* what is artificial interligence?

Al is the study of how to make computers do things which at the moment , people do better.

* AI phoblems?

It appeared iniliarly steat computers could perform well at those tacks simply by being fact at explosing a large no. of sol. paters. and then selecting the best

It was thought that this process req. very little knowledge and could: be programmed early.

AI focuses on:

commonsense reasoning: It includes reasoning about physical obj and their relationships to each other ag. obj can be only at I place at a time.

MATURAL LANGUNGE UNDERSTANDING: The prob. of underlanding Apoken lang is a purceptual prob. and is hard to solve but suppose he simplify it by sustricting it to written lang. This prob. is by to 'New!

The prob. areas where AI is flourishing are the domains that beg, only spe. expertise without assistance of commonsence knowledge.

TASKS: It includes · Perception
· MUNDANE TASKS: It includes · reception . Natural lang
. Commonsence leasoning
· Robot control
The state of the s
· FORMAL TASKS: It includes · Games · Mainematics
TO STATE OF THE PARTY OF THE PA
· EXPERT TASKS: It includes · Engineering · Scientific analysis
· Medical d'agnosses · Financial analysis.
* what is an AI technique?
A NACE & CO
and the hand & last Hunets to come out of AI re
one et the few hard & fast results to come out of AI re is that "Intereigence require knowledge".
is the skilling once response
gover ornaleties of knowledge are:
Sente properties of
- It is vouintinous
- It is hard to characterize
- It is constantly changing - It differs from data being organised to it being used.
- It differ from data deing organista is a saig
A MICH O MOON TACK
knowledge should be represented in such a way trat:
- It captures generalizations.
- It can be undustood by people who must provide it.
- It can easily be modified.
- It can be used in many great situations. It rarrows the large of possibilities that must be
- It rarrows the large of possibilities that must be
considered.
[20]

Bada a side.		Prog (1)	5-4-00 P		ž P
board:		2 1.3	12.12 6	· · · · · · · · · · · · · · · · · · ·	-
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	7				042/1
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the :	stored ve	ctoi.	A INDIA	- (A)0P	0
3 Set k					
	and the familiar	t tuen i	DAS 101 1	GELACIO	2.47
comments:			(1)011		
- This pec	g, 'u v				
- It tak	es a est	of space	to store	moneta	ble.
in MOD-12 4 we	wana ext	end the	game, we	nu'll has	u to
start of	som suc	aten.		d Mao	1
ALL E	n tries in	mouetake	should	be speci	fied.
1) (F) (O) (- Nove		0 + (0)	r leiliga	Fr 0 = MA	UT
Company of the second		_			
Mada (10)	00 1 1 1 602	-10.03(3)	FOREIGN W		
Board:	M = M + 0.02	- 0 10(3)	Waller Bally		The second of the second
Board:	12 (H) 62	5 6	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
Board:	12 4 62 12 4 62	5 6 9 9 9	101012201	fault.	-
Board:	4 4	5 6 9 9 0 store : (9)	and in di	cating blo	NK
Board:	4 4	5 6 9 9 0 store : (9)	and in di	cating blo	NK

	: An integer indicating which more of the game is a
tuen	: An integer inclicating
* Many	to be played.
	1 → first mone
	9 -> lait noue.
Algo:	is bolank Othernice to
0	Return 5 if centur square is blank. Othernice the
TO BY	funci extuens any brank noncorner square (2,4,60
3	e connot min on next mous
®	Return D if player P cannot nein on next mone.
	etnemise, it returns the no. of the sq. that
	constitutes the neinning moue.
•	the training of the contract o
<u>(8)</u>	40(h) → make at word in the
	- 2000 Server en en santo de la
The	stratugy per each turn is as follows:
	RN=1 (10(1). : 13.000
	RN = 2 7 Board (5] is beank, 40(5) else 90(1).
	RN=3 7 10 [9] 10 , 40(9) 11. 11.
## TUI	en=4 ty Posswin(x) +0, go (Possnein(x)) else go (Max
101	en = 5 " " , 40 (possonin (x) else if
christin	Possnin (0) is not 0 go (Passn
	eleci) Brasa [77]
TURN	0 possinin (0) + 0, 90 (possinin(0)) else 14
	100 (POSSNein(x)) . els colmo
TUR	2 possin (x) #0 GO (Possin (x))
TURN	of postal (b) N & O C Co.
	= 9 same as There of (Possing); else by
TURN	= 9 same as TUKN= 7
mme	
is by	

	P20g (3)
board	: A stru containing a 9 element vector sep the
	A list of board posin that could result from
	next noue.
CIAHAS AT	CONTRACTOR LEGISTE CONTRACTOR NAME (GENERAL IL
Algoria	thm:
	To decide whether which set of board posin is best, d
(b) 61	e 1 b it is a win, call the kest by gluing it the right pass. sating.
	Other neise, consider all mours the opponent could
341.24	ake next.
(S)	The best note is then the One with higest ratio
The of	The State State of the state of
This s	algo is called MINIMAX PROCEDURE.
17	The state of the s
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This	prog. nu'll reg. more time but it could be
extend	and complicated that lic-tac-
	[(W) = 12-
	Dann Mark
Shirt in Y	At A Third Committee of the Committee of
	The state of the s