



CS 416

Artificial Intelligence

Lecture 17

First-Order Logic

Chapter 9

Guest Speaker



Topics in Optimal Control, Minimax Control, and Game Theory

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Onesimo Hernandez-Lerma

Department of Mathematics

CINVESTAV-IPN, Mexico City

This is a nontechnical introduction, mainly thru examples, to some recent topics in control and game theory, including adaptive control, minimax control (a.k.a. "worst-case control" or "games against nature"), partially observable systems (a.k.a. controlled "hidden Markov models"), cooperative and noncooperative game equilibria, etc.



Inference in first-order logic

Our goal is to prove that KB entails a fact, α

- We use logical inference
 - Forward chaining
 - Backward chaining
 - Resolution

All three logical inference systems rely on search to find a sequence of actions that derive the empty clause