



CS 416

Artificial Intelligence

Lecture 15

First-Order Logic

Chapter 9

Guest Speaker



Topics in Optimal Control, Minimax Control, and Game Theory

March 28th, 2 p.m. OLS 005

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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.



Final Exam

Final Exam will be May 6th at 7:00 p.m.

This conflicts with the fewest number of other exams