23IT003

Important Today

History Of AI

Three periods of history of AI

(1) Classical - from 1950
- In 1956 → concept of AI came in exsistance
- Research work for game playing, theorem proving, concept of state space.

(2) Romantic - mid 1960 - 1970
- To make machine understand
- "Semantic net" technique was developed.

(3) Mordern - 1970 to present
- To solve complex problems
- Develope concept like Artificial Neuron, Pattern recognition, Expert System

Important Today

TURNING TEST

29
WEDNESDAY
APRIL
2015
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Personal notes

→ Given by Alan Turing in 1950.

→ He proposed if a device could think like humans or not

→ Used as benchmark for evaluating machine's ability to think humanly.

AI - NLP, Visual perception, Automatic reasoning, knowledge representation, intelligent robot.

ML - Random forest, k-means, support vector matrix

NN - MLP, Boltman neural network

Deep learning - CNN, GAN, DBN, RNN

AI - It is the intelligence that a computer has developed on basis of information inserted into it.

MAY

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THURSDAY
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Important Today

AI
- Capabilities
  - Narrow
  - General
  - Super
- Functionality
  - Reactive machines
  - ~~Model based~~ Memory
  - TOM

Personal notes

Strong AI

- Future of AI
- Have mind to behave like human
- Learns / adapt like humans
- Eg - None

Weak AI

- Present form of AI
- Trained for specific task

X

Eg - Siri, Alexa

Reactive Machines

→ No memory
→ Don't learn from past experience
→ purely reactive
→ Task specific.

APRIL
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Important Today

Limited memory

→ Stores data temporarily
→ Use past experience.

Theory of Mind

Mind - part of body that helps us to think and make decision

→ Emotinal intelligence
→ Social interaction.

AI techniques - Search, knowledge, abstract.

* Rationality

→ To do the right thing.

→ The agent takes input through sensor and acting upon environment through actutor.

→ The gadgets are known as effectors.

1 FRIDAY MAY 2015
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Personal notes

JUNE

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Types of Agent

- Simple Agent
  - Act on current input
  - Eg- Vaccum cleaner
- Model based Reflex Agent
  - Has track of activities not visible currently
- Goal Based
  - Has goal, selects action
- Utility Based
  - Use function to select acti
- Learning
  - Learns from past experience.

Important Today

Terminalogy

1) State : condition
2) State space : all possible state
3) Move : transition from 1 to other
4) Rule : Description on how to make a move.

3 SUNDAY MAY 2015
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Personal notes

Searching Techniques