

Artificial Intelligence



Mainstream Al Theories

01 Symbolism

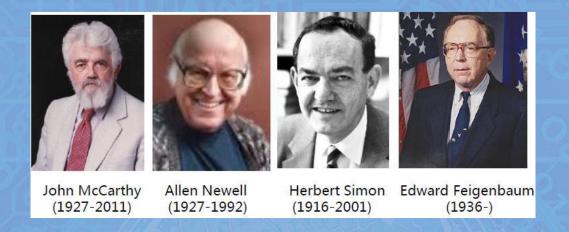
02 Connectionism

03 Actionism





Symbolicism



Physical symbol system (symbols)

Ex:x,y,1,+
Pieces of chess



Stuctures (expressions)

X+y=1
Position of all pieces

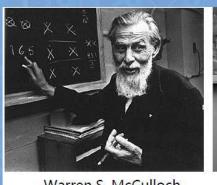


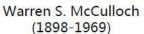
New expressions. Legal chess move

- Human thinking is a kind of symbol manipulation
- Computers can be used to simulate human behavior and be intelligent.
- Appropriate for higher-level intelligence such as playing chess, but less appropriate for commonplace intelligence such as vision.



Connectionism



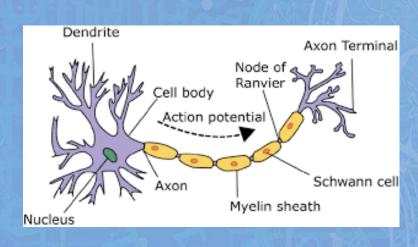




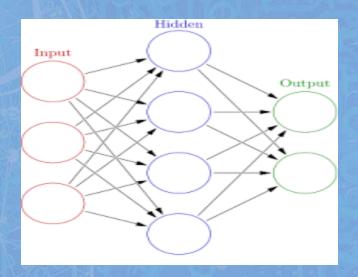
Walter H. Pitts (1923-1969)



Marvin Minsky (1927-2016)

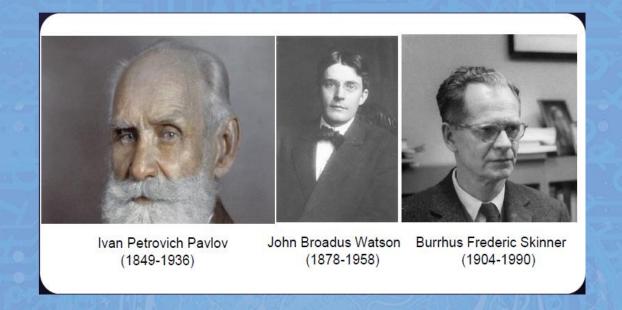






- Derived from bionics(Biology+Electronics)
- Imitate the structure and function of the human brain with electronic devices.
- Neuron is the basic thinking unit.





- Derived from cybernetics (the science of communications and automatic control systems in both machines and living things)
- Simulating the intelligent behaviors and roles of people in the control process, such as the study of cybernetic systems in self-optimization, selfadaptation, self-satisfaction, self-organization.



Supervised learning	Unsupervised learning	Reinforcement learning
Input data is labeled and output data are given	 When the problem requires a massive amount of unlabeled data. Analyzing data without human intervention. The machine learns through observation & find structures in data 	 interacts with its environment, performs actions, and learns by a trial-and-error method. The algorithm receives feedback from the data
Photos with information about what is on them	 You have parameters like colour, type, size of something and you want a program to predict that whether it is a fruit, plant, animal 	TH does In that slot Hmm Works!

MONTE PYTHON'S ELYMINACH CIRCUS CIRCUS



	Python 2	Python 3
Print function	Print " hello"	print ("hello")
Strings stored as	Ascii by default	Unicode by default
For iteration	Xrange()	Range()
Exception	u u	{ }
Division	5/2=2 (round calculation)	5/2=2.5
Inequality operator	<>	!=

TIOBE Programming Community Index

