

# Chapter 1

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# Artificial Intelligence

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- AI is one of the newest fields in science and engineering.
- Work started in it after World War II, and the name itself was coined in 1956.

# Definitions of AI

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- " ... the science of making machines do things that would require intelligence if **done by humans**" - Marvin Minsky
- AI is the part of computer science concerned with **designing** intelligent computer systems -E. Feigenbaum
- *Science behind making* Systems that can demonstrate **human-like reasoning capability** to enhance the quality of life and improve business competitiveness - Japan-S'pore AI Centre
- John McCarthy (science and engineering )--common sense  
*Science behind* Making machines do things that **humans currently do better** (senses) AGI – artificial general intelligence Ray Solomonof

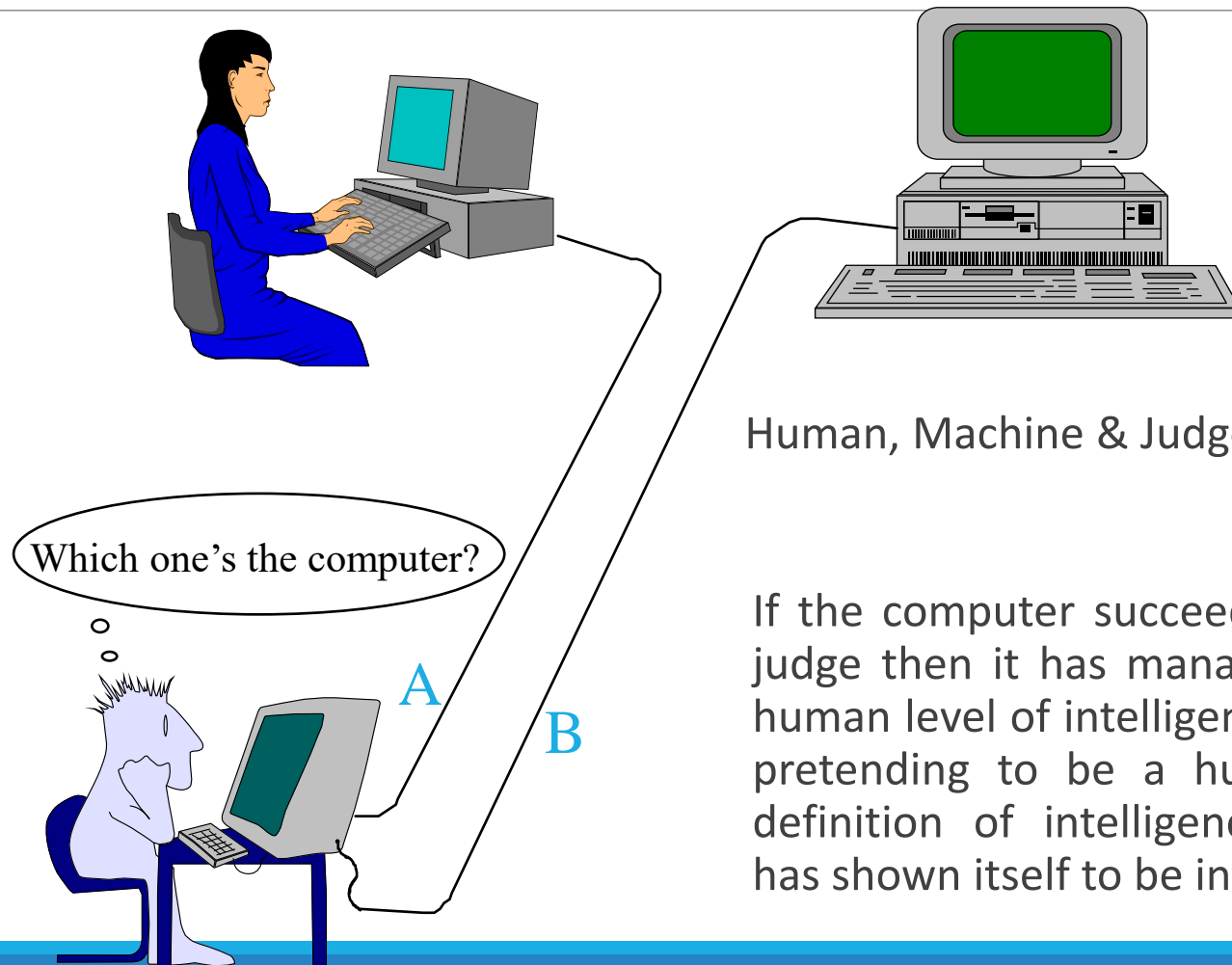
# Turing's Test

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- In 1950 Alan Turing published his now famous paper "**Computing Machinery and Intelligence.**" In that paper he describes a method for humans to test AI programs.



# Turing's Test



Human, Machine & Judge.

If the computer succeeds in fooling the judge then it has managed to exhibit a human level of intelligence in the task of pretending to be a human , by the definition of intelligence the machine has shown itself to be intelligent.

# What is AI?(Definitions –IA-based)

The science of making machines that:



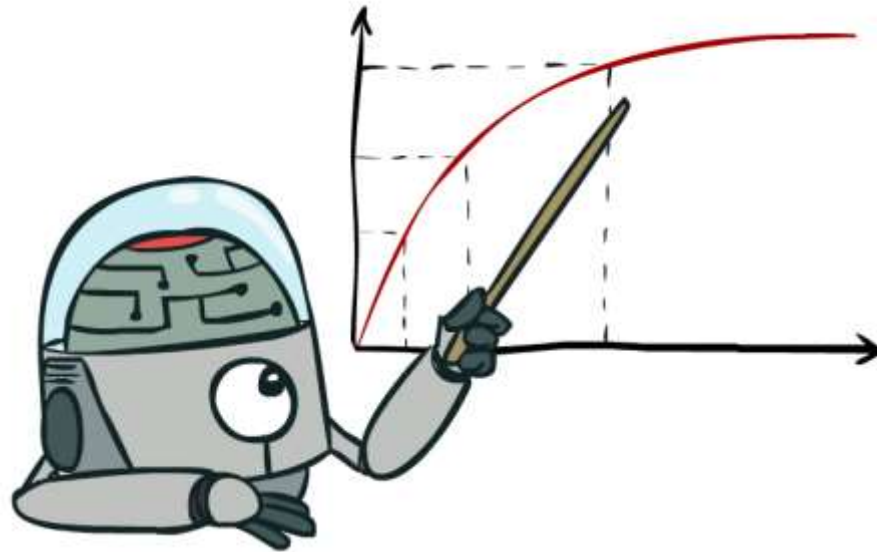
# Rational Decisions

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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**

# Maximize Your Expected Utility





# The foundations of AI

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- **Philosophy** (reasoning, planning, learning, science, automation)
- **Mathematics** (logic, probability, optimization)
- **Neuroscience** (neurons, adaptation)
- **Economics** (rationality, game theory)
- **Control theory** (feedback)
- **Psychology** (learning, cognitive models)
- **Linguistics** (grammars, formal representation of meaning)

# A (Short) History of AI

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## 1940-1950: Early days

- 1943: McCulloch & Pitts: Boolean circuit model of brain
- 1950: Turing's "Computing Machinery and Intelligence"

## 1950—70:

- 1950s: Early AI programs: chess, checkers (RL), theorem proving
- 1956: Dartmouth meeting: "Artificial Intelligence" adopted
- 1965: Robinson's complete algorithm for logical reasoning

## 1970—90: Knowledge-based approaches

- 1969—79: Early development of knowledge-based systems
- 1980—88: Expert systems industry booms
- 1988—93: Expert systems industry busts: "AI Winter"

## 1990— 2012: Statistical approaches + subfield expertise

- Resurgence of probability, focus on uncertainty
- General increase in technical depth
- Agents and learning systems... "AI Spring"?

## 2012— \_\_\_\_: Big data, big compute, deep learning

- AI used in many industries

# AI Applications

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- Robotics
- Games
- Spam filtering
- Autonomous Driving
- Machine Translation
- Chatbots
- Recommender Systems