



# Overview of AI application areas



# AI application areas

- Game Playing

- Much of the early research in state space search was done using common board games such as checkers, chess, and the 15-puzzle
- Games can generate extremely large search spaces. These are large and complex enough to require powerful techniques for determining what alternative to explore



# AI application areas

- Automated reasoning and Theorem Proving
  - Theorem-proving is one of the most fruitful branches of the field
  - Theorem-proving research was responsible in formalizing search algorithms and developing formal representation languages such as predicate calculus and the logic programming language



# AI application areas

## ■ Expert System

- One major insight gained from early work in problem solving was the importance of domain-specific knowledge
- Expert knowledge is a combination of a theoretical understanding of the problem and a collection of heuristic problem-solving rules



# AI application areas

- Expert System
  - Current deficiencies:
    - **Lack of flexibility**; if human cannot answer a question immediately, he can return to an examination of first principle and come up something
    - **Inability to provide deep explanations**
    - **Little learning from experience**



# AI application areas

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- Natural Language Understanding and Semantics



# AI application areas

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- Modeling Human Performance
  - Capture the human mind (knowledge representation)



# AI application areas

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- Robotics



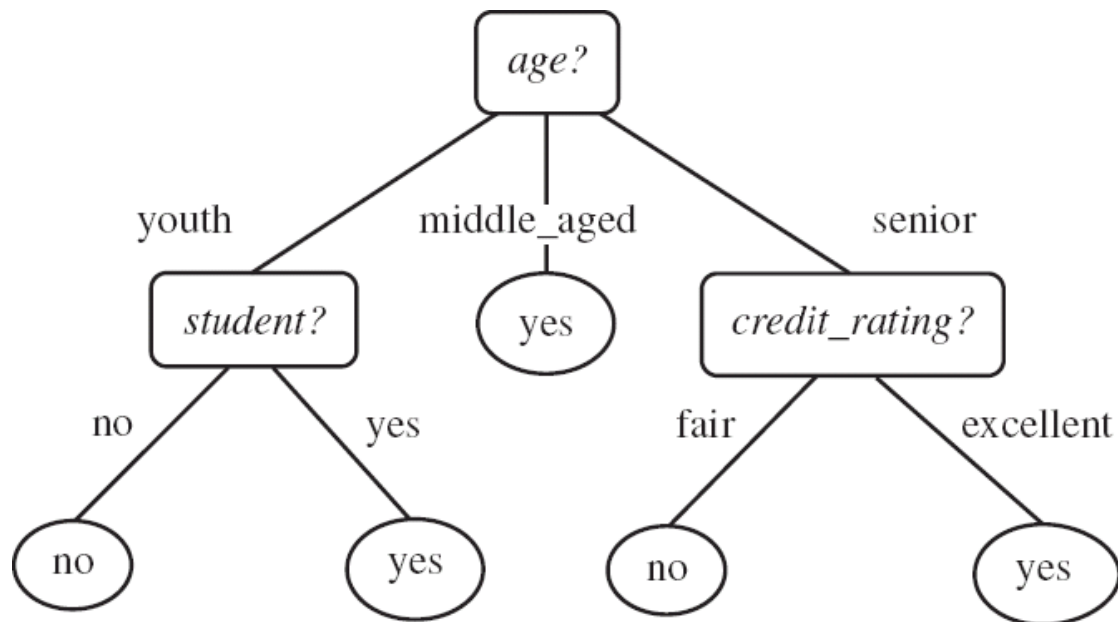


# AI application areas

- Simon's definition of “**machine learning**”
  - “ Learning denotes **changes** in the system that are **adaptive** in the sense that they enable the system to do the same task or tasks drawn from the same population **more effectively the next time**”
  - Machine Learning I, 1993, Chapter 2.



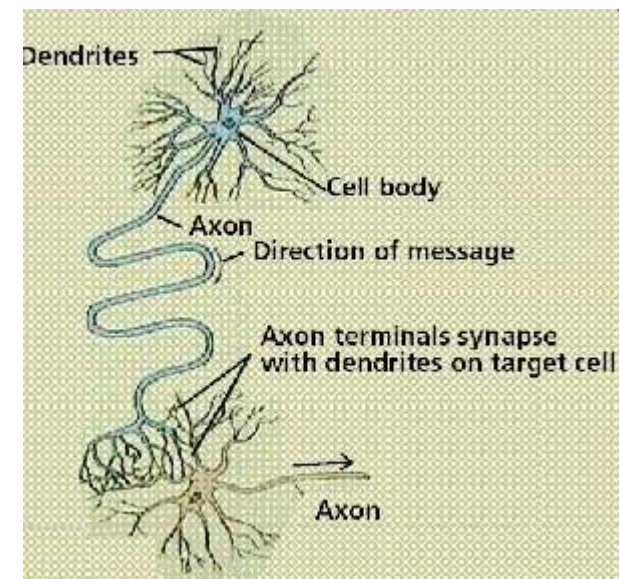
# Decision Tree Example





# AI application areas

- Optimizations
  - ACO
  - Swarm intelligence
  - Genetic Algorithm





# Demos

## Demos

<https://cis.k.hosei.ac.jp/~rhuang/>

1. [Searching Algorithm](#)
2. [Game Algorithm](#)
3. [Maze Robot](#) 4. [Wumpus World](#)
5. [Smart Garden](#)
6. [Automatic Chatting](#)



## Impact applications

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1. Deep Blue was a chess-playing computer developed by IBM
2. Watson is an artificially intelligent computer system capable of answering questions posed in natural language, developed in IBM's DeepQA project.
3. Deep learning is a set of algorithms in machine learning that attempt to learn layered models of inputs, commonly neural networks



# ASSESSMENT

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Please find the top 3 most impact AI applications.

**Submission:**

Submit your answers in summary