

Search, Navigate, and Actuate

Overview



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Objectives

- Integrate the knowledge and skills acquired in the 1th year
- Initiate skills to plan, manage, execute and report a software project
- Introduce the knowledge needed for robotics



Program

1th Week: Search

Find the next move for a chess playing robot

2nd Week: Navigate

Translate the move to movements of a piece

3rd Week: Actuate

Translate the piece movements to arm movements

4rd Week: Play

Do something nobody has done before

Schedule

10.00-12.30: Practicum

Assistant will introduce the new assignment

13.00-15.00: Lecture

Knowledge needed for the task

15.30-17.00: Project

Work together on the assignment



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Grade

1th Week: Programming skills

Martijn Liem will grade your implementation of the chess endgame

2nd Week: Knowledge

Leo Dorst will test your understanding of the syllabus

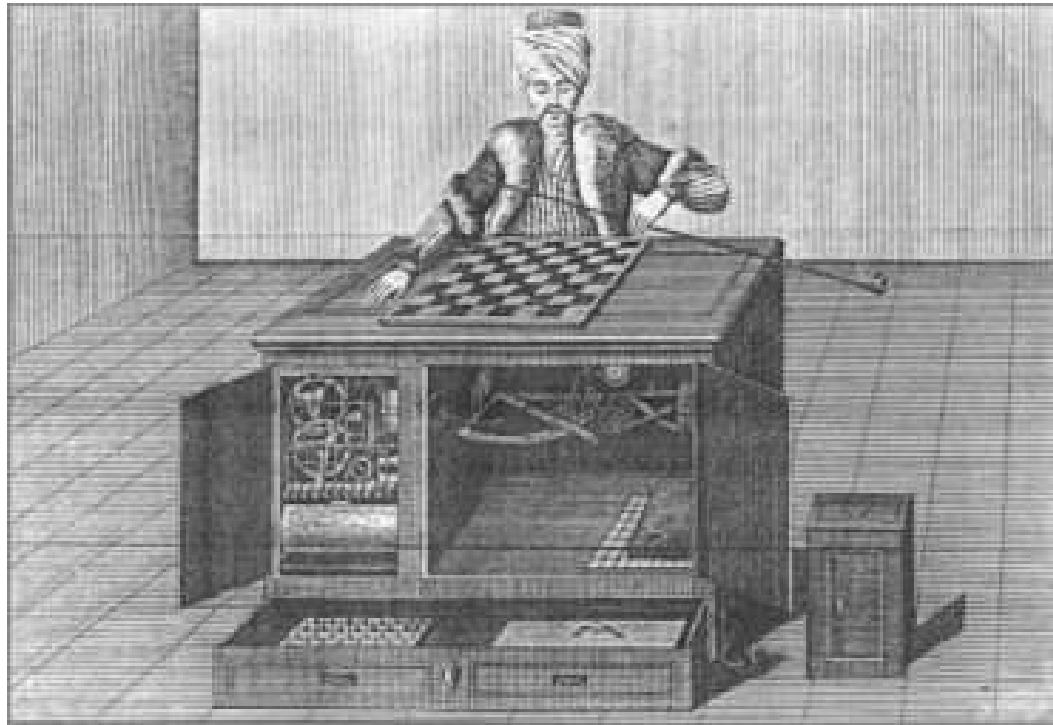
3rd Week: Practical skills

Olaf Booij will grade your demonstration and report of the chess playing robot

4rd Week: Experimental skills

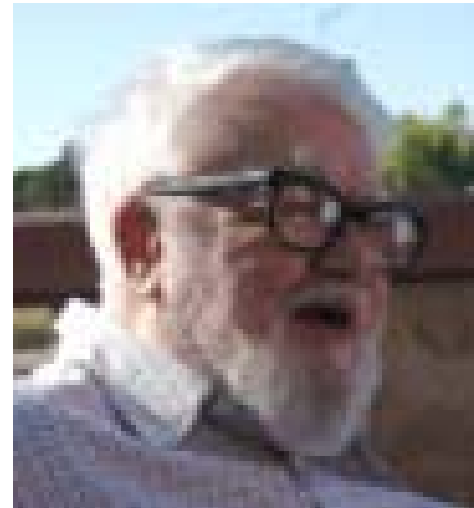
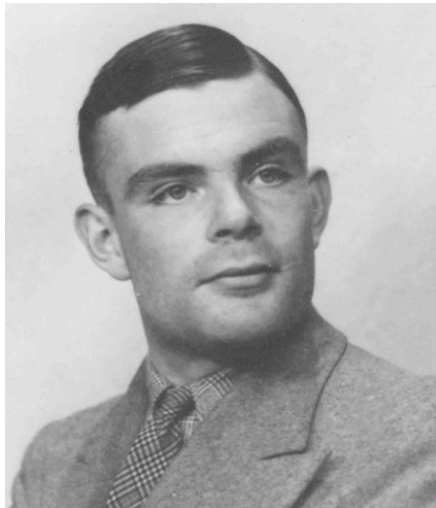
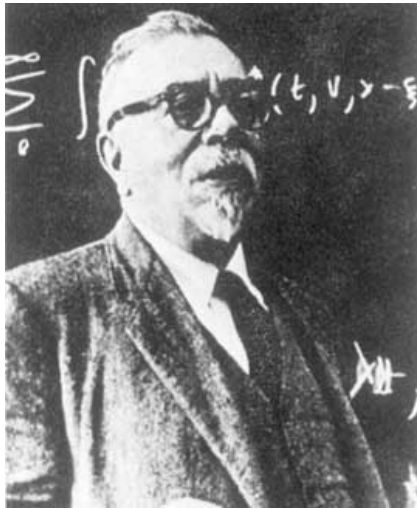
Arnoud Visser will grade your demonstration and labbook of your survey

Classical problem in AI



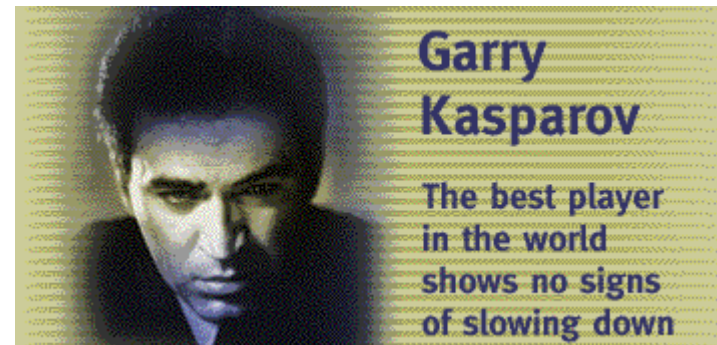
The chess-playing Turk defeated Napoleon in 1769

Many famous researcher contributed



- Norbert Wiener (1948) introduced a design for a chess program including minimax
- Alan Turing (1951) wrote first full chess program
- John McCarthy (1956) conceived alpha-beta search

AI has 'solved' the problem



Deep Blue wins with $3\frac{1}{2}$ - $2\frac{1}{2}$ in 1997



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Now it is your turn:



Have fun!



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