programming theory current technology and popular applications In this volume we take an innovative model theoretic approach to logic programming We begin with the fundamental notion of datasets i e sets of ground atoms Given this fundamental notion we introduce views i e virtual relations and we define classical logic programs as sets of view definitions written using traditional Prolog like notation but with semantics given in terms of datasets rather than implementation We then introduce actions i e additions and deletions of ground atoms and we define dynamic logic programs as sets of action definitions In addition to the printed book there is an online version of the text with an interpreter and a compiler for the language used in the text and an integrated development environment for use in developing and

deploying practical logic programs **A Short Introduction to Preferences** Francesca Rossi,Kristen Brent Venable,Toby Walsh,2022-06-01 Computational social choice is an expanding field that merges classical topics like economics and voting theory with more modern topics like artificial intelligence multiagent systems and computational complexity This book provides a concise introduction to the main research lines in this field covering aspects such as preference modelling uncertainty reasoning social choice stable matching and computational aspects of preference aggregation and manipulation The book is centered around the notion of preference reasoning both in the single agent and the multi agent setting It presents the main approaches to modeling and reasoning with preferences with particular attention to two popular and powerful formalisms soft constraints and CP nets The authors consider preference elicitation and various forms of uncertainty in soft constraints They review the most relevant results in voting with special attention to computational social choice Finally the book considers preferences in matching problems The book is intended for students and researchers who may be interested in an introduction to preference reasoning and multi agent preference aggregation and who want to know the basic notions and results in computational social choice Table of Contents Introduction Preference Modeling and Reasoning Uncertainty in Preference Reasoning Aggregating Preferences Stable Marriage Problems Introduction to Semi-Supervised Learning Xiaojin Zhu,Andrew. B Goldberg,2022-05-31 Semi supervised learning is a learning paradigm concerned with the study of how computers and natural systems such as humans learn in the presence of both labeled and unlabeled data Traditionally learning has been studied either in the unsupervised paradigm e g clustering outlier detection where all the data are unlabeled or in the supervised paradigm e g classification regression where all the data are labeled The goal of semi supervised learning is to understand how combining labeled and unlabeled data may change the learning behavior and design algorithms that take advantage of such a combination Semi supervised learning is of great interest in machine learning and data mining because it can use readily available unlabeled data to improve supervised learning tasks when the labeled data are scarce or expensive Semi supervised learning also shows potential as a quantitative tool to understand human category learning where most of the input is self evidently unlabeled In this introductory book we present some popular semi supervised learning models including self training mixture models co training and multiview learning graph based methods and semi supervised support vector machines For each model we discuss its basic mathematical formulation The success of semi supervised learning depends critically on some underlying assumptions We emphasize the assumptions made by each model and give counterexamples when appropriate to demonstrate the limitations of the different models In addition we discuss semi supervised learning for cognitive psychology Finally we give a computational learning theoretic perspective on semi supervised learning and we conclude the book with a brief discussion of open questions in the field Table of Contents Introduction to Statistical Machine Learning Overview of Semi Supervised Learning Mixture Models and EM Co Training Graph Based Semi Supervised Learning Semi Supervised Support Vector Machines Human Semi

Supervised Learning Theory and Outlook **An Introduction to Constraint-Based Temporal Reasoning** Roman Barták,Robert A. Morris,K. Brent Venable,2022-05-31 Solving challenging computational problems involving time has been a critical component in the development of artificial intelligence systems almost since the inception of the field This book provides a concise introduction to the core computational elements of temporal reasoning for use in AI systems for planning and scheduling as well as systems that extract temporal information from data It presents a survey of temporal frameworks based on constraints both qualitative and quantitative as well as of major temporal consistency techniques The book also introduces the reader to more recent extensions to the core model that allow AI systems to explicitly represent temporal preferences and temporal uncertainty This book is intended for students and researchers interested in constraint based temporal reasoning It provides a self contained guide to the different representations of time as well as examples of recent applications of time in AI systems **An Introduction to the Planning Domain Definition Language** Patrik Haslum,Nir Lipovetzky,Daniele Magazzeni,Christian Muise,2022-05-31 Planning is the branch of Artificial Intelligence AI that seeks to automate reasoning about plans most importantly the reasoning that goes into formulating a plan to achieve a given goal in a given situation AI planning is model based a planning system takes as input a description or model of the initial situation the actions available to change it and the goal condition to output a plan composed of those actions that will accomplish the goal when executed from the initial situation The Planning Domain Definition Language PDDL is a formal knowledge representation language designed to express planning models Developed by the planning research community as a means of facilitating systems comparison it has become a de facto standard input language of many planning systems although it is not the only modelling language for planning Several variants of PDDL have emerged that capture planning problems of different natures and complexities with a focus on deterministic problems The purpose of this book is two fold First we present a unified and current account of PDDL covering the subsets of PDDL that express discrete numeric temporal and hybrid planning Second we want to introduce readers to the art of modelling planning problems in this language through educational examples that demonstrate how PDDL is used to model realistic planning problems The book is intended for advanced students and researchers in AI who want to dive into the mechanics of AI planning as well as those who want to be able to use AI planning systems without an in depth explanation of the algorithms and implementation techniques they use

Introduction to Symbolic Plan and Goal Recognition Reuth Mirsky,Sarah Keren,Christopher Geib,2022-05-31 Plan recognition activity recognition and goal recognition all involve making inferences about other actors based on observations of their interactions with the environment and other agents This synergistic area of research combines unites and makes use of techniques and research from a wide range of areas including user modeling machine vision automated planning intelligent user interfaces human computer interaction autonomous and multi agent systems natural language understanding and machine learning It plays a crucial role in a wide variety of applications including assistive technology software

assistants computer and network security human robot collaboration natural language processing video games and many more This wide range of applications and disciplines has produced a wealth of ideas models tools and results in the recognition literature However it has also contributed to fragmentation in the field with researchers publishing relevant results in a wide spectrum of journals and conferences This book seeks to address this fragmentation by providing a high level introduction and historical overview of the plan and goal recognition literature It provides a description of the core elements that comprise these recognition problems and practical advice for modeling them In particular we define and distinguish the different recognition tasks We formalize the major approaches to modeling these problems using a single motivating example Finally we describe a number of state of the art systems and their extensions future challenges and some potential applications **Introduction to Intelligent Systems in Traffic and Transportation** Ana L.C. Bazzan,Franziska Klügl,2022-05-31 Urban mobility is not only one of the pillars of modern economic systems but also a key issue in the quest for equality of opportunity once it can improve access to other services Currently however there are a number of negative issues related to traffic especially in mega cities such as economical issues cost of opportunity caused by delays environmental externalities related to emissions of pollutants and social traffic accidents Solutions to these issues are more and more closely tied to information and communication technology Indeed a search in the technical literature using the keyword urban traffic to filter out articles on data network traffic retrieved the following number of articles as of December 3 2013 9 443 ACM Digital Library 26 054 Scopus and 1 730 000 Google Scholar Moreover articles listed in the ACM query relate to conferences as diverse as MobiCom CHI PADS and AAMAS This means that there is a big and diverse community of computer scientists and computer engineers who tackle research that is connected to the development of intelligent traffic and transportation systems It is also possible to see that this community is growing and that research projects are getting more and more interdisciplinary To foster the cooperation among the involved communities this book aims at giving a broad introduction into the basic but relevant concepts related to transportation systems targeting researchers and practitioners from computer science and information technology In addition the second part of the book gives a panorama of some of the most exciting and newest technologies originating in computer science and computer engineering that are now being employed in projects related to car to car communication interconnected vehicles car navigation platooning crowd sensing and sensor networks among others This material will also be of interest to engineers and researchers from the traffic and transportation community **Case-Based Reasoning** Beatriz López,2022-05-31 Case based reasoning is a methodology with a long tradition in artificial intelligence that brings together reasoning and machine learning techniques to solve problems based on past experiences or cases Given a problem to be solved reasoning involves the use of methods to retrieve similar past cases in order to reuse their solution for the problem at hand Once the problem has been solved learning methods can be applied to improve the knowledge based on past experiences In spite of being a broad methodology applied

in industry and services case based reasoning has often been forgotten in both artificial intelligence and machine learning books The aim of this book is to present a concise introduction to case based reasoning providing the essential building blocks for the design of case based reasoning systems as well as to bring together the main research lines in this field to encourage students to solve current CBR challenges **Lifelong Machine Learning** Zhiyuan Chaudhri,Bing Liu,2022-11-10 Lifelong Machine Learning or Lifelong Learning is an advanced machine learning paradigm that learns continuously accumulates the knowledge learned in previous tasks and uses it to help future learning In the process the learner becomes more and more knowledgeable and effective at learning This learning ability is one of the hallmarks of human intelligence However the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model It makes no attempt to retain the learned knowledge and use it in future learning Although this isolated learning paradigm has been very successful it requires a large number of training examples and is only suitable for well defined and narrow tasks In comparison we humans can learn effectively with a few examples because we have accumulated so much knowledge in the past which enables us to learn with little data or effort Lifelong learning aims to achieve this capability As statistical machine learning matures it is time to make a major effort to break the isolated learning tradition and to study lifelong learning to bring machine learning to new heights Applications such as intelligent assistants chatbots and physical robots that interact with humans and systems in real life environments are also calling for such lifelong learning capabilities Without the ability to accumulate the learned knowledge and use it to learn more knowledge incrementally a system will probably never be truly intelligent This book serves as an introductory text and survey to lifelong learning *Explainable Human-AI Interaction* Sarath Sreedharan,Anagha Kulkarni,Subbarao Kambhampati,2022-01-24 From its inception artificial intelligence AI has had a rather ambivalent relationship with humans swinging between their augmentation and replacement Now as AI technologies enter our everyday lives at an ever increasing pace there is a greater need for AI systems to work synergistically with humans One critical requirement for such synergistic human AI interaction is that the AI systems behavior be explainable to the humans in the loop To do this effectively AI agents need to go beyond planning with their own models of the world and take into account the mental model of the human in the loop At a minimum AI agents need approximations of the human s task and goal models as well as the human s model of the AI agent s task and goal models The former will guide the agent to anticipate and manage the needs desires and attention of the humans in the loop and the latter allow it to act in ways that are interpretable to humans by conforming to their mental models of it and be ready to provide customized explanations when needed The authors draw from several years of research in their lab to discuss how an AI agent can use these mental models to either conform to human expectations or change those expectations through explanatory communication While the focus of the book is on cooperative scenarios it also covers how the same mental models can be used for obfuscation and deception The

book also describes several real world application systems for collaborative decision making that are based on the framework and techniques developed here Although primarily driven by the authors own research in these areas every chapter will provide ample connections to relevant research from the wider literature The technical topics covered in the book are self contained and are accessible to readers with a basic background in AI **Lifelong Machine Learning, Second Edition** Zhiyuan Chen,Bing Liu,2022-06-01 Lifelong Machine Learning Second Edition is an introduction to an advanced machine learning paradigm that continuously learns by accumulating past knowledge that it then uses in future learning and problem solving In contrast the current dominant machine learning paradigm learns in isolation given a training dataset it runs a machine learning algorithm on the dataset to produce a model that is then used in its intended application It makes no attempt to retain the learned knowledge and use it in subsequent learning Unlike this isolated system humans learn effectively with only a few examples precisely because our learning is very knowledge driven the knowledge learned in the past helps us learn new things with little data or effort Lifelong learning aims to emulate this capability because without it an AI system cannot be considered truly intelligent Research in lifelong learning has developed significantly in the relatively short time since the first edition of this book was published The purpose of this second edition is to expand the definition of lifelong learning update the content of several chapters and add a new chapter about continual learning in deep neural networks which has been actively researched over the past two or three years A few chapters have also been reorganized to make each of them more coherent for the reader Moreover the authors want to propose a unified framework for the research area Currently there are several research topics in machine learning that are closely related to lifelong learning most notably multi task learning transfer learning and meta learning because they also employ the idea of knowledge sharing and transfer This book brings all these topics under one roof and discusses their similarities and differences Its goal is to introduce this emerging machine learning paradigm and present a comprehensive survey and review of the important research results and latest ideas in the area This book is thus suitable for students researchers and practitioners who are interested in machine learning data mining natural language processing or pattern recognition Lecturers can readily use the book for courses in any of these related fields

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