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Reading on AI 3 : Classics on Commonsense Reasoning

First of all one thing that I found very interesting in the document is the notion of routine which is very recurrent but also the use of pure logic aspect that we try to direct towards a deduction aspect. One thing I found very interesting in the document is the notion of routine which is very recurrent but also the use of pure logic aspect that we try to direct towards a deduction aspect. I think it's similar to a toddler trying to play a shape game with different shaped cubes. Let me explain :

- A kid was asked by the teacher to add the block of wood into different forms. But this one will change games every day keeping the same principle of games. And that's where I see the analogy between the two. The child will get into a kind of routine as for ia and will base it on his memory but also on the advice that the teacher will give him. So sometimes it won't work and the child will have to use reflection to solve it by different test. And this even to the functions that we use. Example that could be possible here: Try piece (X) -> no puzzle piece(square) -> search in class (square) -> Try piece (square)

 Secondly, all our information about problem solving is very childish. As for the heuristics which out of basic computer science has for definition "the art of inventing, of making discoveries" by solving problems from incomplete knowledge.

To conclude we can say that our experimentation in AI remains very oriented towards the childish or towards a retranscription of our facts and gestures of everyday life. But where I think is the future challenge of artificial intelligence and the retranscription of much more complex phenomenon. Transcribing feelings that could impact choices, making pure deduction (like writing a book but without basing it on an existing author) etc.. This is the challenge for future computer scientists.