

Kristen Grauman · Bastian Leibe

Visual Object Recognition

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Visual Object Recognition Kristen Grauman, Bastian Leibe, 2022-05-31 The visual recognition problem is central to computer vision research From robotics to information retrieval many desired applications demand the ability to identify and localize categories places and objects This tutorial overviews computer vision algorithms for visual object recognition and image classification We introduce primary representations and learning approaches with an emphasis on recent advances in the field The target audience consists of researchers or students working in AI robotics or vision who would like to understand what methods and representations are available for these problems This lecture summarizes what is and isn't possible to do reliably today and overviews key concepts that could be employed in systems requiring visual categorization Table of Contents Introduction Overview Recognition of Specific Objects Local Features Detection and Description Matching Local Features Geometric Verification of Matched Features Example Systems Specific Object Recognition Overview Recognition of Generic Object Categories Representations for Object Categories Generic Object Detection Finding and Scoring Candidates Learning Generic Object Category Models Example Systems Generic Object Recognition Other Considerations and Current Challenges Conclusions **Representations and Techniques for 3D Object Recognition**

and Scene Interpretation Derek Hoiem, Silvio Savarese, 2022-05-31 One of the grand challenges of artificial intelligence is to enable computers to interpret 3D scenes and objects from imagery This book organizes and introduces major concepts in 3D scene and object representation and inference from still images with a focus on recent efforts to fuse models of geometry and perspective with statistical machine learning The book is organized into three sections 1 Interpretation of Physical Space 2 Recognition of 3D Objects and 3 Integrated 3D Scene Interpretation The first discusses representations of spatial layout and techniques to interpret physical scenes from images The second section introduces representations for 3D object categories that account for the intrinsically 3D nature of objects and provide robustness to change in viewpoints The third section discusses strategies to unite inference of scene geometry and object pose and identity into a coherent scene interpretation Each section broadly surveys important ideas from cognitive science and artificial intelligence research organizes and discusses key concepts and techniques from recent work in computer vision and describes a few sample approaches in detail Newcomers to computer vision will benefit from introductions to basic concepts such as single view geometry and image classification while experts and novices alike may find inspiration from the book's organization and discussion of the most recent ideas in 3D scene understanding and 3D object recognition Specific topics include mathematics of perspective geometry visual elements of the physical scene structural 3D scene representations techniques and features for image and region categorization historical perspective computational models and datasets and machine learning techniques for 3D object recognition inferences of geometrical attributes of objects such as size and pose and probabilistic and feature passing approaches for contextual reasoning about 3D objects and scenes Table of Contents Background on 3D

Scene Models Single view Geometry Modeling the Physical Scene Categorizing Images and Regions Examples of 3D Scene Interpretation Background on 3D Recognition Modeling 3D Objects Recognizing and Understanding 3D Objects Examples of 2D 1 2 Layout Models Reasoning about Objects and Scenes Cascades of Classifiers Conclusion and Future Directions

Reasoning with Probabilistic and Deterministic Graphical Models Rina Kraus, 2022-12-06 Graphical models e g Bayesian and constraint networks influence diagrams and Markov decision processes have become a central paradigm for knowledge representation and reasoning in both artificial intelligence and computer science in general These models are used to perform many reasoning tasks such as scheduling planning and learning diagnosis and prediction design hardware and software verification and bioinformatics These problems can be stated as the formal tasks of constraint satisfaction and satisfiability combinatorial optimization and probabilistic inference It is well known that the tasks are computationally hard but research during the past three decades has yielded a variety of principles and techniques that significantly advanced the state of the art In this book we provide comprehensive coverage of the primary exact algorithms for reasoning with such models The main feature exploited by the algorithms is the model s graph We present inference based message passing schemes e g variable elimination and search based conditioning schemes e g cycle cutset conditioning and AND OR search Each class possesses distinguished characteristics and in particular has different time vs space behavior We emphasize the dependence of both schemes on few graph parameters such as the treewidth cycle cutset and the pseudo tree height We believe the principles outlined here would serve well in moving forward to approximation and anytime based schemes The target audience of this book is researchers and students in the artificial intelligence and machine learning area and beyond

Active Learning Burr Settles, 2022-05-31 The key idea behind active learning is that a machine learning algorithm can perform better with less training if it is allowed to choose the data from which it learns An active learner may pose queries usually in the form of unlabeled data instances to be labeled by an oracle e g a human annotator that already understands the nature of the problem This sort of approach is well motivated in many modern machine learning and data mining applications where unlabeled data may be abundant or easy to come by but training labels are difficult time consuming or expensive to obtain This book is a general introduction to active learning It outlines several scenarios in which queries might be formulated and details many query selection algorithms which have been organized into four broad categories or query selection frameworks We also touch on some of the theoretical foundations of active learning and conclude with an overview of the strengths and weaknesses of these approaches in practice including a summary of ongoing work to address these open challenges and opportunities Table of Contents Automating Inquiry Uncertainty Sampling Searching Through the Hypothesis Space Minimizing Expected Error and Variance Exploiting Structure in Data Theory Practical Considerations **Predicting Human Decision-Making** Ariel Rosenfeld, Sarit Kraus, 2022-05-31 Human decision making often transcends our formal models of rationality Designing intelligent agents that interact proficiently with people necessitates the modeling of human

behavior and the prediction of their decisions In this book we explore the task of automatically predicting human decision making and its use in designing intelligent human aware automated computer systems of varying natures from purely conflicting interaction settings e g security and games to fully cooperative interaction settings e g autonomous driving and personal robotic assistants We explore the techniques algorithms and empirical methodologies for meeting the challenges that arise from the above tasks and illustrate major benefits from the use of these computational solutions in real world application domains such as security negotiations argumentative interactions voting systems autonomous driving and games The book presents both the traditional and classical methods as well as the most recent and cutting edge advances providing the reader with a panorama of the challenges and solutions in predicting human decision making

Essential Principles for Autonomous Robotics Henry Hexmoor, 2022-05-31 From driving flying and swimming to digging for unknown objects in space exploration autonomous robots take on varied shapes and sizes In part autonomous robots are designed to perform tasks that are too dirty dull or dangerous for humans With nontrivial autonomy and volition they may soon claim their own place in human society These robots will be our allies as we strive for understanding our natural and man made environments and build positive synergies around us Although we may never perfect replication of biological capabilities in robots we must harness the inevitable emergence of robots that synchronizes with our own capacities to live learn and grow This book is a snapshot of motivations and methodologies for our collective attempts to transform our lives and enable us to cohabit with robots that work with and for us It reviews and guides the reader to seminal and continual developments that are the foundations for successful paradigms It attempts to demystify the abilities and limitations of robots It is a progress report on the continuing work that will fuel future endeavors Table of Contents Part I Preliminaries Agency Motion and Anatomy Behaviors Architectures Affect Sensors Manipulators Part II Mobility Potential Fields Roadmaps Reactive Navigation Multi Robot Mapping Brick and Mortar Strategy Part III State of the Art Multi Robotics Phenomena Human Robot Interaction Fuzzy Control Decision Theory and Game Theory Part IV On the Horizon Applications Macro and Micro Robots References Author Biography Discussion

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

Metric Learning Aurélien Muise,Amaury Yang,2022-05-31 Similarity between objects plays an important role in both human cognitive processes and artificial systems for recognition and categorization How to appropriately measure such similarities for a given task is crucial to the performance of many machine learning pattern recognition and data mining methods This book is devoted to metric learning a set of techniques to automatically learn similarity and distance functions from data that has attracted a lot of interest in machine learning and related fields in the past ten years In this book we provide a thorough review of the metric learning literature that covers algorithms theory and applications for both numerical and structured data We first introduce relevant definitions and classic metric functions as well as examples of their use in machine learning and data mining We then review a wide range of metric learning algorithms starting with the simple setting of linear distance and similarity learning We show how one may scale up these methods to very large amounts of training data To go beyond the linear case we discuss methods that learn nonlinear metrics or multiple linear metrics throughout the feature space and review methods for more complex settings such as multi task and semi supervised learning Although most of the existing work has focused on numerical data we cover the literature on metric learning for structured data like strings trees graphs and time series In the more technical part of the book we present some recent statistical frameworks for analyzing the generalization performance in metric learning and derive results for some of the algorithms presented earlier Finally we illustrate the relevance of metric learning in real world problems through a series of successful applications to computer vision bioinformatics and information retrieval Table of Contents Introduction Metrics Properties of Metric Learning Algorithms Linear Metric Learning Nonlinear and Local Metric Learning Metric Learning for Special Settings Metric Learning for Structured Data Generalization Guarantees for Metric Learning Applications Conclusion Bibliography Authors Biographies

Representing and Reasoning with Qualitative Preferences Ganesh Ram Santhanam,Samik Basu,Vasant Honavar,2022-05-31 This book provides a tutorial introduction to modern techniques for representing and reasoning about qualitative preferences with respect to a set of alternatives The syntax and semantics of several languages for representing preference languages including CP nets TCP nets CI nets and CP theories are reviewed Some key problems in reasoning about preferences are introduced including determining whether one alternative is preferred to another or whether they are equivalent with respect to a given set of preferences These tasks can be reduced to model checking in temporal logic Specifically an induced preference graph that represents a given set of preferences can be efficiently encoded

using a Kripke Structure for Computational Tree Logic CTL One can translate preference queries with respect to a set of preferences into an equivalent set of formulae in CTL such that the CTL formula is satisfied whenever the preference query holds This allows us to use a model checker to reason about preferences i e answer preference queries and to obtain a justification as to why a preference query is satisfied or not with respect to a set of preferences This book defines the notions of the equivalence of two sets of preferences including what it means for one set of preferences to subsume another and shows how to answer preferential equivalence and subsumption queries using model checking Furthermore this book demonstrates how to generate alternatives ordered by preference along with providing ways to deal with inconsistent preference specifications A description of CRISNER an open source software implementation of the model checking approach to qualitative preference reasoning in CP nets TCP nets and CP theories is included as well as examples illustrating its use

Trading Agents Michael Wellman,2022-05-31 Automated trading in electronic markets is one of the most common and consequential applications of autonomous software agents Design of effective trading strategies requires thorough understanding of how market mechanisms operate and appreciation of strategic issues that commonly manifest in trading scenarios Drawing on research in auction theory and artificial intelligence this book presents core principles of strategic reasoning that apply to market situations The author illustrates trading strategy choices through examples of concrete market environments such as eBay as well as abstract market models defined by configurations of auctions and traders Techniques for addressing these choices constitute essential building blocks for the design of trading strategies for rich market applications The lecture assumes no prior background in game theory or auction theory or artificial intelligence Table of Contents Introduction Example Bidding on eBay Auction Fundamentals Continuous Double Auctions Interdependent Markets Conclusion

Federated Learning Qiang Yang,Yang Liu,Yong Cheng,Yan Kang,Tianjian Chen,Han Yu,2022-06-01 How is it possible to allow multiple data owners to collaboratively train and use a shared prediction model while keeping all the local training data private Traditional machine learning approaches need to combine all data at one location typically a data center which may very well violate the laws on user privacy and data confidentiality Today many parts of the world demand that technology companies treat user data carefully according to user privacy laws The European Union's General Data Protection Regulation GDPR is a prime example In this book we describe how federated machine learning addresses this problem with novel solutions combining distributed machine learning cryptography and security and incentive mechanism design based on economic principles and game theory We explain different types of privacy preserving machine learning solutions and their technological backgrounds and highlight some representative practical use cases We show how federated learning can become the foundation of next generation machine learning that caters to technological and societal needs for responsible AI development and application

Trading Agents Michael P. Wellman,2011 Automated trading in electronic markets is one of the most common and consequential applications of autonomous software agents Design of

effective trading strategies requires thorough understanding of how market mechanisms operate and appreciation of strategic issues that commonly manifest in trading scenarios Drawing on research in auction theory and artificial intelligence this book presents core principles of strategic reasoning that apply to market situations The author illustrates trading strategy choices through examples of concrete market environments such as eBay as well as abstract market models defined by configurations of auctions and traders Techniques for addressing these choices constitute essential building blocks for the design of trading strategies for rich market applications The lecture assumes no prior background in game theory or auction theory or artificial intelligence Table of Contents Introduction Example Bidding on eBay Auction Fundamentals Continuous Double Auctions Interdependent Markets Conclusion

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

Statistical Relational Artificial Intelligence Luc De Raedt,Kristian Kersting,Sriraam

Natarajan,David Poole,2022-05-31 An intelligent agent interacting with the real world will encounter individual people courses test results drugs prescriptions chairs boxes etc and needs to reason about properties of these individuals and relations among them as well as cope with uncertainty Uncertainty has been studied in probability theory and graphical models and relations have been studied in logic in particular in the predicate calculus and its extensions This book examines the foundations of combining logic and probability into what are called relational probabilistic models It introduces representations inference and learning techniques for probability logic and their combinations The book focuses on two representations in detail Markov logic networks a relational extension of undirected graphical models and weighted first

order predicate calculus formula and Problog a probabilistic extension of logic programs that can also be viewed as a Turing complete relational extension of Bayesian networks

Robot Learning from Human Teachers Sonia Chernova, Andrea L. Thomaz, 2022-06-01 Learning from Demonstration LfD explores techniques for learning a task policy from examples provided by a human teacher The field of LfD has grown into an extensive body of literature over the past 30 years with a wide variety of approaches for encoding human demonstrations and modeling skills and tasks Additionally we have recently seen a focus on gathering data from non expert human teachers i e domain experts but not robotics experts In this book we provide an introduction to the field with a focus on the unique technical challenges associated with designing robots that learn from naive human teachers We begin in the introduction with a unification of the various terminology seen in the literature as well as an outline of the design choices one has in designing an LfD system Chapter 2 gives a brief survey of the psychology literature that provides insights from human social learning that are relevant to designing robotic social learners Chapter 3 walks through an LfD interaction surveying the design choices one makes and state of the art approaches in prior work First is the choice of input how the human teacher interacts with the robot to provide demonstrations Next is the choice of modeling technique Currently there is a dichotomy in the field between approaches that model low level motor skills and those that model high level tasks composed of primitive actions We devote a chapter to each of these Chapter 7 is devoted to interactive and active learning approaches that allow the robot to refine an existing task model And finally Chapter 8 provides best practices for evaluation of LfD systems with a focus on how to approach experiments with human subjects in this domain

Multi-Objective Decision Making Diederik M. Roijers, Shimon Whiteson, 2022-05-31 Many real world decision problems have multiple objectives For example when choosing a medical treatment plan we want to maximize the efficacy of the treatment but also minimize the side effects These objectives typically conflict e g we can often increase the efficacy of the treatment but at the cost of more severe side effects In this book we outline how to deal with multiple objectives in decision theoretic planning and reinforcement learning algorithms To illustrate this we employ the popular problem classes of multi objective Markov decision processes MOMDPs and multi objective coordination graphs MO CoGs First we discuss different use cases for multi objective decision making and why they often necessitate explicitly multi objective algorithms We advocate a utility based approach to multi objective decision making i e that what constitutes an optimal solution to a multi objective decision problem should be derived from the available information about user utility We show how different assumptions about user utility and what types of policies are allowed lead to different solution concepts which we outline in a taxonomy of multi objective decision problems Second we show how to create new methods for multi objective decision making using existing single objective methods as a basis Focusing on planning we describe two ways to creating multi objective algorithms in the inner loop approach the inner workings of a single objective method are adapted to work with multi objective solution concepts in the outer loop approach a wrapper is created around a single objective method

that solves the multi objective problem as a series of single objective problems After discussing the creation of such methods for the planning setting we discuss how these approaches apply to the learning setting Next we discuss three promising application domains for multi objective decision making algorithms energy health and infrastructure and transportation Finally we conclude by outlining important open problems and promising 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

Human Computation Edith Law, Luis von Ahn, 2022-06-01 Human computation is a new and evolving research area that centers around harnessing human intelligence to solve computational problems that are beyond the scope of existing Artificial Intelligence AI algorithms With the growth of the Web human computation systems can now leverage the abilities of an unprecedented number of people via the Web to perform complex computation There are various genres of human computation applications that exist today Games with a purpose e g the ESP Game specifically target online gamers who generate useful data e g image tags while playing an enjoyable game Crowdsourcing marketplaces e g Amazon Mechanical Turk are human computation systems that coordinate workers to perform tasks in exchange for monetary rewards In identity verification tasks users perform computation in order to gain access to some online content an example is reCAPTCHA which leverages millions of users who solve CAPTCHAs every day to correct words in books that optical character recognition OCR programs fail to recognize with certainty This book is aimed at achieving four goals 1 defining human computation as a research area 2 providing a comprehensive review of existing work 3 drawing connections to a wide variety of disciplines including AI Machine Learning HCI Mechanism Market Design and Psychology and capturing their unique perspectives on the core research questions in human computation and 4 suggesting promising research directions for the future Table of Contents Introduction Human Computation Algorithms Aggregating Outputs Task Routing Understanding Workers and Requesters The Art of Asking Questions The Future of Human Computation

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

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

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