

Computer Science and Artificial Intelligence



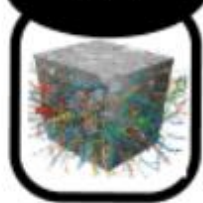
KHOA CÔNG NGHỆ THÔNG TIN
TRƯỜNG ĐẠI HỌC KHOA HỌC TỰ NHIÊN

Content

- ☐ History of AI
- ☐ Basic terminology

History of AI

1943



Evolution of
Artificial
neurons

1950



Turing
Machine

1956



Birth of AI:
Dartmouth
Conference

1966



First Chatbot :
ELIZA

1972



First
Intelligence
Robot :
WABOT -1

1974-1980



First AI
winner

1980



Expert
System

1987-1993



Second AI
Winner

1997



IBM Deep blue
: first computer
to beat a world
chess champion

2002



AI in Home:
Roomba

2011



IBM's Watson :
Wins a quiz
show

2012



Google now

2014



Chatbot Eugene
Goostman: Wins
a "Turing test"

2015

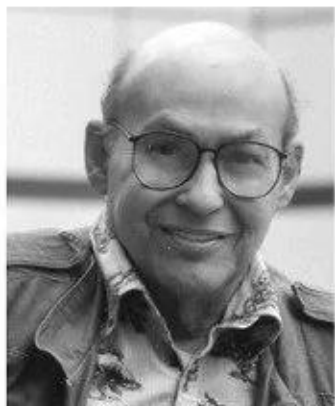


Amazon
Echo

1956 Dartmouth Conference: The Founding Fathers of AI



John MacCarthy



Marvin Minsky



Claude Shannon



Ray Solomonoff



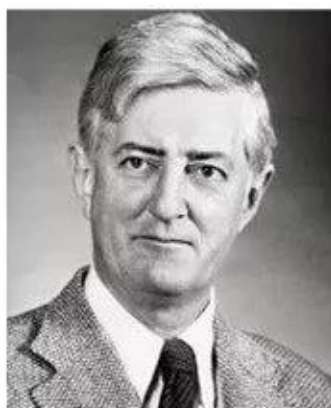
Alan Newell



Herbert Simon



Arthur Samuel



Oliver Selfridge



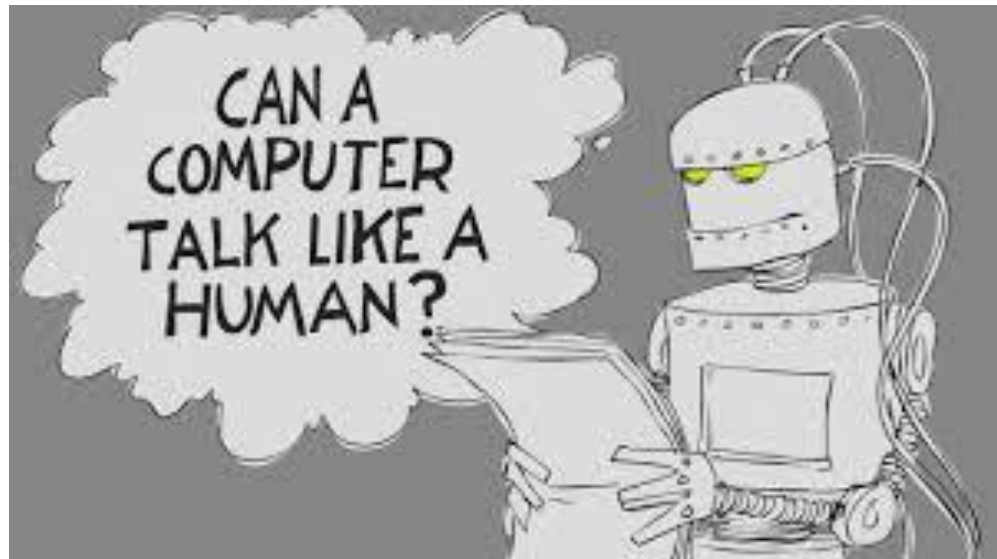
Nathaniel Rochester



Trenchard More

Turing Test

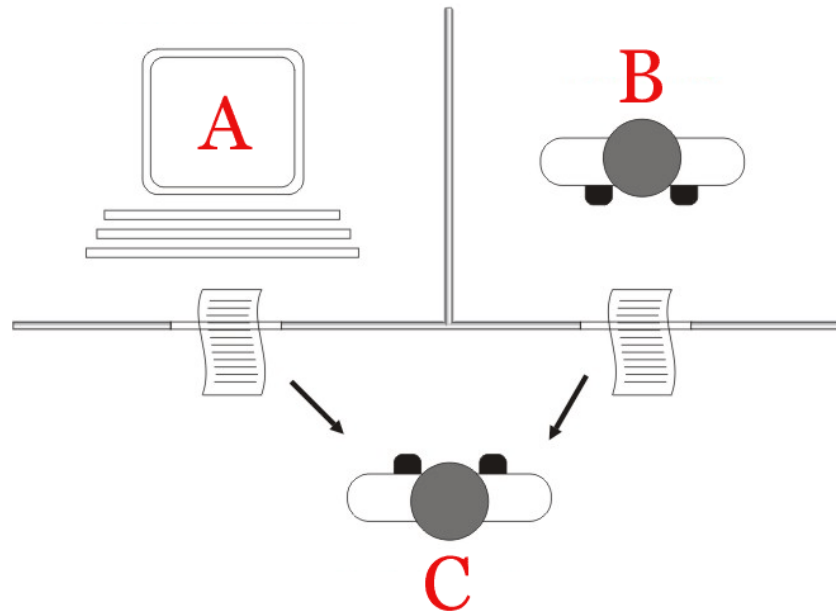
- **Turing test** (proposed by Alan Turing in 1950) has served as a benchmark in measuring progress in the field of artificial intelligence.



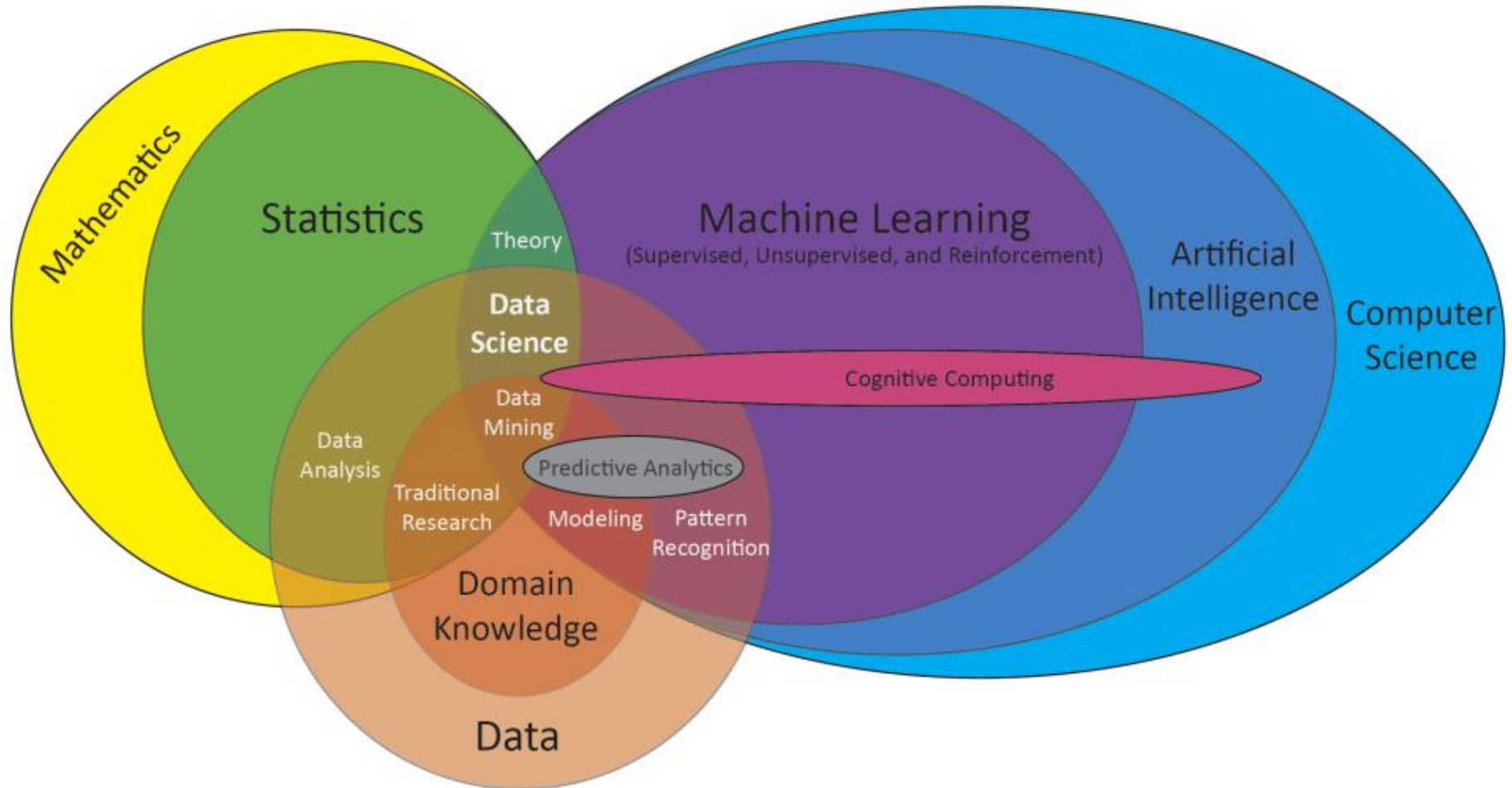
<https://www.youtube.com/watch?v=3wLqsRLvV-c>

Turing Test

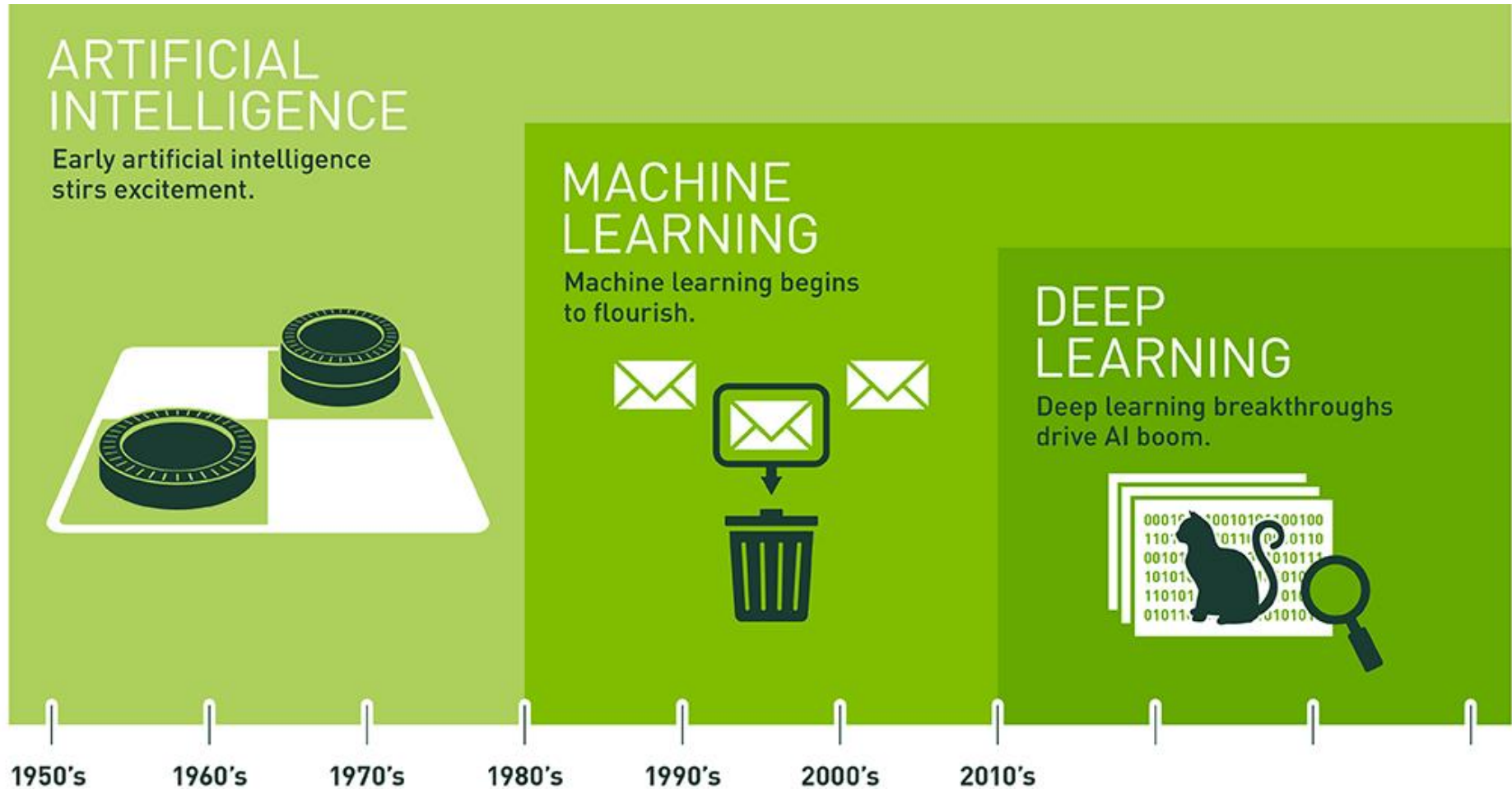
- Test setup: Human interrogator communicates with test subject by typewriter.
- Test: Can the human interrogator distinguish whether the test subject is human or machine?



Research fields related to AI



AI and related concepts



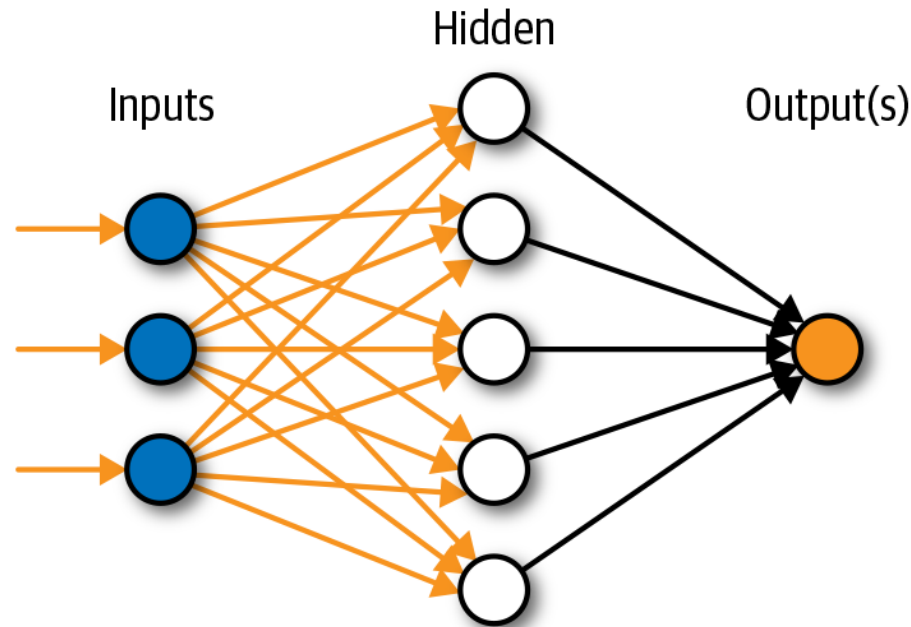
Source: <https://blogs.nvidia.com/blog/2016/07/29/whats-difference-artificial-intelligence-machine-learning-deep-learning-ai/>

Machine learning

- Machine learning (ML) is a subset of AI that uses computer algorithms to **analyze data** and **make intelligent decisions** based on what it has ***learned, without being explicitly programmed***
- ML algorithms:
 - ▣ Trained with large sets of data
 - ▣ They learn from examples
 - ▣ Do not follow rules-based algorithms

Artificial neural networks

- Take inspiration from biological neural networks
- **Neural network**: a collection of small computing units called **neurons** that take incoming data and learn to make decisions over time.



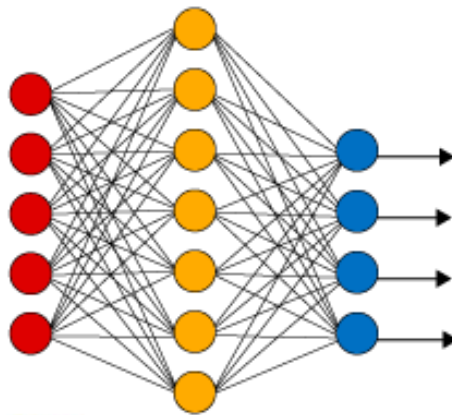
Deep learning

- Deep learning is a specialized subset of Machine Learning that uses layered neural networks to simulate human decision-making.
- Deep learning algorithms:
 - ▣ Can label and categorize information and identify patterns.
 - ▣ Enables AI systems to continuously learn on the job, and improve the quality and accuracy of results

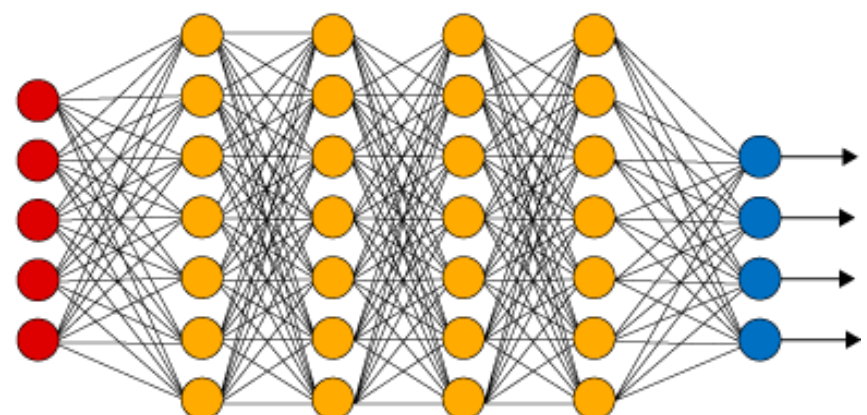
Deep learning

- Deep learning become **more efficient as the datasets increase** in volume, as opposed to other machine learning algorithms that may **plateau as data increases**
- Reason for Deep learning rise
 - ▣ More Data (Big data)
 - ▣ Better hardware (GPU)

Simple Neural Network



Deep Learning Neural Network



● Input Layer

● Hidden Layer

● Output Layer

Data Science

- **Data science** is the *process* and *method* for extracting *knowledge* and *insights* from large volumes of disparate data.
- Related field:
 - Mathematics
 - Statistical analysis
 - Data visualization
 - Machine learning

Data Science

- Data Science use AI techniques to derive insight from data.
 - ▣ Use machine learning algorithms and deep learning models to extract meaning and draw inferences from data.
- There is some intersection between AI and data science, but one is not a subset of the other.
- Both AI and Data Science can involve the use of big data that is significantly large volumes of data.

Robotics

- ☐ Robotics means building and programming robots so that they can operate in complex, real-world scenarios.
- ☐ In a way, robotics is the ultimate challenge of AI since it requires a combination of virtually all areas of AI

Robotics

- Robotics means building and programming robots so that they can operate in complex, real-world scenarios.
- In a way, robotics is the ultimate challenge of AI since it requires a combination of virtually all areas of AI:
 - ▣ Computer vision and speech recognition
 - ▣ Natural language processing, information retrieval, and reasoning under uncertainty
 - ▣ Cognitive modeling and affective computing (systems that respond to expressions of human feelings or that mimic feelings)

Quiz 1

- ☐ Is the following an application of Machine Learning and AI: A machine that beats human in a game in which all rules and moves have been pre-programmed into the machine - true or false?
- A. TRUE
 - B. FALSE

Quiz 2

- ☐ Data Science is a subset of AI that uses machine learning algorithms to extract meaning and draw inferences from data.
 - ☐ TRUE
 - ☐ FALSE

Quiz 3

☐ Where to put: **AI, machine learning, computer science, data science, and deep learning.**

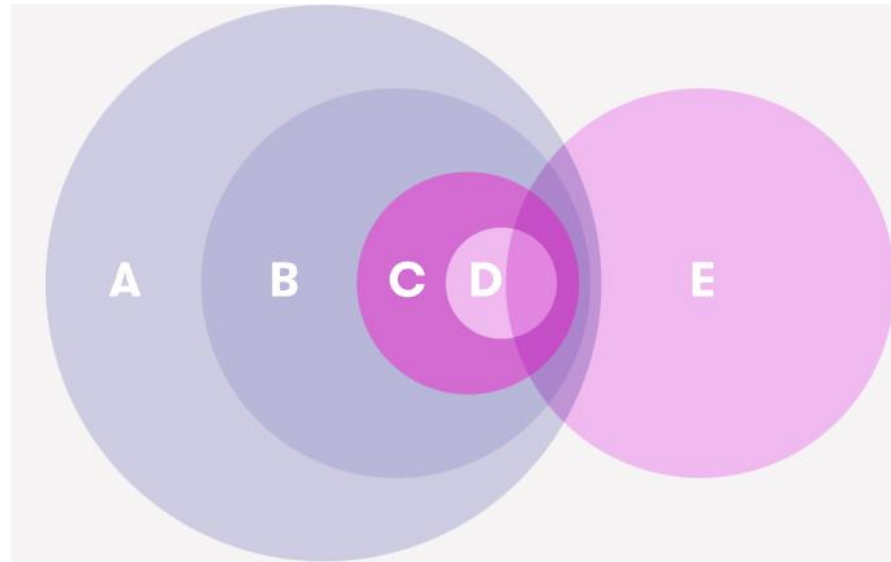
☐ A

☐ B

☐ C

☐ D

☐ E



Quiz 4

☐ Determine which AI-related fields are involved in them

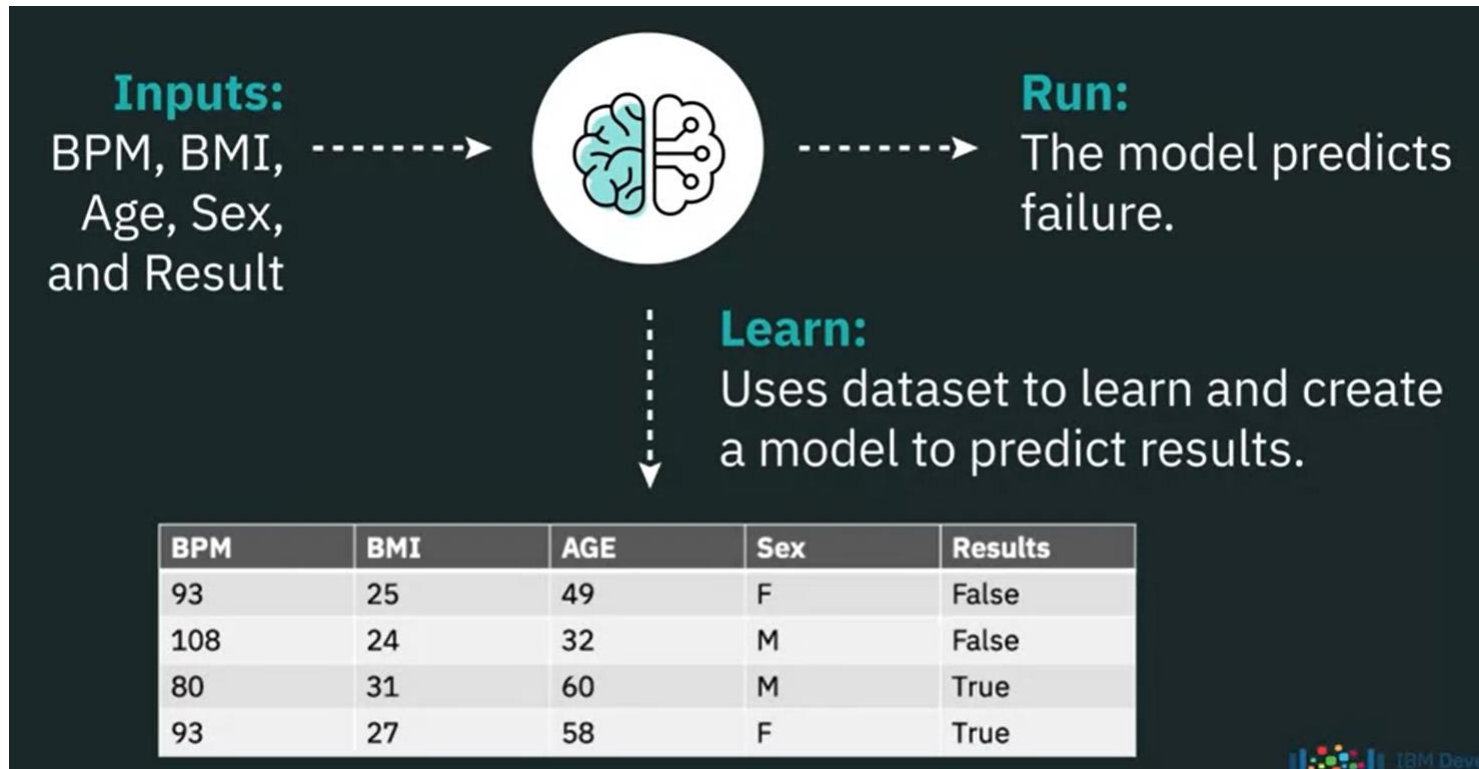
	Statistics	Robotics	Machine learning
Autonomous car			
Steering a rocket into orbit			
Online ad optimization			
Customer service chatbot			
Summarizing voting results			

Machine Learning

- Build **model** to classify and make predictions from provided data.
 - Do not follow rules-based algorithms
 - Train with large set of data

Machine learning

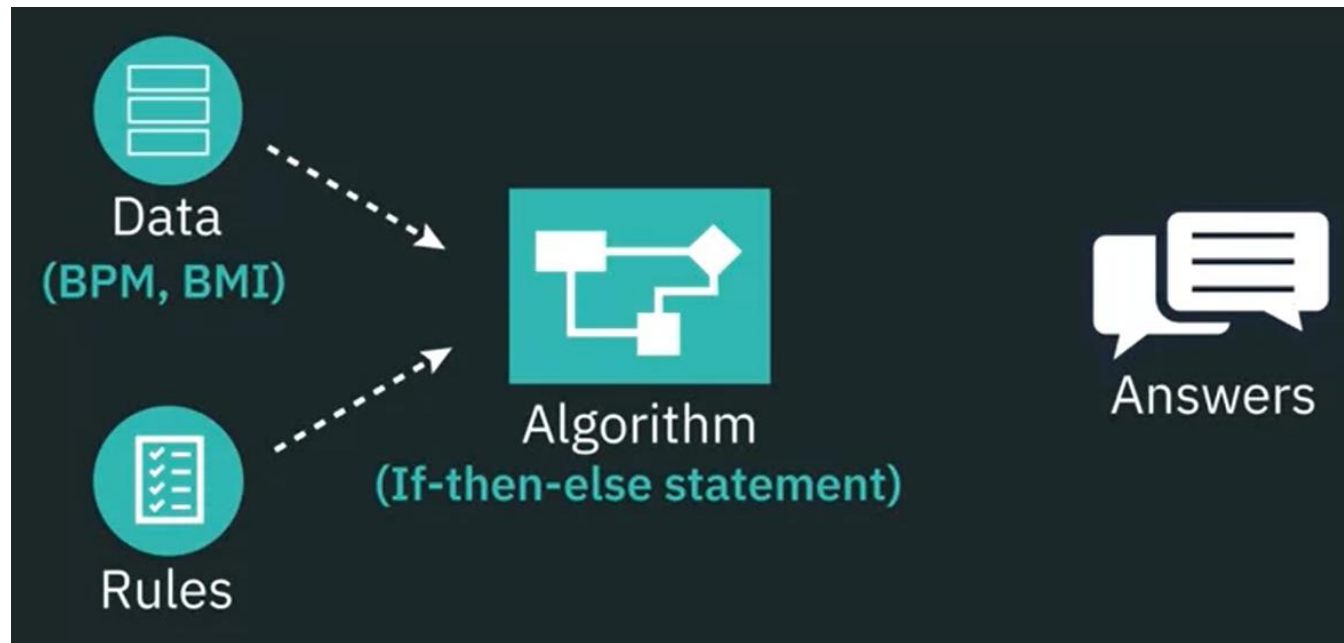
□ Problem: Determine if heart will fail



Source: <https://www.coursera.org/learn/introduction-to-ai/lecture/39OeD/machine-learning>

Machine learning

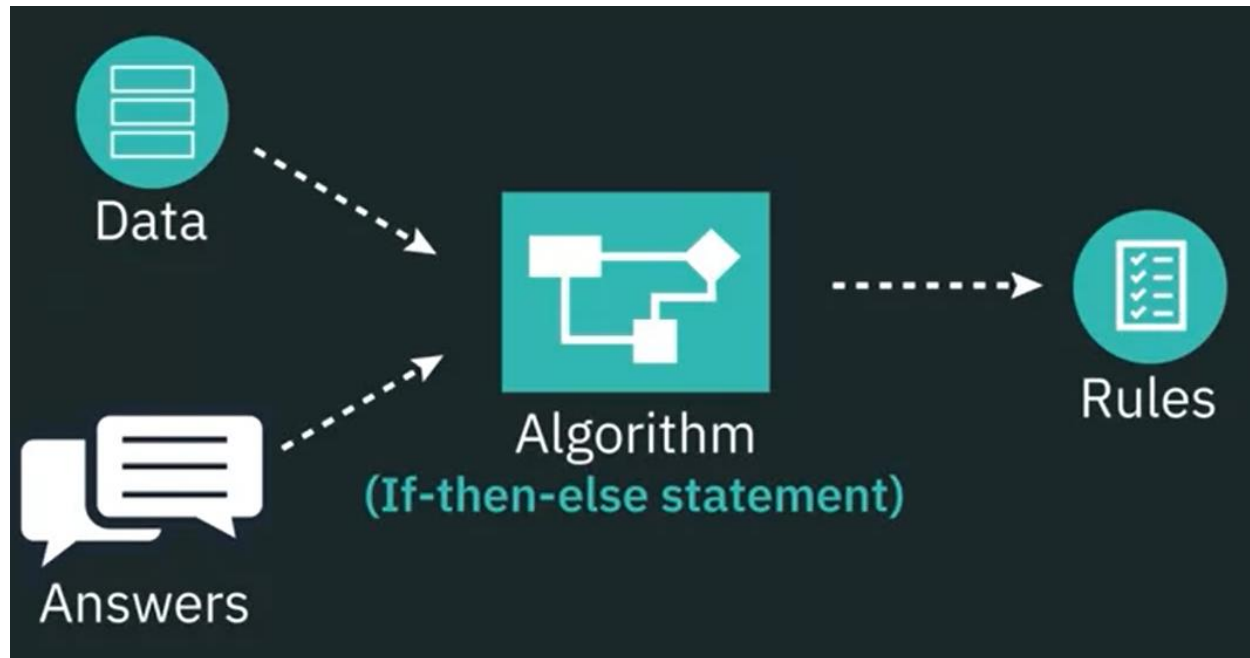
□ Traditional programming:



Source: <https://www.coursera.org/learn/introduction-to-ai/lecture/39OeD/machine-learning>

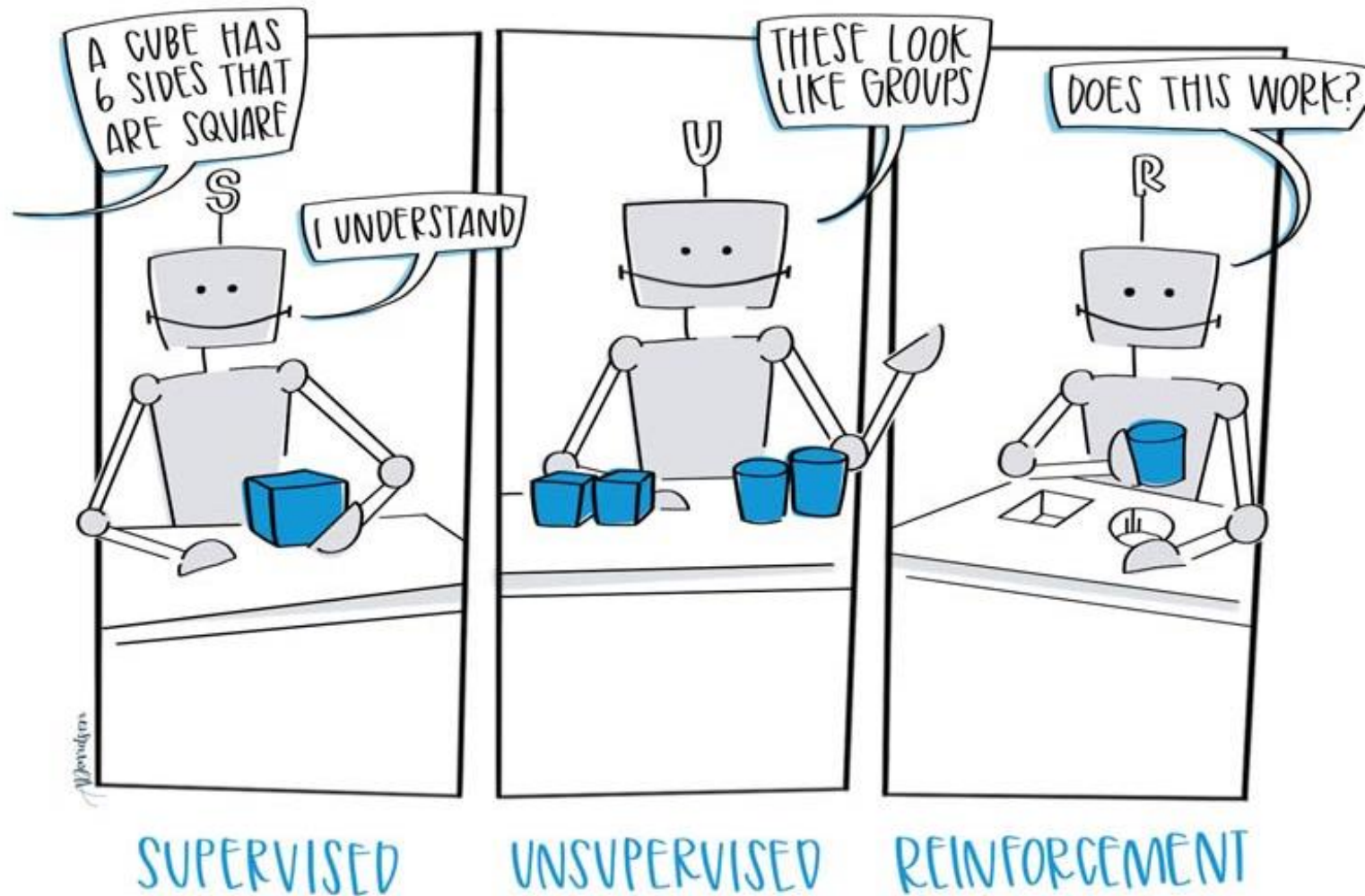
Machine learning

□ ML approach:



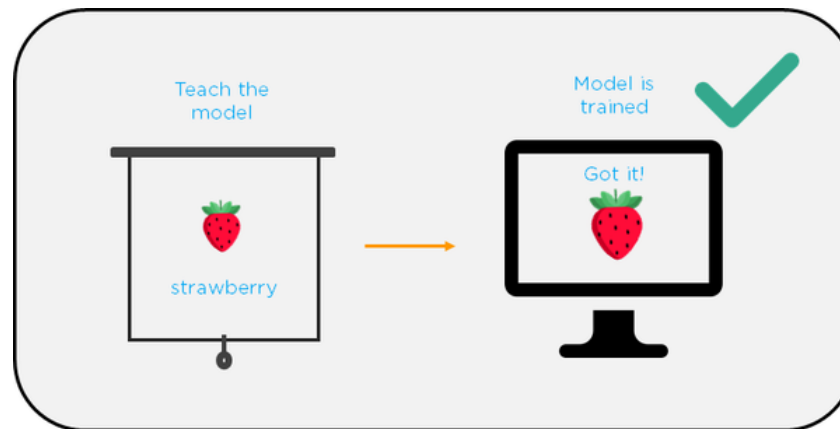
Source: <https://www.coursera.org/learn/introduction-to-ai/lecture/39OeD/machine-learning>

Types of machine learning



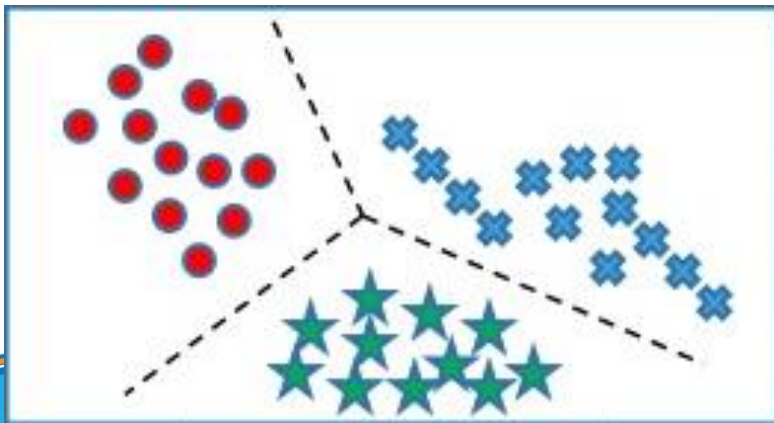
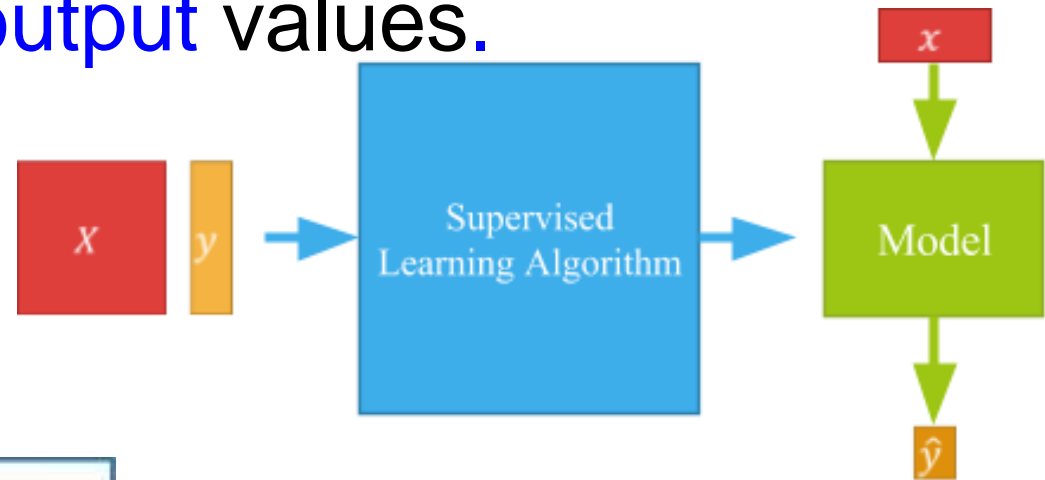
Supervised learning

- Task of learning a function that maps an input to an output based on example input-output pairs.
- An algorithm trained on human-labeled data. The more samples you provide a supervised learning algorithm, the more precise it becomes in classifying new data.



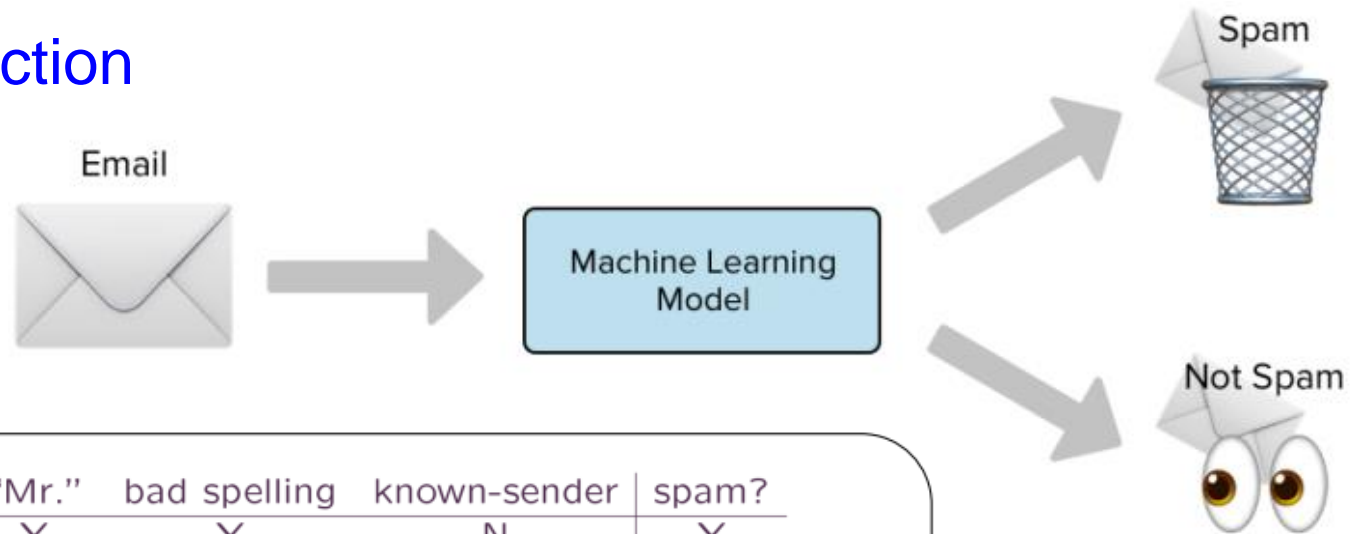
Supervised learning

- Learn a function that maps an input to an output based on **examples**, which are pairs of **input-output** values.



Supervised learning: Examples

□ Spam detection

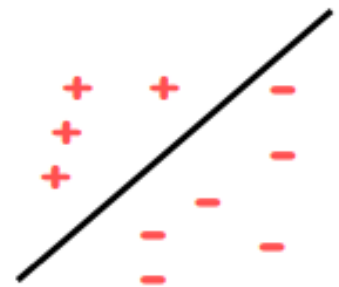


	"money"	"pills"	"Mr."	bad spelling	known-sender	spam?
	Y	N	Y	Y	N	Y
	N	N	N	Y	Y	N
	N	Y	N	N	N	Y
example	Y	N	N	N	Y	N
	N	N	Y	N	Y	N
	Y	N	N	Y	N	Y
	N	N	Y	N	N	N

label

Reasonable RULES

- Predict SPAM if unknown AND (money OR pills)
- Predict SPAM if $2\text{money} + 3\text{pills} - 5\text{known} > 0$



Linearly separable

Classification vs. Regression

- ☐ Train a model to predict a categorical dependent variable
- ☐ Case studies: predicting disease, classifying images, predicting customer churn, buy or won't buy, etc.

Classification vs. Regression

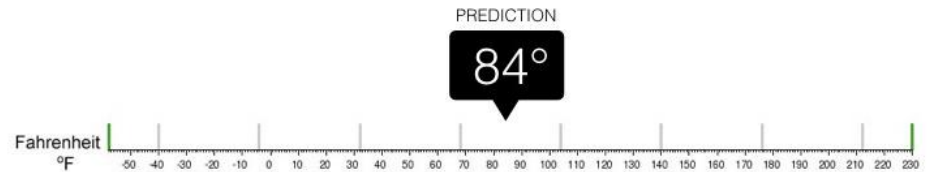
□ Train a model to **predict a continuous dependent variable**

□ Case studies: predicting height of children, predicting stock prices, etc.



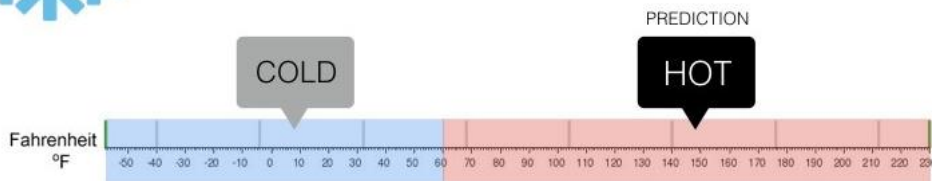
Regression

What is the temperature going to be tomorrow?



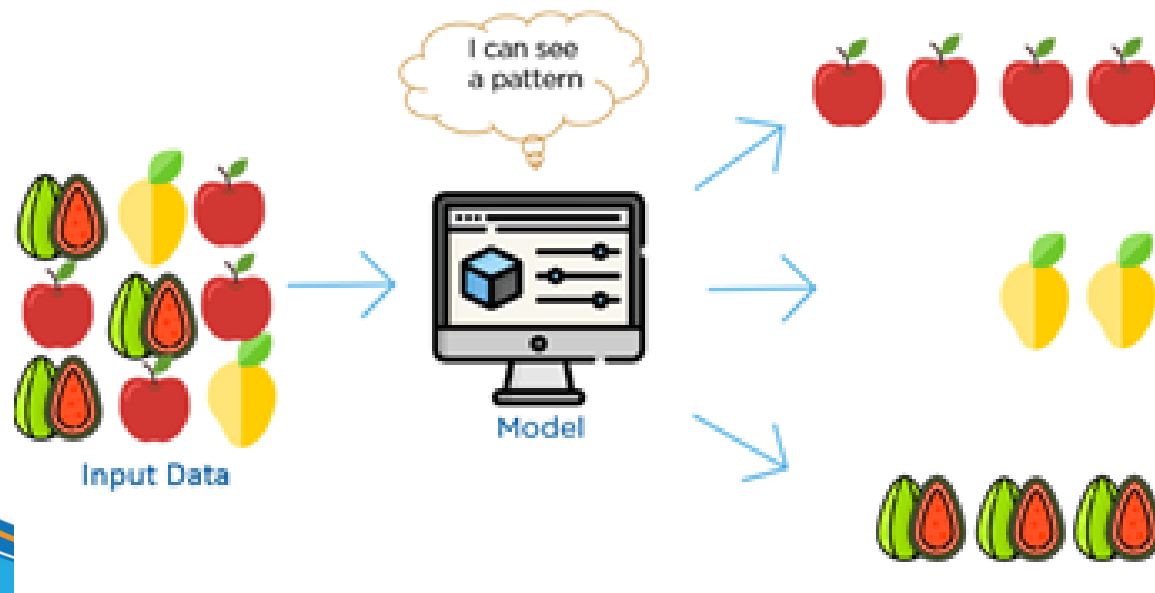
Classification

Will it be Cold or Hot tomorrow?



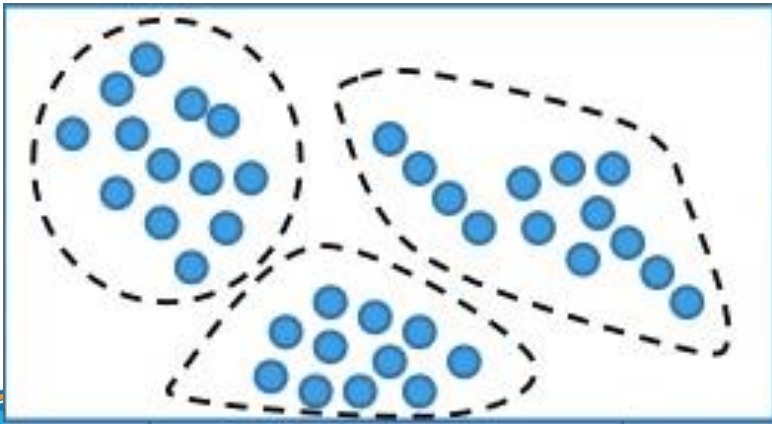
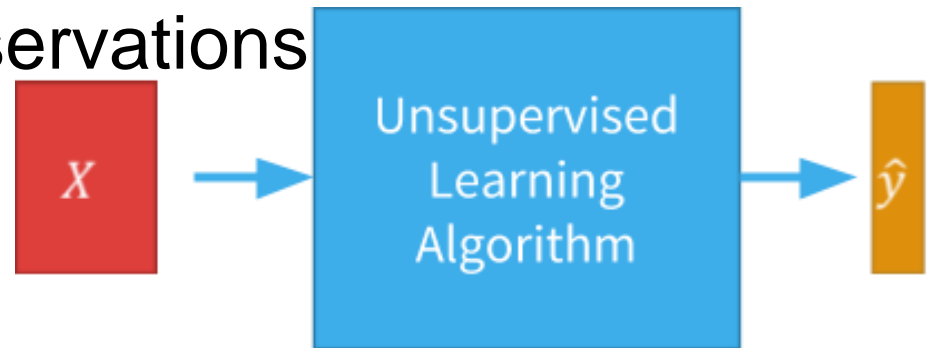
Unsupervised Learning

- Learns from test data that has not been labeled, classified or categorized.
- Unsupervised learning identifies commonalities in the data and reacts based on the presence or absence of such commonalities in each new piece of data.



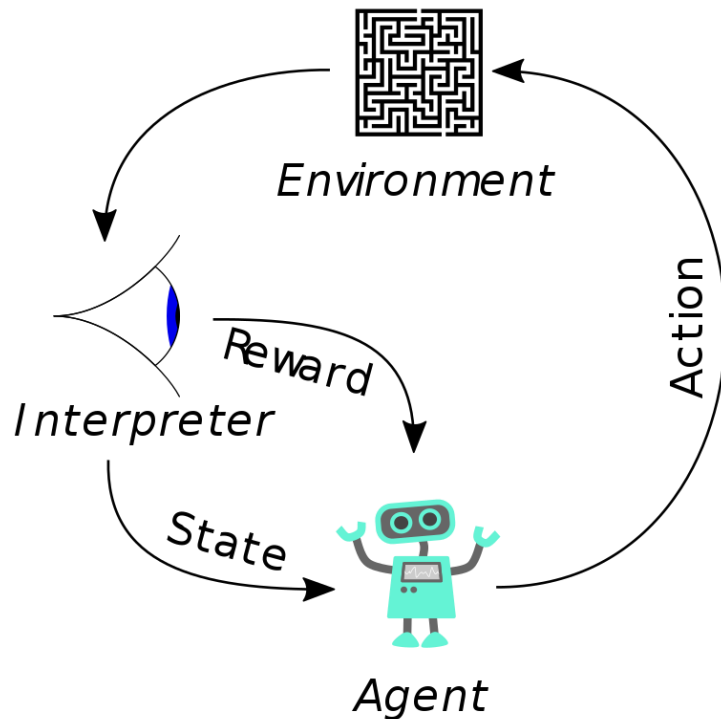
Unsupervised learning

- Infer a function to describe hidden structure from "unlabeled" data
- A classification (or categorization) is not included in the observations



Reinforcement learning

- The agent learns from the environment by interacting with it and receives rewards for performing actions.



Learning to ride a bike requires trial and error, much like reinforcement learning. (Video courtesy of Mark Harris, who says he is “learning reinforcement” as a parent.)

Reinforcement learning: Examples



Quiz 5

- ☐ Which of the following are attributes of Machine Learning?
- A. Takes data and answers as input and use these inputs to create a set of rules that determine what the Machine Learning model will be
 - B. Machine learning algorithms can be continuously trained and used in the future to predict values
 - C. Defines behavioral rules by comparing large data sets to find common patterns
 - D. In Machine Learning models, when we submit inputs, we get answers based on predefined rules

Quiz 6

- ☐ We can use reinforcement learning to teach a machine to play chess.
- A. TRUE
 - B. FALSE

Reference

- 1. Introduction to Artificial Intelligence (AI), coursera.

