



Introduction to Intelligent Systems

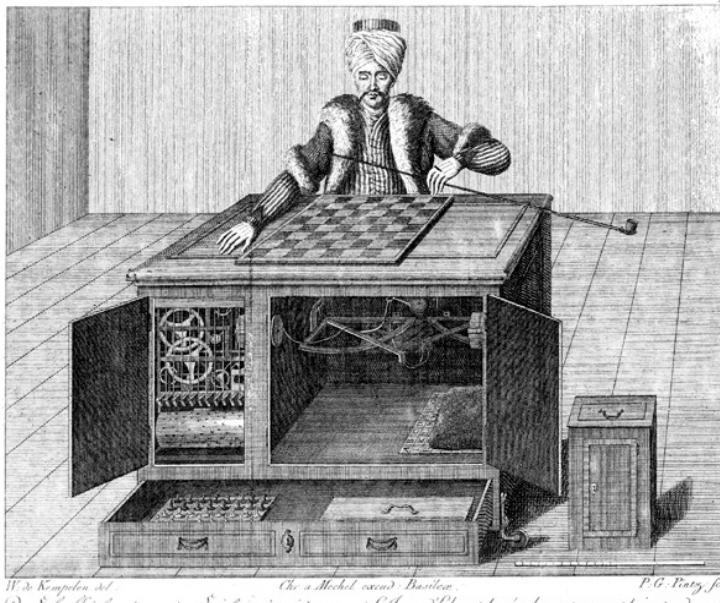
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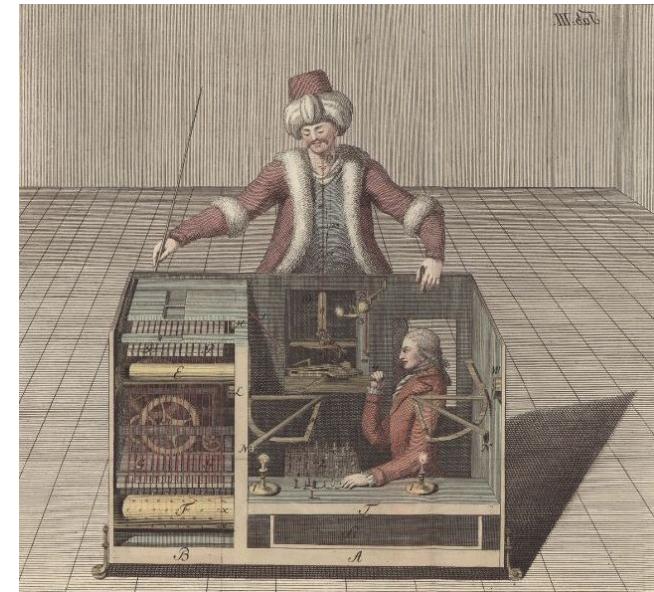


Can *machines* (automata, computers, programs) be intelligent ?
... think ?

“The automaton chess player” 1770 (-1854)



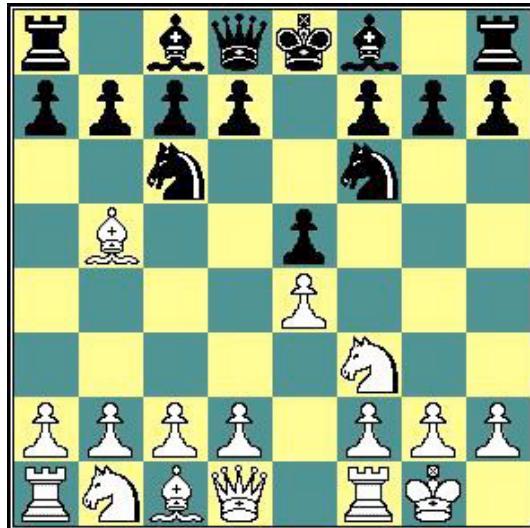
Source: Mary Hillier, *Automata and Mechanical Toys: An Illustrated History* (London: Jupiter Books, 1976)



Source: Wikipedia



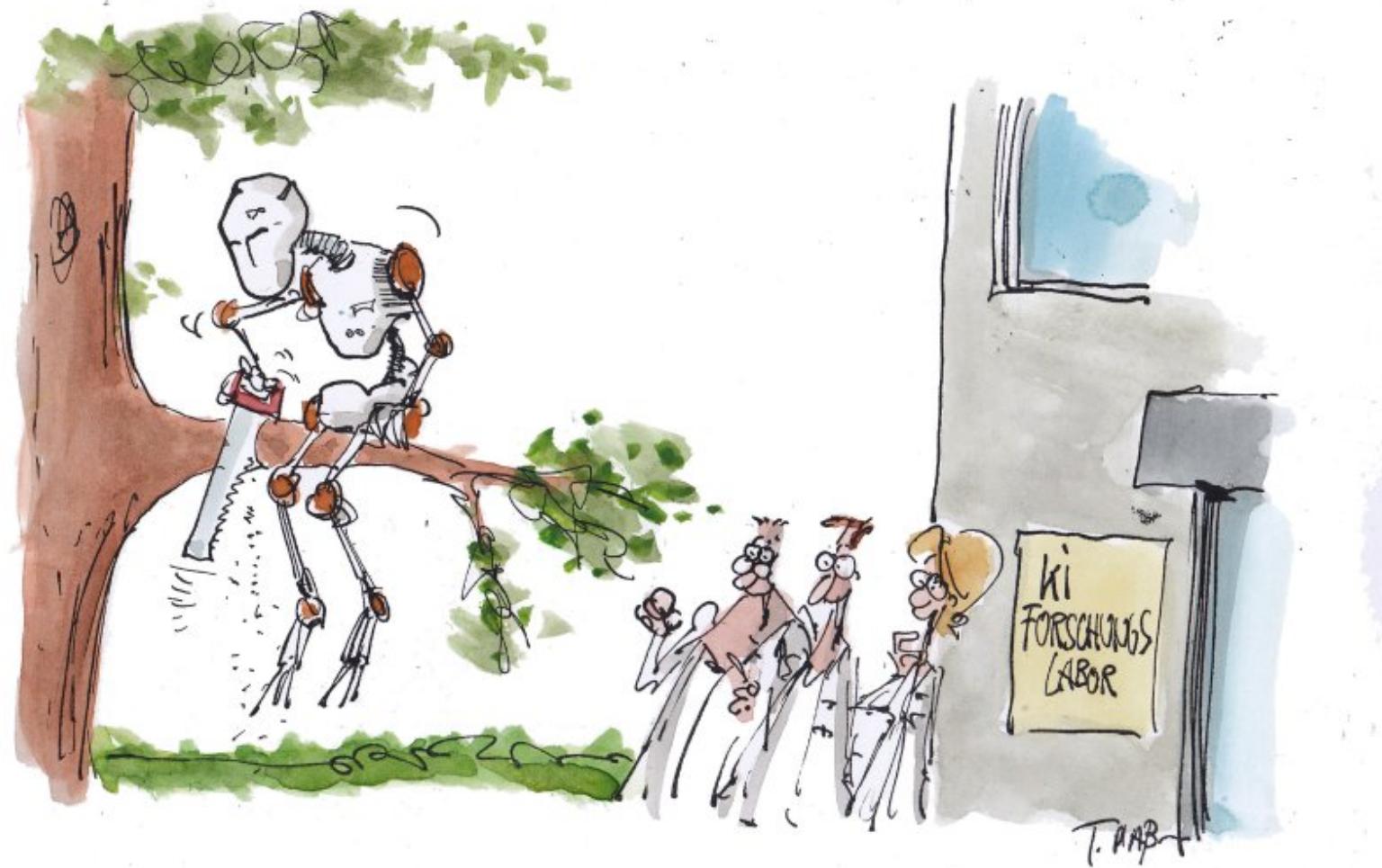
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Computer chess

- Deep Blue beats Kasparov (May 1997)
- Matches expert level performance
- ‘Thinks’ differently from human expert ...
by examining ~ 200 million possible situations

real intelligence or “*just computation*” ???



Milestone! August 2021... Artificial Intelligence reaches human level



What is Intelligence ?

Wikipedia: Intelligence

... is an umbrella term used to describe a property of the mind that encompasses many related abilities, such as the capacities to **reason** , to **plan**, to **solve problems**, to **think abstractly**, to **comprehend ideas**, to use **language**, and to **learn**.



Some attempts to define intelligence:

Alfred Binet:

Judgment, otherwise called good sense, practical sense, initiative,
the faculty of adapting to circumstances.

David Wechsler

The aggregate or global capacity of the individual to act purposefully,
to think rationally, and to deal effectively with his environment

Cyril Burt

Innate general cognitive ability

Linda Gottfredson

The ability to deal with cognitive complexity

Sternberg & Salter

Goal-directed adaptive behavior



Some aspects of Intelligent Systems in Computer Science

Perception:

interaction with environment requires cognitive processes,
e.g. computer vision, speech recognition, motion detection,
scene analysis, object classification

Decision making:

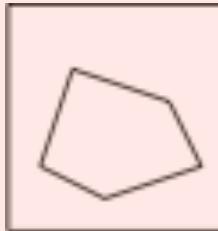
processing of incoming information, analysis of a situation,
selection of possible actions in order to achieve a goal,
e.g. path finding, sorting of objects

Learning:

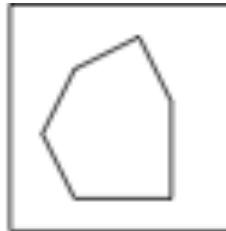
data driven adaptation of the system based on observations only (*unsupervised*) or together with feed-back from the environment (supervised), e.g. classification, clustering, regression



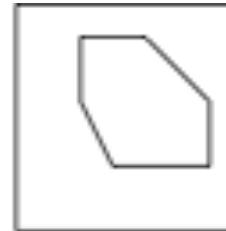
Which figure does not belong to the group ?



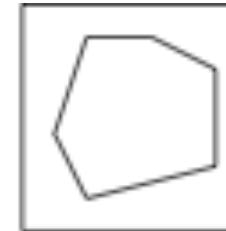
a)



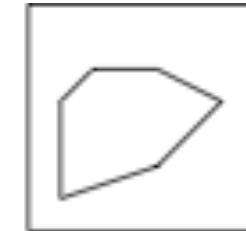
b)



c)



d)



e)

Perception: “polygons!”

Feature selection: “count number of edges”

Sorting/clustering: “group objects according to number of edges”

Decision/Action: “(a) is different from the others”



currently ca. 12 PhD students
staff members:

Kerstin
Bunte



Michael
Wilkinson

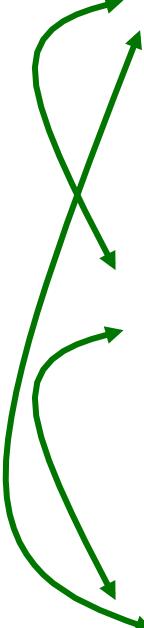


Michael
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Computer Vision/ Image Processing
processing of image (or video) data
object recognition, scene analysis, etc.

Pattern Recognition:
search for characteristic features in data
choice of actions based on the observations

Machine Learning
adapt properties of a system based on observations and feed-back
in order to achieve/maintain desired performance



fuzzy logic

smart homes

artificial life

optimization

deep learning

self-organization

organic computing

big data

multi-agent systems

natural language
understanding

genetic algorithms

evolutionary computation

expert systems

brain inspired computing

genetic algorithms