



university of
groningen

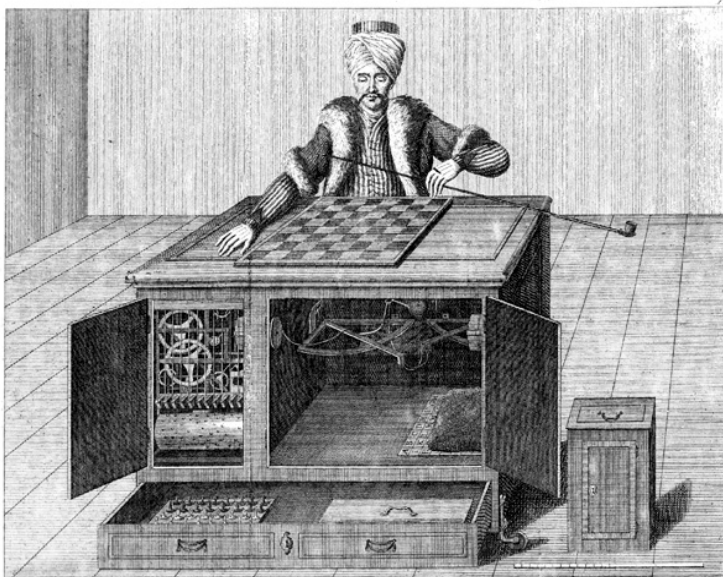
Introduction to Intelligent Systems

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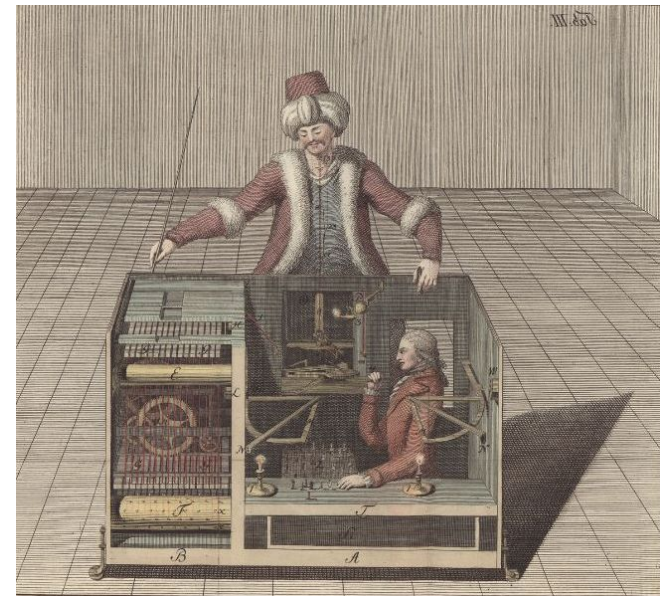
Can *machines* (automata, computers, programs) be intelligent ?
... think ?

“The automaton chess player” 1770 (–1854)



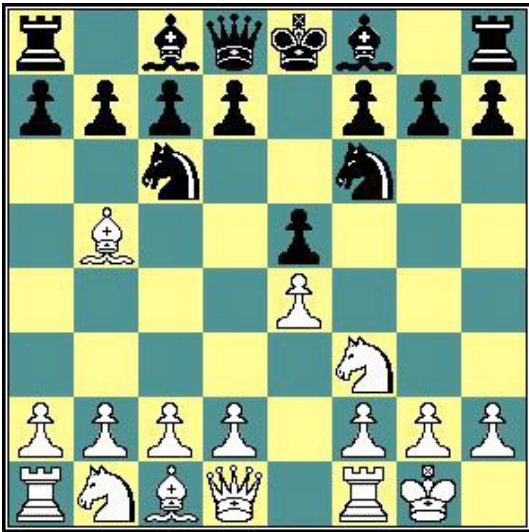
Ches à Mechel, second. Basileus.
Par Sébastien Le Prestre de Vauban, Spéciale de l'Académie des Sciences, tel qu'on le montre avant le jeu, par devant.

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



Source: Wikipedia

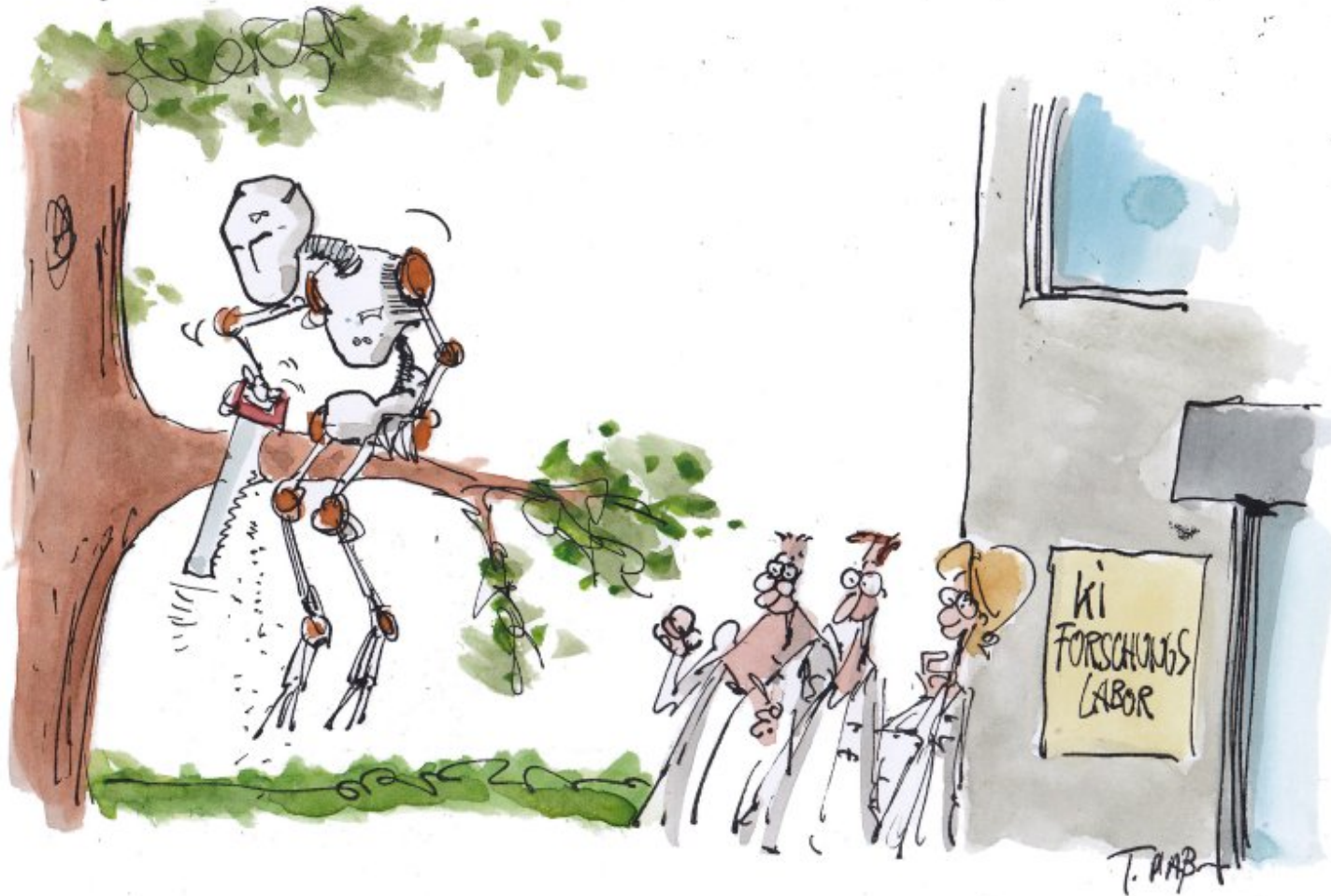
Can *machines* (automata, computers, programs) be intelligent ?
... think ?



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**

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

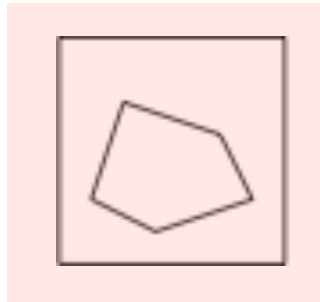
Decision making:

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

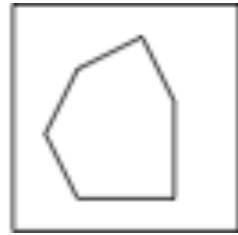
Learning:

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

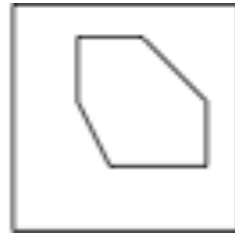
Which figure does not belong to the group ?



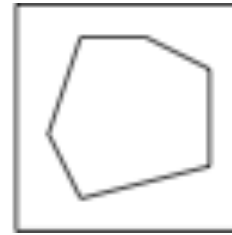
a)



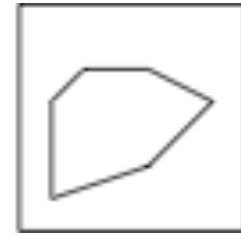
b)



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



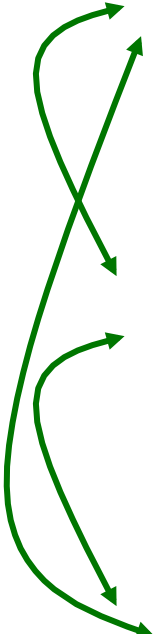
Michael
Wilkinson



Michael
Biehl



Nicolai
Petkov



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

more buzz-words related to intelligent systems

fuzzy logic

smart homes

artificial life

expert systems

optimization

brain inspired computing

big data

deep learning

multi-agent systems

natural language
understanding

self-organization

genetic algorithms

evolutionary computation

organic computing