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| Assignment Individual |
| NUR SYUHAIDAH BINTI ISMAIL [CB13006] |
| Section [01B] |

**BCS2313 ARTIFICIAL INTELLIGENCE TECHNIQUES 2013/2014/2**

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| logo-UMP2 | | **COURSE: Artificial Intelligence Techniques** | | **MARKS**:  /50 | |
| **Topic: AI Application** | **CODE: BCS 2313** |
| **ASSESSMENT: Individual Assignment** | |
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| **Question:**  Explain one of the Artificial Intelligence History Give your opinion and thought regarding the issue. | | | |

1. This is **individual assignment** and it carries out 5% from your total assessment mark.
2. This question is Cognitive Level; **C5** or **Synthesis level** – students must show deep understanding for AITs and give very details analysis of the issue.
3. Writing format
   * Font: **Times New Romans**
   * Font size: **12**
   * Spacing: **1.15 Line spacing**
   * Number of page: **NOT more than THREE (3) pages – *not including front page***
   * Reference format: **APA or any format – *at least FOUR (4) references***
4. Submission date: **14 March 2014 – hardcopy & Moodle upload**
5. **Marking Rubric**

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| **No** | **Item** | **Excellent** | **Good** | **Fair** | **Poor** |
| 1 | AI definition and elaboration | 10 | 7 | 4 | 1 |
| 2 | Explain the problem that needs to adopt the AI | 10 | 7 | 4 | 1 |
| 3 | Explanation on how AI and adopted to solve the problem – C5 level | 15 | 10 | 6 | 2 |
| 4 | Correct Quotation | 5 | 4 | 2 | 0 |
| 5 | References – At least four | 5 | 4 | 2 | 0 |
| 6 | Format | 5 | 4 | 2 | 0 |

Artificial Intelligent is the science and engineering of making intelligent machines, especially intelligent computer programs. It is related to the similar task of using computers to understand human intelligence, but AI does not have to confine itself to methods that are biologically observable. The foundations of artificial intelligence are divided into representation, problem-solving methods, architecture, and knowledge. To work on a task, a computer must have an internal representation in its memory, for example, the symbolic description of a room for a moving robot, or a set of features describing a person with a disease. The representation also includes all the knowledge, including basic programs, for testing and measuring the structure, plus all the programs for transforming the structure into another one in ways appropriate to the task.

In this brief history, the beginnings of artificial intelligence are traced to philosophy, fiction, and imagination. Early inventions in electronics, engineering, and many other disciplines have influenced Artificial Intelligent. Some early milestones include work in problems solving which included basic work in learning, knowledge representation, and inference as well as demonstration programs in language understanding, translation, theorem proving, associative memory, and knowledge-based systems. The article ends with a brief examination of influential organizations and current issues facing the field.

The history begins when the development of the electronic computer in 1941 and the stored program computer in 1949 the conditions for research in [artificial intelligence](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446325197) were given. Still, the observation of a link between human intelligence and machines was not widely observed until the late 1950s. A discovery that influenced much of the early development of [artificial intelligence](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446325197) was made by [Norbert Wiener](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446326158). He was one of the first to theorize that all intelligent behaviour was the result of [feedback](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446326282) mechanisms. Mechanisms that could possibly be simulated by machines. A further step towards the development of modern [artificial intelligence](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446325197) was the creation of [The Logic Theorist](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446326248). Designed by Newell and Simon in *1955* it may be considered the first artificial program.

The person who finally coined the term artificial intelligence and is regarded as the father of artificial intelligence is John McCarthy. In 1956 he organized a conference "The Dartmouth summer research project on artificial intelligence" to draw the talent and expertise of others interested in machine intelligence for a month of brainstorming. In the following years artificial intelligence research centre began forming at the Carnegie Mellon University as well as the [Massachusetts Institute of Technology (MIT)](http://world-information.org/wio/infostructure/100437611663/100438659360/?ic=100446326119) and new challenges were faced:

1) Creation of systems that could efficiently solve problems by limiting the search

2) Construction of systems that could learn by themselves.

One of the results of the intensified research in artificial intelligence was a novel program called The General Problem Solver, developed by Newell and Simon in 1957 (the same people who had created The Logic Theorist). It was an extension of Wiener's feedback principle and capable of solving a greater extent of common sense problems. While more programs were developed a major breakthrough in artificial intelligence history was the creation by John McCarthy in 1958. It was soon adopted by many artificial intelligence researchers and is still in use today

The fantasy of intelligent machines still lives even as we accumulate evidence of the complexity of intelligence. It lives in part because we are dreamers. The evidence from working programs and limited successes points not only to what we don’t know but also to some of the methods and mechanisms we can use to create artificial intelligence for real. However, we, like our counterparts in biology creating artificial life in the laboratory, must remain reverent of the phenomena we are trying to understand and replicate.

**References**

[URL]: <http://www.answers.com/topic/computer-1>

[URL]: <http://www.atariarchives.org/deli/artificial_intelligence.php>

[URL]: <http://artint.info/html/ArtInt_5.html>

[URL]: <http://www.stottlerhenke.com/ai_general/history.htm>