

# *An Introduction to Artificial Intelligence*

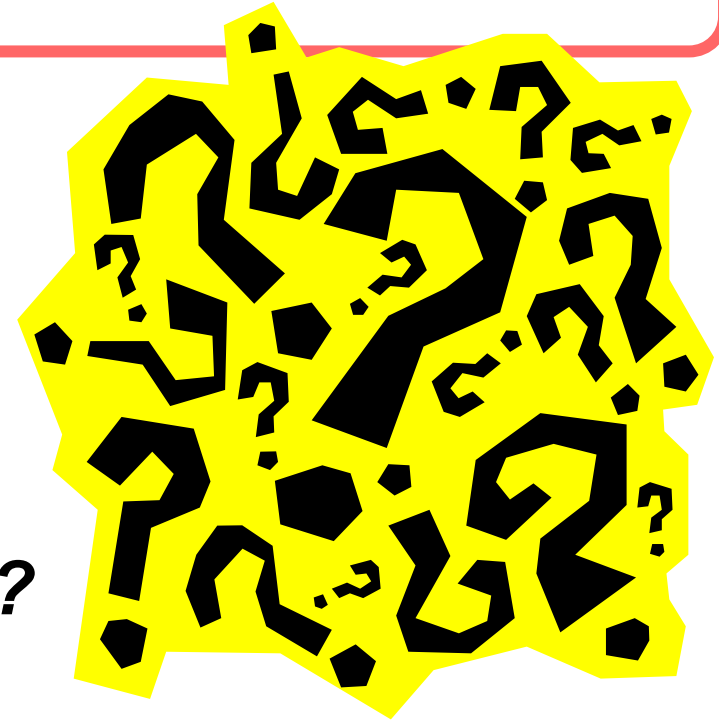
**Department of Electrical and Electronics Engineering  
Spring 2005  
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Thanks to Professor Andrew W. Moore (Carnegie Mellon University) <http://www.cs.cmu.edu/~awm/tutorials>  
Also: Artificial Intelligence: A Modern Approach, 2<sup>nd</sup> Ed., Russel & Norvig



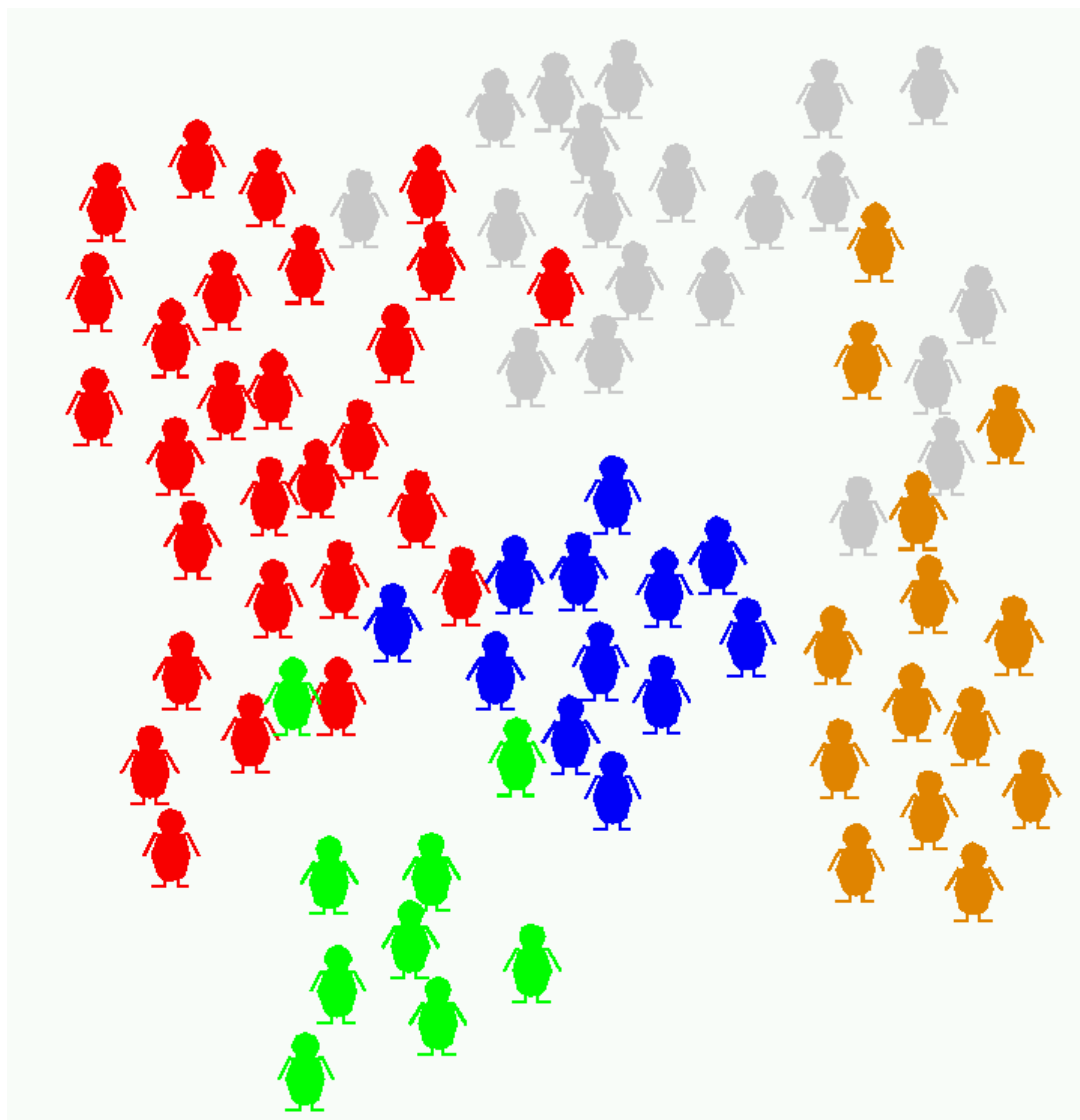
# You first!! Class Brainstorming

- *Work with your team-mate:*
- *Q1: What is AI all about?*  
*(3+ items)*
- *Q2: Where can it be applied?*  
*(3+ items)*





# An AI Cocktail Party!





# An AI Cocktail Party!

How can we put professional decision-makers out of work?

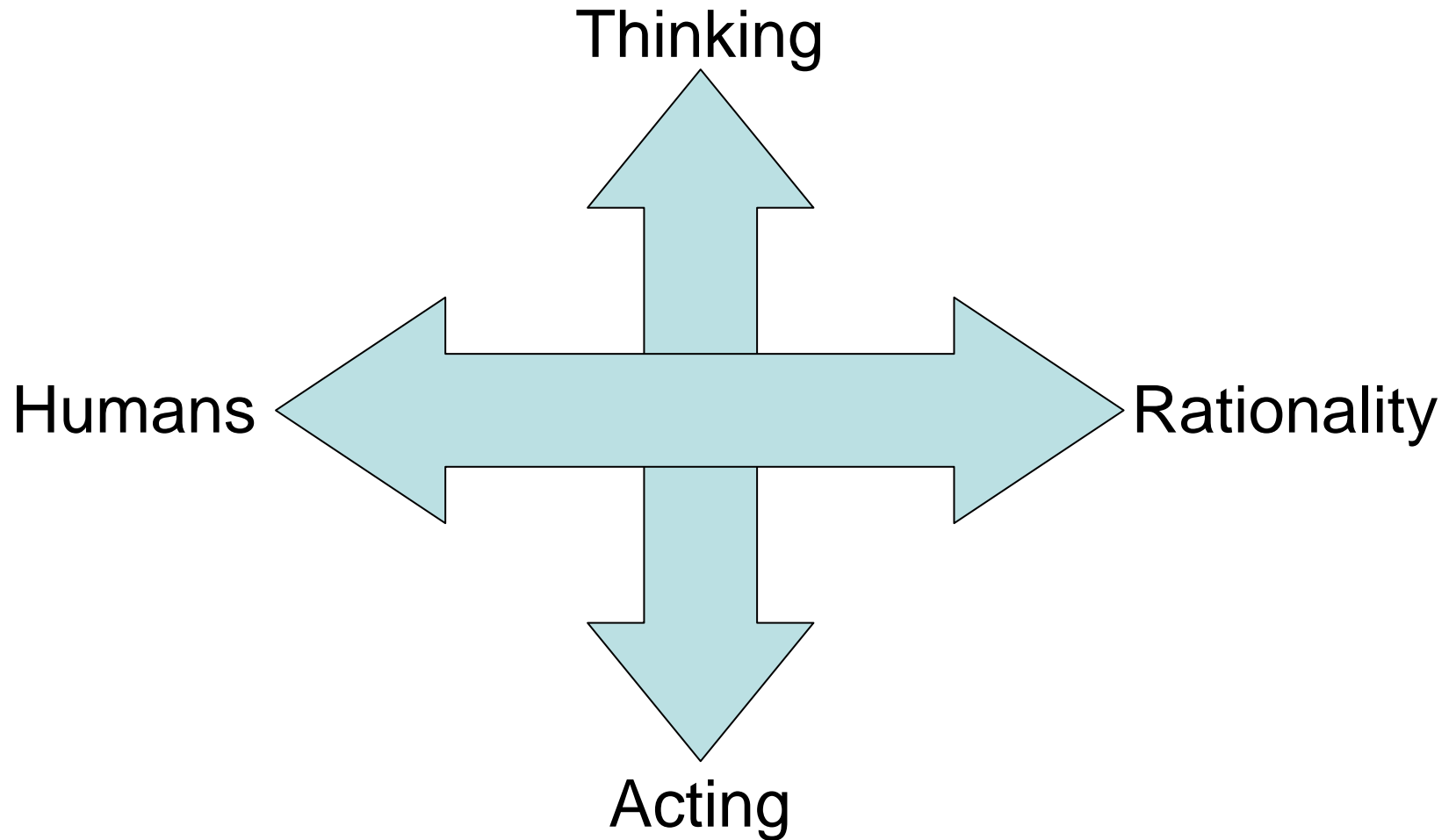
How can we actually apply this profitably?

These people have produced some fun questions to play with!

How does intelligence work?

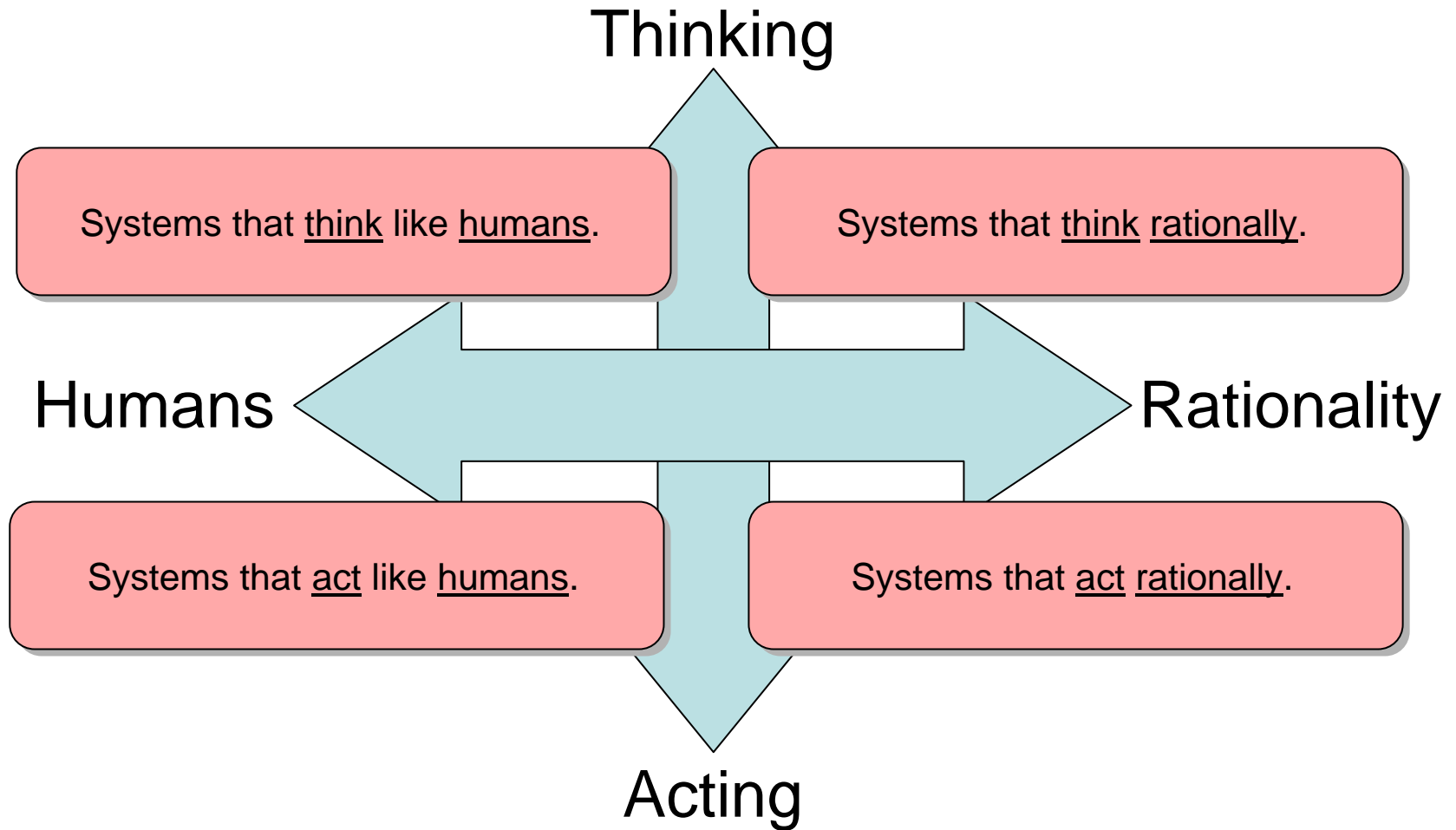


# What is Artificial Intelligence?



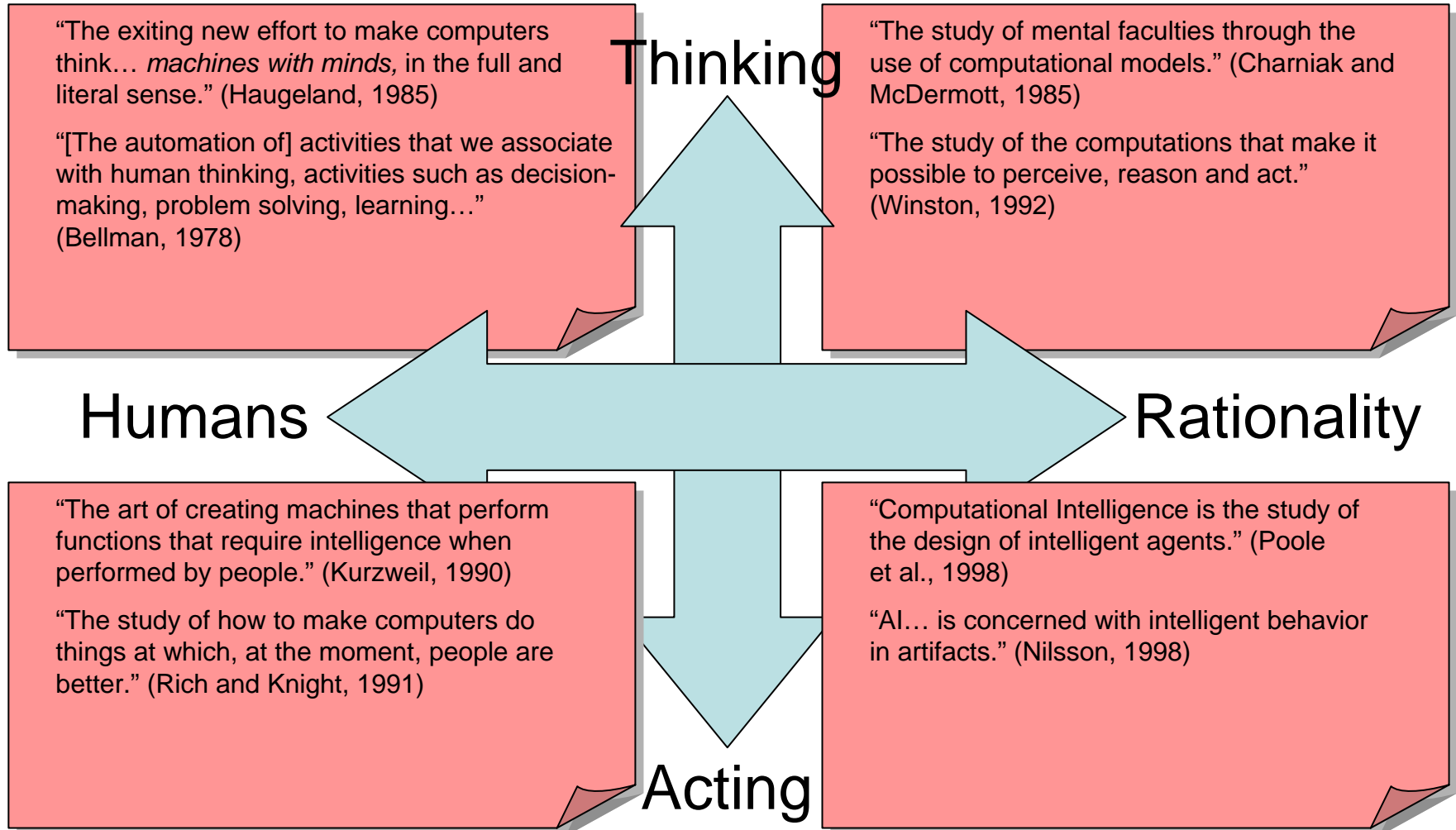


# What is Artificial Intelligence?





# What is Artificial Intelligence?





# What is Artificial Intelligence?

- **Acting Humanly:** *The Turing Test approach,*
    - Alan Turing, 1950: A test to assess intelligence,
    - Principle: To be Indistinguishable from a human on a written question/answer session.
    - To pass the test, a machine would need:
      - *Natural language processing,*
      - *Knowledge representation,*
      - *Automated reasoning,*
      - *Machine learning*
- Total Turing Test:
- *(Computer vision)*
  - *(Robotics)*





# What is Artificial Intelligence?

- Thinking Humanly: *The cognitive modeling approach*,
  - Tries to get inside the workings of human minds,
  - Self observation + psychological experimentation,
  - Develop a theory of the mind,
  - Build a computer program to represent it.
- *Cognitive Science*: Computer models from AI + experimental techniques from Psychology.



# What is Artificial Intelligence?

- Thinking rationally: ***The “laws of thought” approach,***
  - Ideas from Aristotle initiated the field called *Logic*.
  - A precise notation for all kinds of things in the world and the relations between them.
  - Logician tradition in AI hopes to build programs to create intelligent behavior.

- Not easy to represent informal knowledge,
- What if knowledge is not 100% certain?
- May not be computationally tractable!



# What is Artificial Intelligence?

- Acting Rationally: *The rational agent approach*,
  - Tries to act to achieve the best outcome, or... the best expected outcome when there is uncertainty.
  - If computer programs, other attributes, such as:
    - ✓ Operating under autonomous control,
    - ✓ Perceive the environment,
    - ✓ Persist over prolonged time,
    - ✓ Adapt to change



# Why do AI research?

The old fashioned answer:

*To make systems that behave like the brain behaves.*

Systems that think like humans!!  
(also Systems that act like humans)



# Why do AI research?

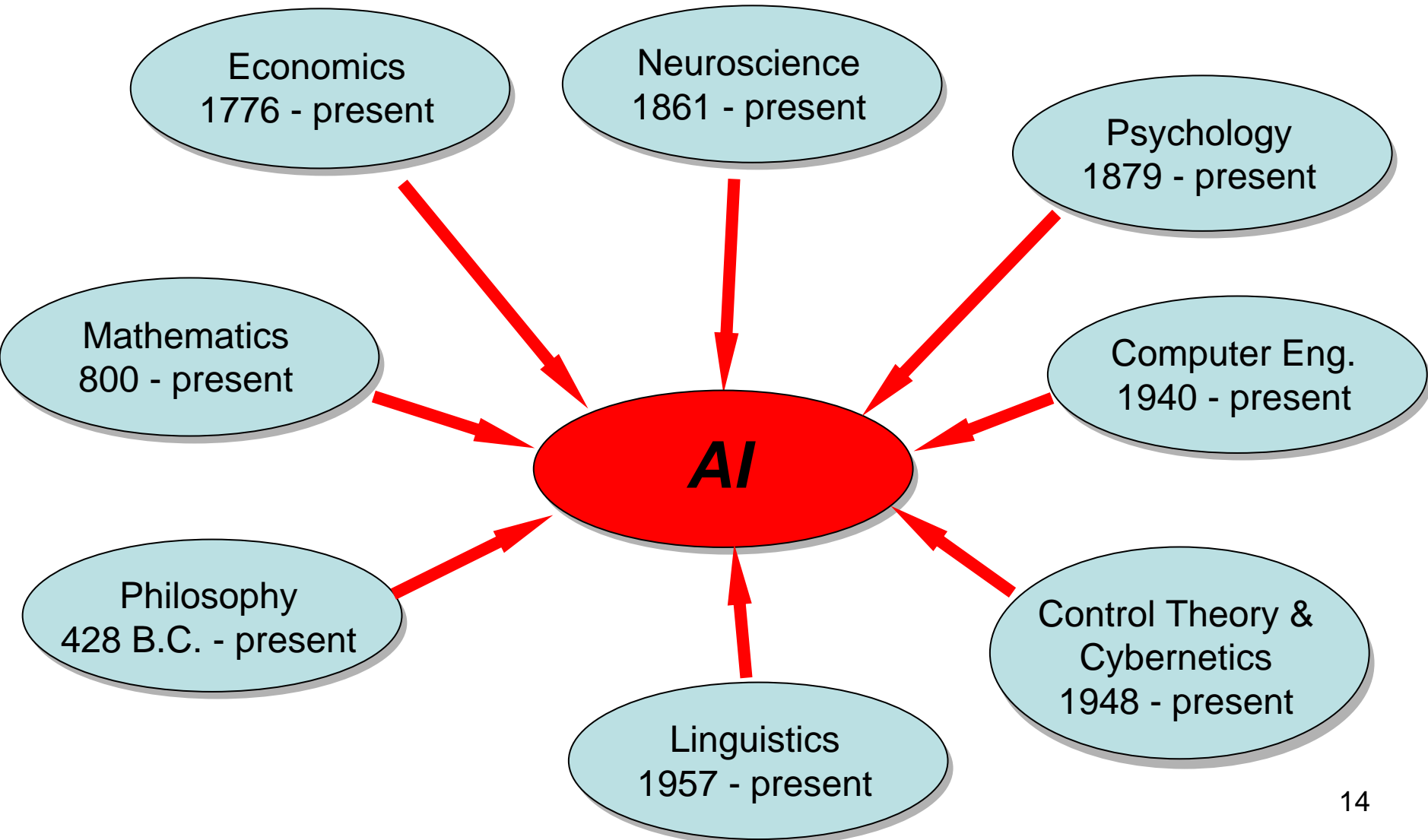
The new fashioned answer:

*To make systems that behave like the brain should behave.*

Systems that act rationally!!



# Foundations of Artificial Intelligence





# “Natural” and “Algorithmic” AI

## “Natural AI” questions.....

- Can we make something that is as intelligent as a human?
- Can we make something that is as intelligent as a bee?
- Can we get something that is really evolutionary and self improving and autonomous and flexible....?

## “Algorithmic AI” questions.....

- Can we save this plant \$20million a year by improved pattern recognition?
- Can we save this bank \$50million a year by auto fraud detection?
- Can we start a new industry of handwriting recognition / automated negotiation / helpdesks / ....?



# “Natural” and “Algorithmic” AI

## Natural AI

Typical Paper Title:

***Effective Learning Requires Neuronal Remodeling of Hebbian Synapses -- Gal Chechik, Isaac Meilijson, Eytan Ruppin,***

***Lee, T.S. (2000) Neural Processes Underlying Attentive Perceptual Organization . To appear in Perceptual Organization in Vision: Behavioral and Neural Perspectives Ed. M. Behrmann, C. Olson and R. Kimchi, Lawrence Erlbaum Associates.***





# “Natural” and “Algorithmic” AI

## Algorithmic AI

### Example Paper titles

**Andrew W. Moore, The Anchors Hierarchy: Using the Triangle Inequality to Survive High Dimensional Data, In proceedings of UAI-2000: The Sixteenth Conference on Uncertainty in Artificial Intelligence**

**D. Fox, W. Burgard, and S. Thrun. Markov localization for mobile robots in dynamic environments. *Journal of Artificial Intelligence*, 11:391--427, 1999.**



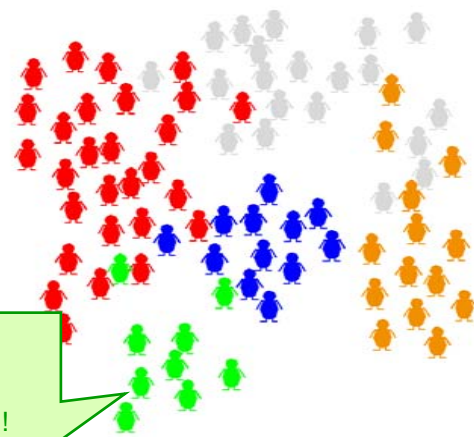
# “Theoretical” AI

## Theoretical AI

### Typical paper titles:

*Reasoning in Expressive Description Logics with Fixpoints based on Automata on Infinite Trees, **Diego Calvanese, Giuseppe De Giacomo, and Maurizio Lenzerini***

*Ordered Binary Decision Diagrams and Minimal Trellises, **John Lafferty and Alexander Vardy**. IEEE Trans. Computers, Vol. 48, No. 9, pp. 971-986, Sept., 1999.*



These people have produced some fun questions to play with!



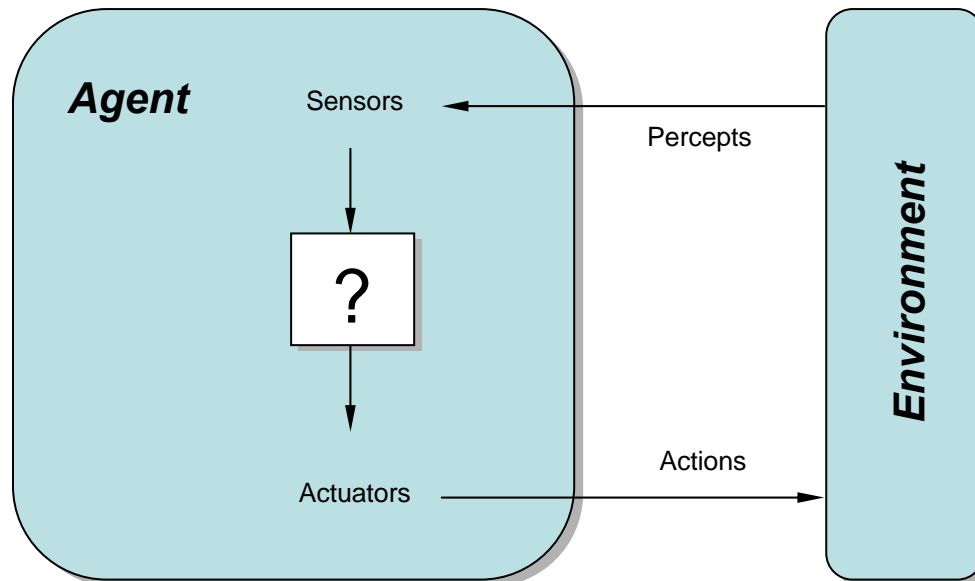
# Buzzwords associated with AI over time

- **1970s: Artificial Intelligence**
- **1980s: Knowledge Based Systems, Fuzzy Logic, Satisficing**
- **1990s: Neural Networks, Cased-Based Reasoning, Genetic Algorithms, Distributed AI**
- **2000s: Agents, Evolutionary Systems**
- **Bayes, Markov, Nash!**



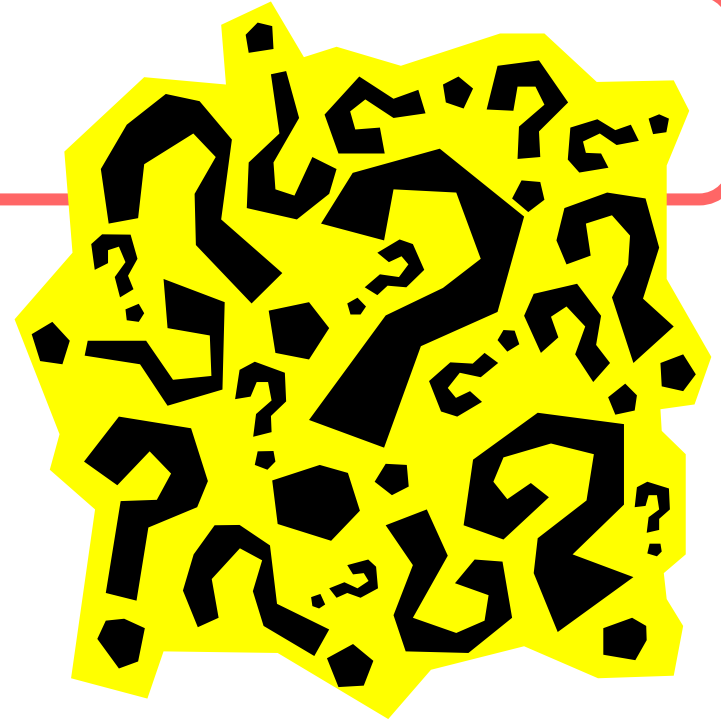
# Next week: The Intelligent Agent

- The Intelligent Agent approach.





**Challenge!**



***Example of human intelligence:***

***How to perform academic research?  
(Develop an algorithm for it)***