

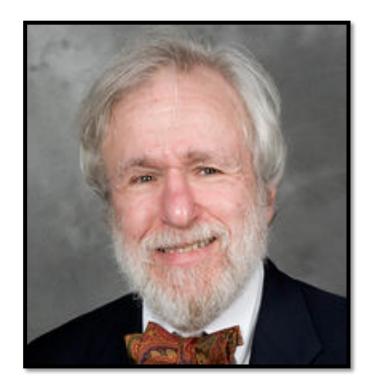


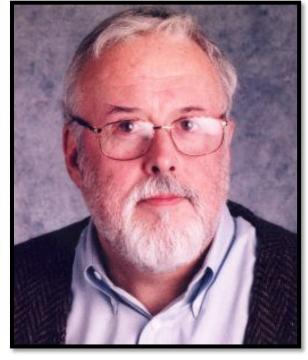
The exciting new effort to make computers think ... machines with minds, in the full literal sense.



Haugeland, 1985 (Philosopher)

The study of mental facilities through the use of computational models.





Charniak and McDermott, 1985 (Computer scientists)



A field of study that seeks to explain and emulate intelligent behavior in terms of computational processes.



Schalkoff, 1990 (Electrical Engineer)

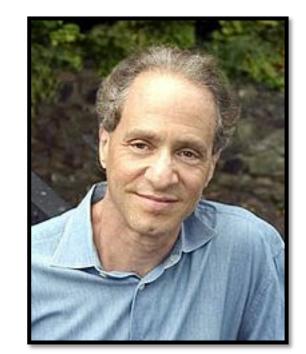
The study of how to make computers do things at which, at the moment, people are better.



Rich & Knight, 1991 (Computer scientists)



The art of creating machines that perform functions that require intelligence when performed by people.



Kurzweil, 1992 (Futurist)

Defined as the branch of computer science that is concerned with the automation of intelligent behaviors.



Luger & Stublefield, 1993 (Computer scientists)



# What is Intelligence?

## Is there a "holistic" definition for intelligence?

- ► The definition of intelligence is controversial
- ► The ability to acquire and apply knowledge and skills

## We might list elements of intelligence:

- ► Understanding, reasoning, problem solving, learning, common sense, generalizing, inference, analogy, recall, intuition, emotion, self-awareness
- ► Which of these are necessary for intelligence? Which are sufficient?



## Views of Al fall into four categories:

Thinking humanly	Thinking rationally
Acting humanly	Acting rationally

## How does humanly differ from rationally?

- ► Humanly
  - Solve the problems the same way humans do
  - Require cognitive modeling
- ► Rationally
  - Achieve goals by maximizing performance measure
  - Use logic and deal with uncertainty and complexity



## Views of AI fall into four categories:

Thinking humanly	Thinking rationally
Acting humanly	Acting rationally

## How does humanly differ from rationally?

- ► Humanly
  - Common-sense reasoning, social behavior
  - Expert knowledge: lawyers, medicine, diagnosis
  - Mathematical problems (puzzles, games, theorems)





## Views of Al fall into four categories:

Thinking humanly	Thinking rationally
Acting humanly	Acting rationally

# How does intelligent thinking differ from intelligent behavior?

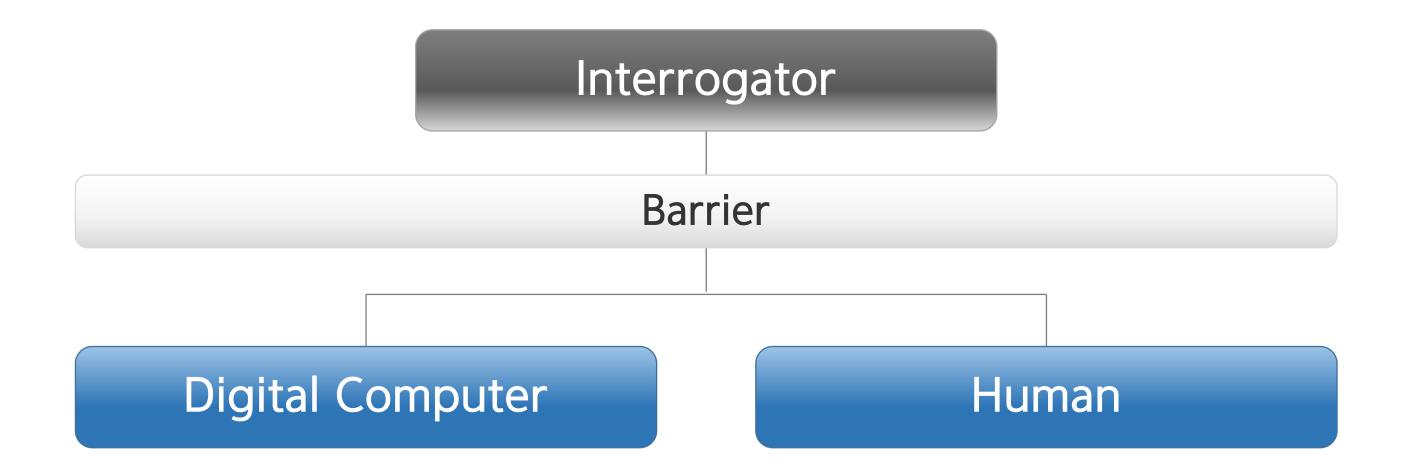
- ▶ Intelligence is hard to define, but intelligence behavior is not
- ► A machine has to display intelligent behavior that is indistinguishable from that of a human
- ► Turing test!



# The Turing Test (1950)

## Alan Turing devised a test for defining Al:

- ► An interrogator poses questions to a human and a computer
- ▶ If the interrogator cannot tell which is the human and which is the computer, then the computer passes the Turing Test and should be considered intelligent
- ► Turing first called this the Imitation game but has since been renamed the Turing Test

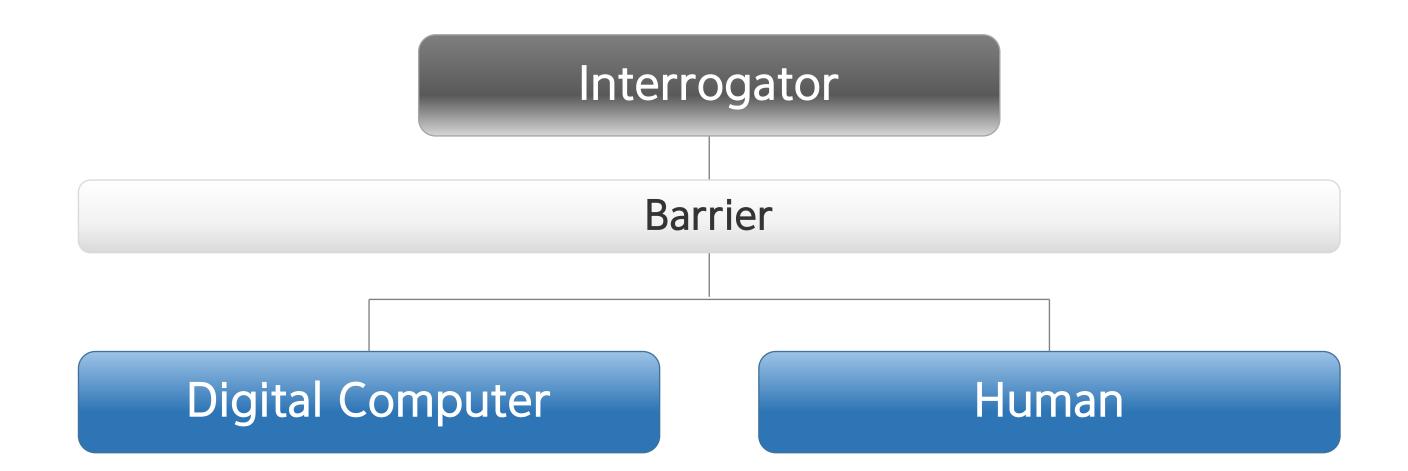




# The Turing Test (1950)

## © Can machines think?

- ▶ Q: Please write me a sonnet on the subject of the Forth Bridge.
- ► A: Count me out on this one. I never could write poetry.
- Q: Add 34957 to 70764.
- ► A: (Pause about 30 seconds and then give as answer) 105621.





# The Turing Test (1950)

## Acting humanly NOT acting rationally

- ► Tests behavior: simple and objective
- ► Passing the Turing Test does not necessarily imply intelligence
- ► Suggested major components of Al:
  - Knowledge representation
  - Automated reasoning
  - Learning
  - Language/image understanding ( + Robotics)



Sensing	Thinking	Acting
Translation of sensory inputs (percepts) into a conceptual representation	Manipulation of the conceptual representation  • Knowledge Representation	Translation of intent into (physical) actions (reflexive or deliberative)
<ul> <li>Computer vision</li> <li>Speech recognition</li> <li>Language understanding</li> </ul>	<ul> <li>Problem Solving/ Planning</li> <li>Learning (making improvements based on the results of past actions)</li> </ul>	<ul> <li>Robotics</li> <li>Speech and         <ul> <li>Language</li> <li>Synthesis</li> </ul> </li> </ul>

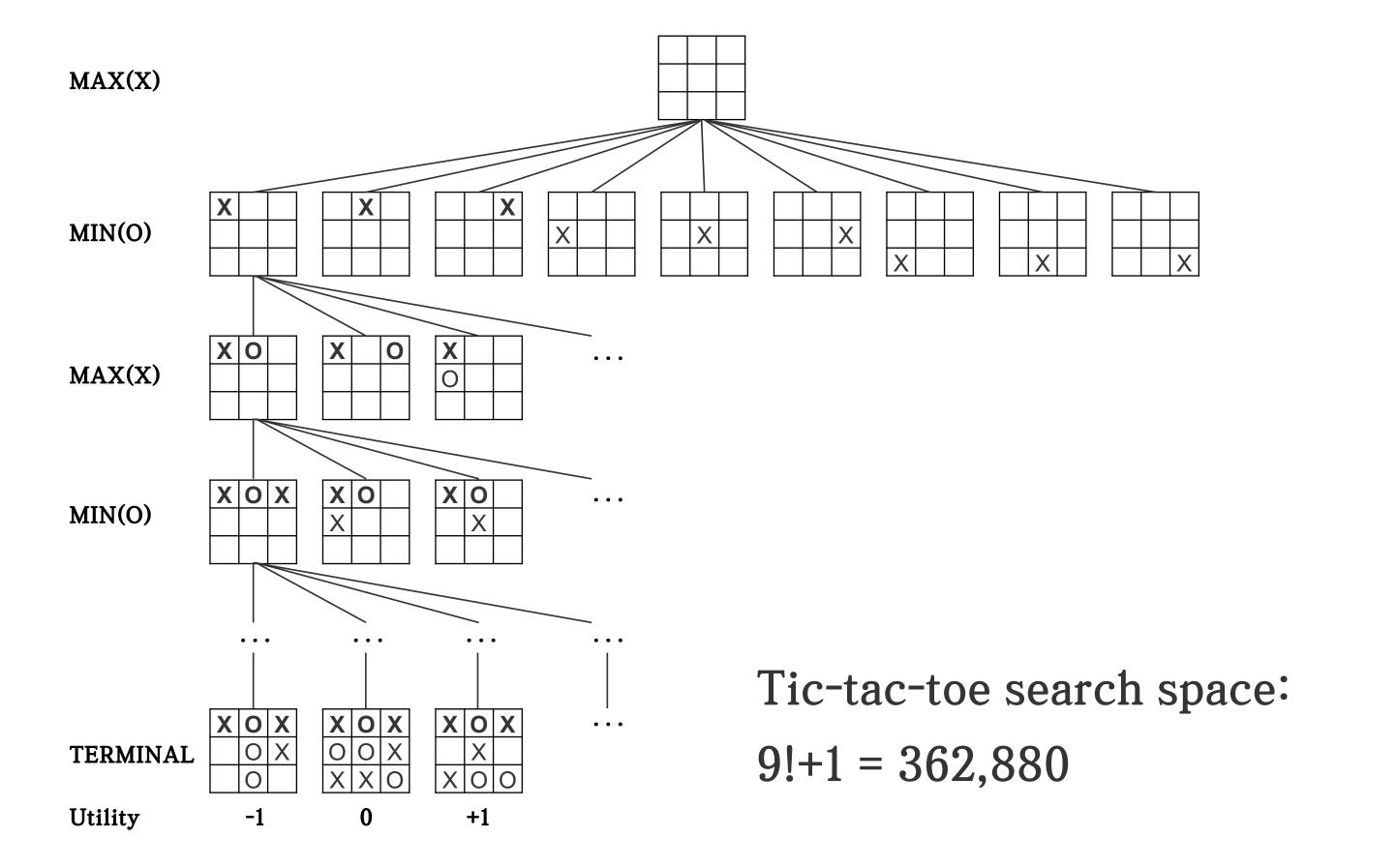


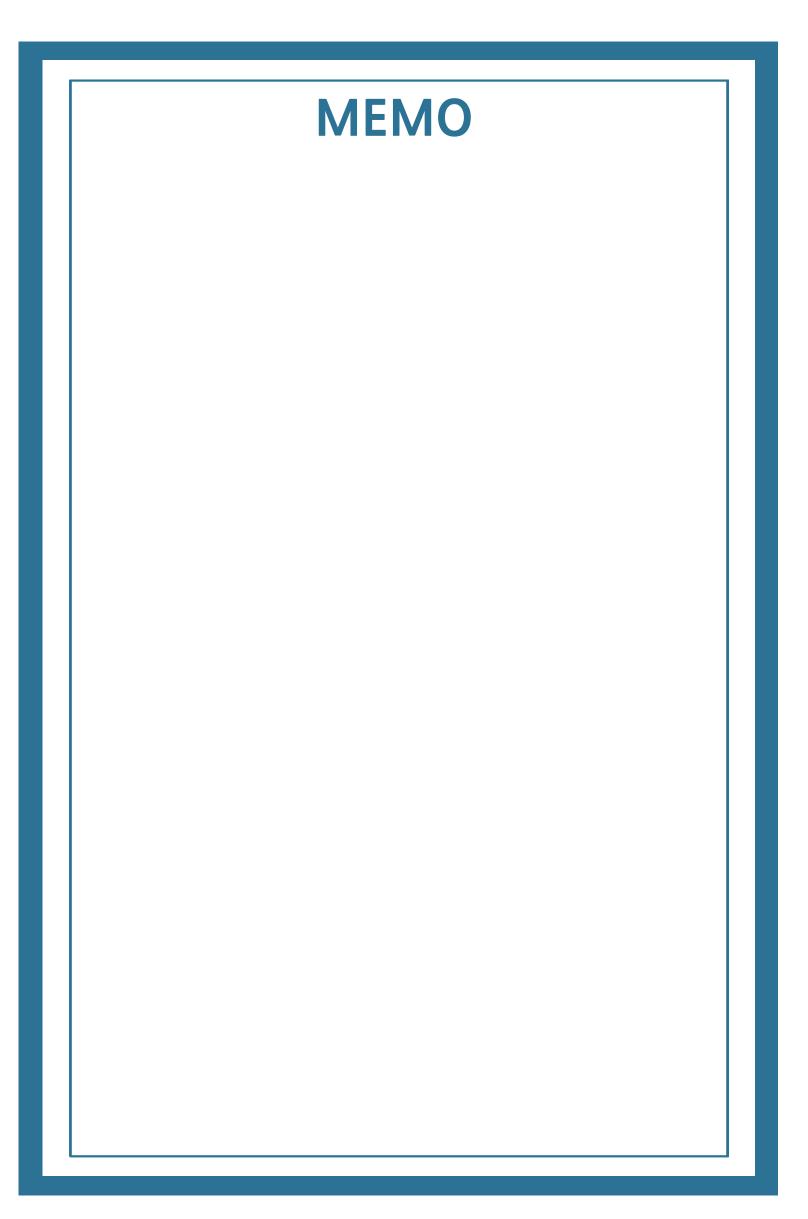


# The Main Topics of Al

## Search and constraints (includes game playing)

► Possible answers, decisions or courses of action are structured into an abstract space, which we then search







# The Main Topics of Al

## Knowledge representation and reasoning

- ► How do we describe what we know about the world (concisely)?
- ► How do we generate new pieces of knowledge?
- ► How do we deal with uncertain knowledge?

## Planning

- ► Classical planning and motion/path planning
- ► Given a set of goals, construct a sequence of actions that achieves it
- ► What happens if the world changes?

## Uncertainty in Al

▶ Bayesian networks, graphical models, Markov decision processes



# The Main Topics of Al

## Learning

- ► Reinforcement learning, clustering, regression, computational learning theory
- ► How do we generate new facts/concepts from old?
- ► How do we learn to distinguish different situations in new environments?

## Agent-based and multi-agent systems

- ► The vision: electronic commerce, supply chains, defense systems managed by autonomous software agents
- ► Cooperation and coordination
- ▶ Emergent behavior
- ► Computational game theory and computational social choice



# Strong Al vs Weak Al

## Weak Al, as opposed to strong Al, is also known as applied Al or narrow Al

- ► Actions, decision, and ideas are programmed into it
- ► All current forms of Al are weak Al
- ► The weak AI hypothesis: the philosophical position that machines can demonstrate intelligence, but do not necessarily have a mind, mental states or consciousness



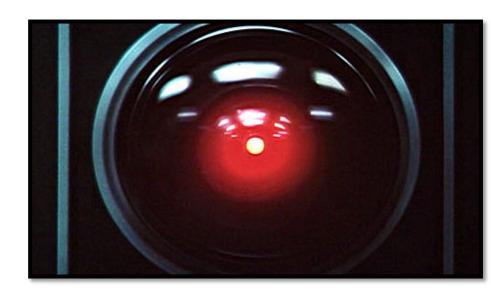




# Strong Al vs Weak Al

## Strong Al matches or exceeds human intelligence

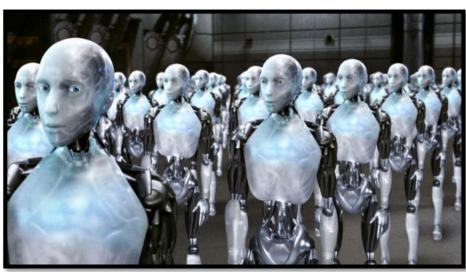
- ▶ Don't just simulate humans, they are intelligent on their own
- ► Also referred to as General Al
- ► Associates with such human traits as consciousness, sentience, sapience, free-will and self-awareness
- ▶ e.g. robots from the movies (HAL9000, Matrix, Terminator, I robot, etc)



Arthur C.Clarke's Space Odyssey series



Terminator series

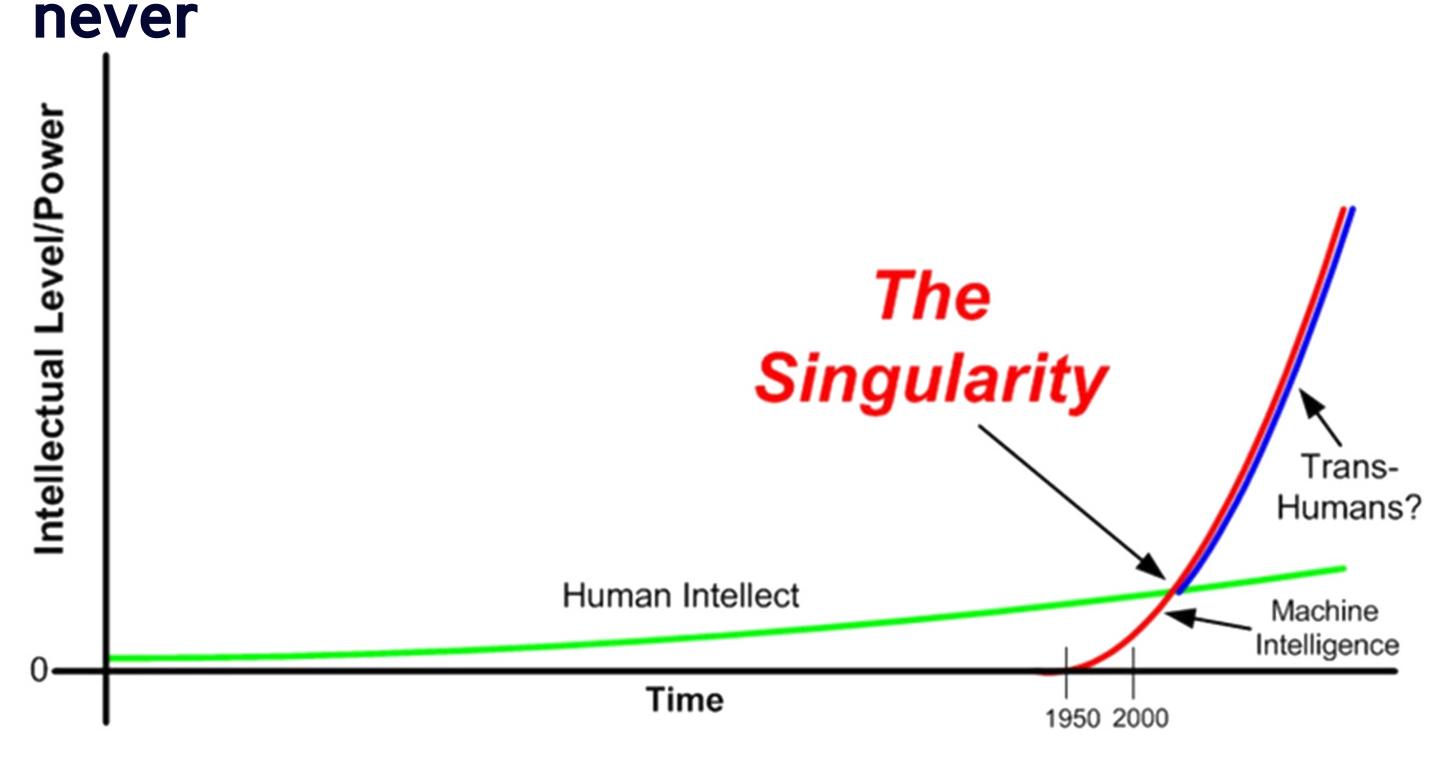


I, Robot



# Technological Singularity

- Emergence of superhuman intelligence
- Key idea: self-improvement
- Some predict: this century, but others argue:





# Technological Singularity

## Source of name

► Analogy between inability to predict events after the development of a superintelligence, and the space-time singularity beyond the event horizon of a black hole

