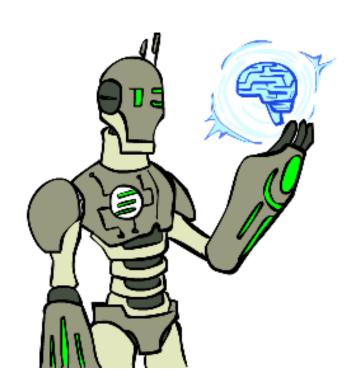
### Today

- What is artificial intelligence?
- Where did it come from/ What can AI do?
  - O What should we and shouldn't we worry about? What can we do about the things we should worry about?

• What is this course?



#### What is AI?

#### The science of making machines that:

- "Artificial intelligence is a computerised system that exhibits behaviour that is commonly thought of as requiring intelligence." (1)
- "Artificial Intelligence is the science of making machines do things that would require intelligence if done by man." (2)

The founding father of AI, Alan Turing, defines this discipline as:

 "Al is the science and engineering of making intelligent machines, especially intelligent computer programs." (3)

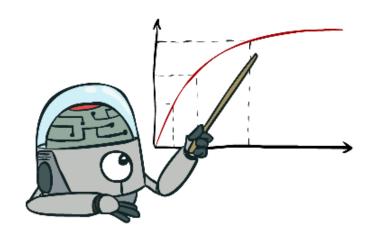
#### Rational Decisions

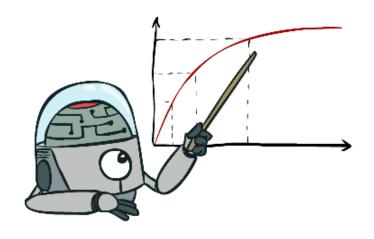
We'll use the term **rational** in a very specific, technical way:

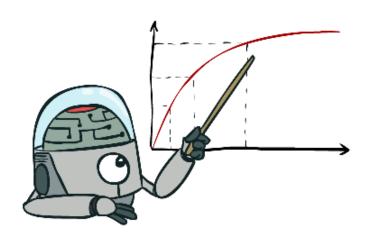
- Rational: maximally achieving pre-defined goals
- Rationality only concerns what decisions are made (not the thought process behind them)
- Goals are expressed in terms of the **utility** of outcomes
- Being rational means maximizing your expected utility

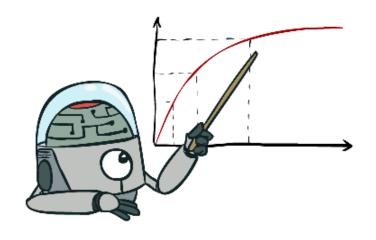
A better title for this course would be:

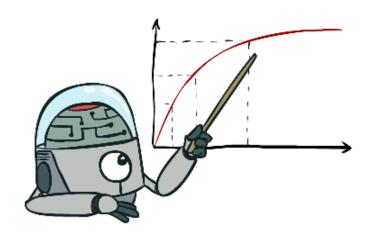
**Computational Rationality** 











### What About the Brain?

- Brains (human minds) are very good at making rational decisions, but not perfect
- Brains aren't as modular as software, so hard to reverse engineer!
- "Brains are to intelligence as wings are to flight"
- Lessons learned from the brain: memory and simulation are key to decision making



### Designing Rational Agents

- O An **agent** is an entity that *perceives* and *acts*.
- O A rational agent selects actions that maximize its (expected) utility.
- O Characteristics of the **percepts**, **environment**, and **action space** dictate techniques for selecting rational actions
- **O** This course is about:
  - General AI techniques for a variety of problem types
  - O Learning to recognize when and how a new problem can be solved with an existing technique

