



A.P. SHAH INSTITUTE OF TECHNOLOGY

Department of Computer Science and Engineering
Data Science



Department of CSE-Data Science | APSIT

Semester :	Subject : AT	Ac	ademic Year: 20 - 20
Module!	introduction to	Artificial ?	ntelligence.
Trinking Human	elligence (AI),	AT Perspection	tives: Actings
machines that an	the simulation re programmed	of human to think as	intelligence in act like
humans Bt involves to programs that human intellique The term was Before leading meaning of Enter Enterliques	can perfoom ta	ske that typerch recogning McCarthy of AI,	in 1956. understand the
by improving on be called Porte Thence, Artificial capable of acque has gained to Reasoning, Linguistic En	their own from thigence is wring and apply rough part expensed of Learning, Proble	s the systemating the info	m which is

Subject Incharge :______ Page No.__\



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antellige	int Systems?	Lucy Products
- <u>intelli</u>	jent systems are divided	into four categories:
* 1. * 1. * 1. * 1. * 1. * 1. * 1. * 1.	3: Systems that act of	ke hymans
	H systems that act	sationally
	Human-Lilce	Rationally
TWINK	Hopmach	Laws of thought Approach
330 230	"Machines that think like "Humans"	"Machines that think Rationally".
Act.	Turing Test Approach	Rational Agent Approach
	"Machines that behave like humans"	"Machines that behave Rationally"
- Turing	Jest: Act Human - Like	e
I The a	rt of creating machines to	nat perform functions
JA G	the Audy of how to make	computers do things
which,	at the moment people	do better

Subject Incharge :	Page No2	Department of CSE-Data Science APSI
Subject Incharge :	Page No	Department of CSE-Data Science AF



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eig. Turing Test	
= proposed by Alan Turing (1950)	
3 rooms contain: a person, a computer & on interrogator.	
The interrogator can communicate with the other two by teletype.	Υ
and which the machine is.	on is
The machine tries to fool the interrogator to belie that it is the human and the person also they to	ve_
convince the interrogator that 9t 9s the human.	
-> Ef the machine succeeds in fooling the interroge	ator
capabilities:	ng
English Cor some other human lange	
2. Knowledge Representation: To store information)
3. Automated Reasoning To use the stored in	
to answer questions and to draw new con	dusions
to detect and extrapolate patterns.	nces &



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* Thinking	Humany: The a	ognitive Modelling Approach
trad deals	modelling & used or	n problem solving &
mental pr	occepting in a com	suterized model.
human be	haviour & improve	human-computer interaction.
- Applicati	ons: Expert System	, MIP, VR, MM.
* Thinking	Rationally: The 1	aws of mought Approach
and the second s	Socrates is a man	is a mostal.
te Action	Onlinedly	
		ational agent approach
	ional Agent: Pt cov	widers how people think
and	ability to leasn.	es for advantageous outcomes
-> used	in game theory	and decision theory to help
-> 9+ wes	a set of rules to	o determine the best course
of action	for a given situ	ation.
- e:g'	Self driving co	&, Sio, Alexa, Robots.

Subject Incharge : _____ Page No. ____