"can machines think?"

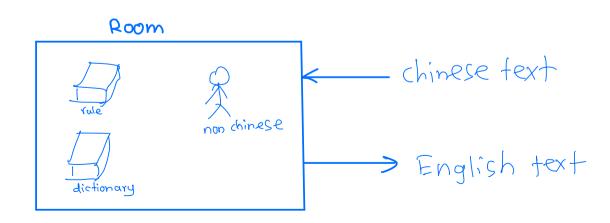
Alan furing assumed we can build intelligent machines.

Measuring intelligence is what he is proposing.

Turing anticipated all AI fields.

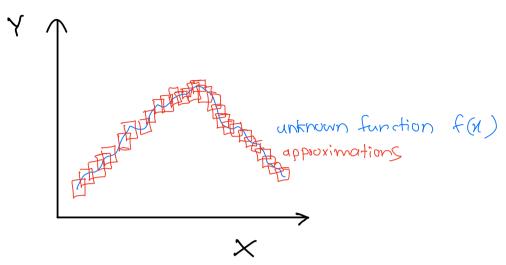
- Searching
- Reasoning (Reason based on knowledge that we have aquired)
- Knowledge representation
- NLP
- Computer vision
- Learning

## The Chinese Room (J.R Searle)



Can this person understand chinese? Can the room understand chinese? (stupid) Static/specific/explicit(directly stated) Tic-Tac-Toe Nersion : Lookup table Answer for every situation is hard coded Version 2: A - attempt to place two marks in a row B- if a opponent has two marks in a row, then mark the 3 spot. Version 3: Represent the state of the game - Current board position - Next legal moves Use an evaluation function - Rate the next move (How likely to win) - Look ahead if possible to dynamic/generic/ see estimate opponents (intelligent) implicit moves

AI - function approximation



we need data for any approximation example: Linear Regression

AI = we operate intelligently on data to extract the relationship between in- and outputs

- Need training data for learning

-> Testing data for testing

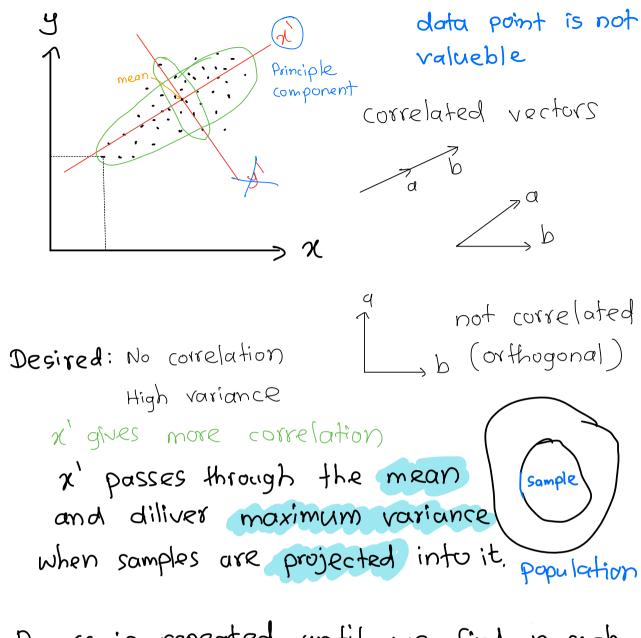
Problems 1 Not enough data

L augmentation

2 Too much data

L dimentionality reduction

some times not every



Process is repeated until we find n such axes  $\langle x_1, x_2, x_3, ... x_n \rangle$  $n \in \mathbb{R}^d \longrightarrow n \leqslant d$ 

Principal Component Analysis (PCA) is algorithm to find orthogonal axes that diagonalize the covariance matrix

$$\chi$$
 scalor  $\chi = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x_1 \end{bmatrix}$   $y = \begin{bmatrix} x_1 \\ x$