

A decorative graphic on the left side of the slide consisting of a network of thin, light blue lines. These lines form a complex, branching pattern that resembles a circuit board or a neural network. Some lines end in small circles, while others are open. The overall effect is a modern, technological aesthetic.

INTRODUCTION TO **ARTIFICIAL INTELLIGENCE** FOR IT & NON-IT PROFESSIONALS

The background features a series of concentric circles in a light gray color, centered on the page. In the four corners, there are decorative elements resembling circuit boards or neural network connections, consisting of thin blue lines and small circles.

PRECURSOR AND BIRTH OF AI

PRECURSORS OF AI

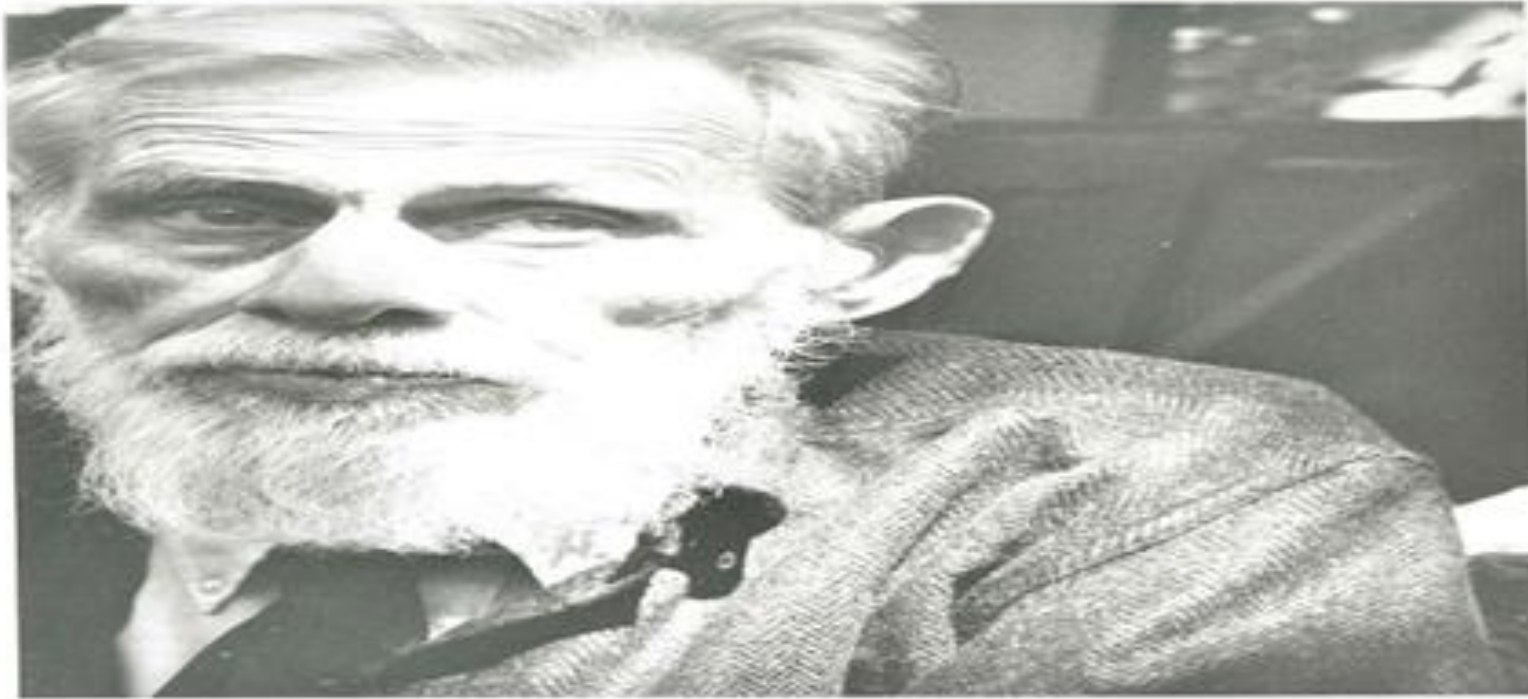
- Baghdad in 820 AD
- Al-Khwarizmi:



Muhammad Ibn Musa
Al-Khwarizmi
The Father of Algebra and Algorithms

PRECURSORS OF AI

- (1943–1955)
- 1943 Warren McCulloch & Walter Pitts



PRECURSORS OF AI

- Donald Hebb (1949)
- Hebbian learning



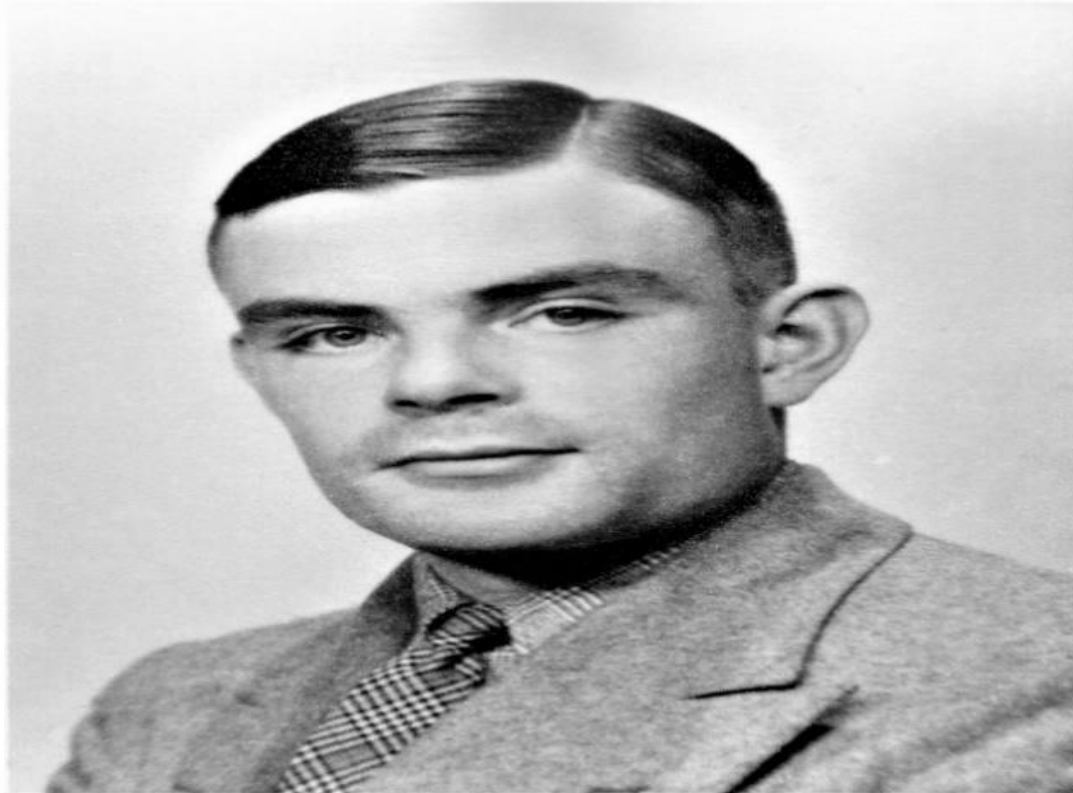
PRECURSORS OF AI

- 1950
- Harvard, Marvin Minsky and Dean Edmonds



PRECURSORS OF AI

- Alan Turing
- 1950



THE BIRTH OF ARTIFICIAL INTELLIGENCE (1956)

- The field of artificial intelligence research was born in **1956** at a conference that took place over the course of the summer at Dartmouth.
- Attendees filtered in and out over the weeks, but at the core were AI legends like **Allen Newell, Herbert Simon, John McCarthy, Marvin Minsky, and Arthur Samuel**

- Marvin Minsky, 1961
- Early successful AI programs:
 - Samuel's Checkers Player
 - first machine learning system

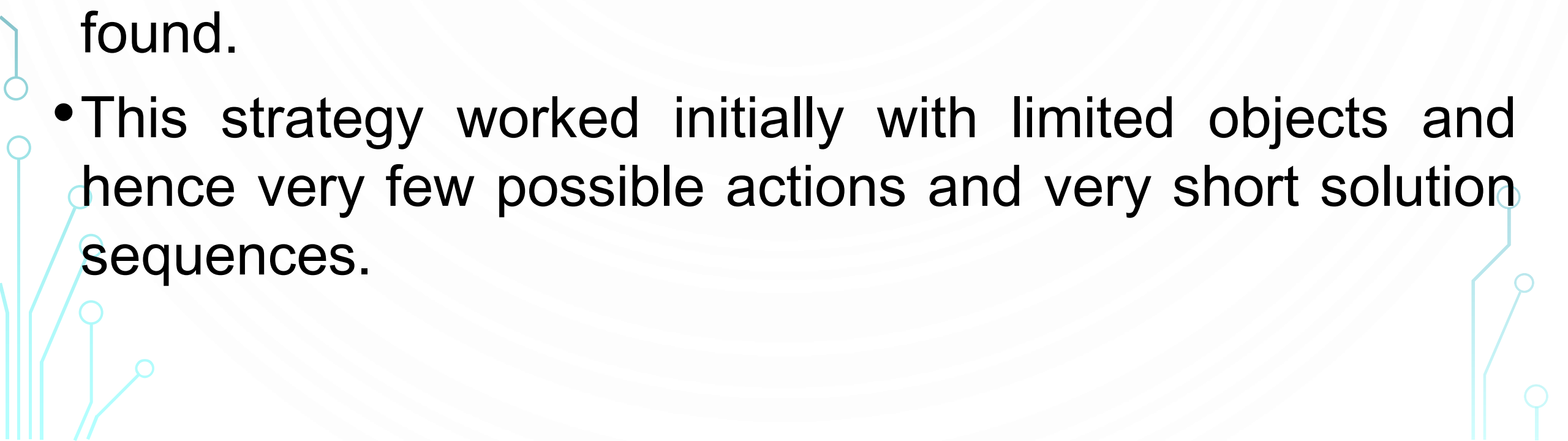
Arthur Samuel plays checkers with an IBM 704 computer in Poughkeepsie, New York

Herbert Gelernter (1959) constructed the Geometry Theorem Prover

At 1958 in MIT AI Lab McCarthy defined the high-level language Lisp



A dose of reality (1966 - 1973): •Early machine translation efforts to speed up the translation of Russian scientific papers in the wake of the Sputnik launch in 1957.

- Most of the early AI programs solved problems by trying out different combinations of steps until the solution was found.
 - This strategy worked initially with limited objects and hence very few possible actions and very short solution sequences.
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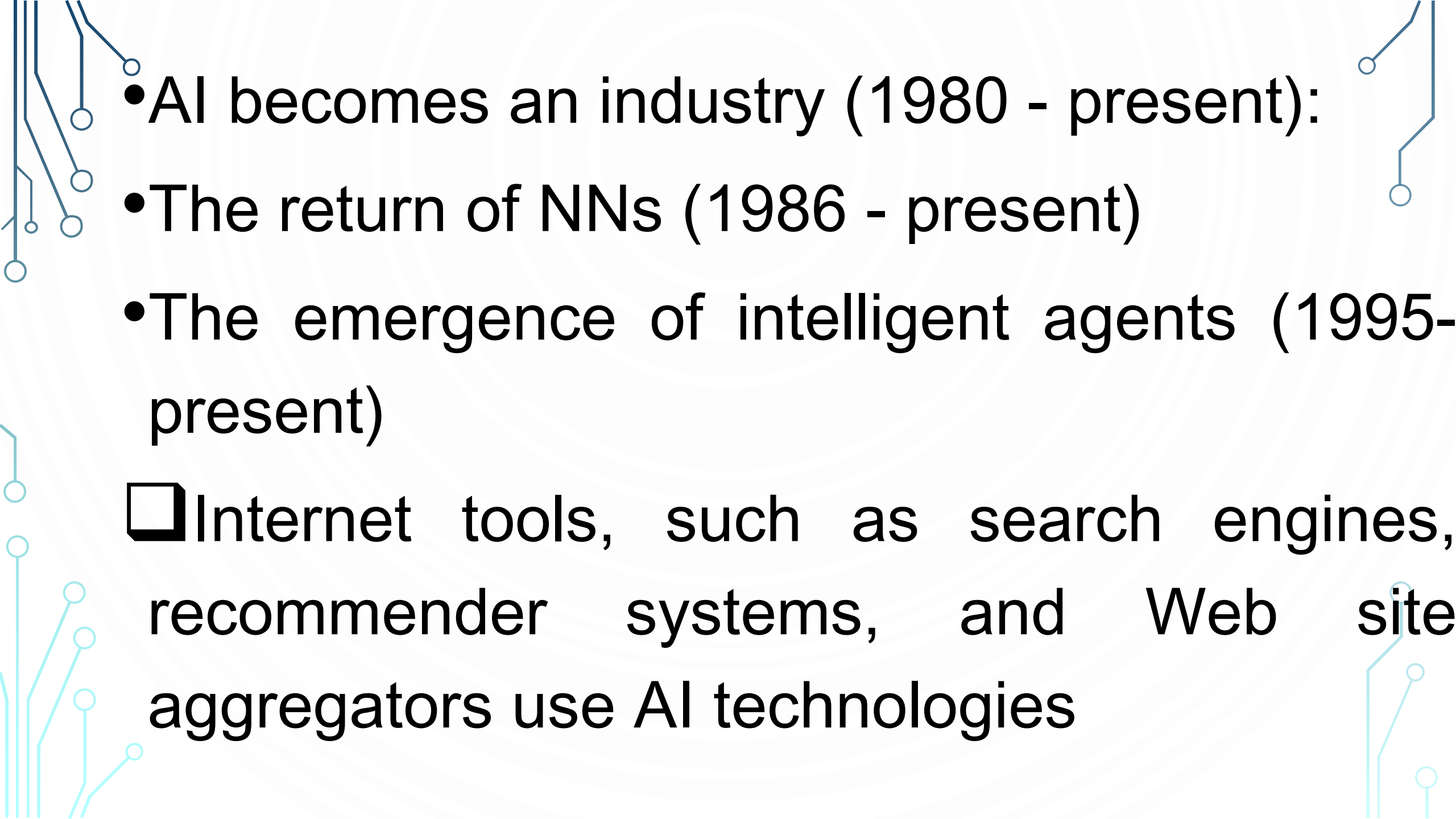
AI Winter

The mid 1970s saw a dip in interest in the field that came to be known as the first AI winter.

Knowledge-based systems (1969 - 1979):

Example: 1969: **DENDRAL** expert system by **Edward Albert Feigenbaum**

- Ex2: **1976: MYCIN** by **Shortliffe**
- Expert systems in medical diagnosis

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- The slide features decorative circuit-like lines in blue and teal. These lines are composed of straight segments and small circles, resembling a stylized electronic circuit board. They are positioned along the top, bottom, and side edges of the slide, framing the central text area.
- AI becomes an industry (1980 - present):
 - The return of NNs (1986 - present)
 - The emergence of intelligent agents (1995-present)
- ❑ Internet tools, such as search engines, recommender systems, and Web site aggregators use AI technologies

AVAILABILITY OF VERY LARGE DATA SETS (2001-PRESENT)

- In the **60-year history** of computer science, the emphasis has been on the **algorithm** as the main subject of study.
- But recent work in AI suggests that for many problems, it makes more sense to worry about the data
- Examples: **trillions of words of English, billions of images from the Web, or billions of base pairs of genomic sequences**

THE BIRTH OF ARTIFICIAL INTELLIGENCE

1943	McCulloch & Pitts: Boolean circuit model of brain
1950	Turing's "Computing Machinery and Intelligence"
1956	Dartmouth meeting: "Artificial Intelligence" adopted
1952—69	Look, Ma, no hands! – long list of Xs and a belief that “ a machine can never do X”
1950s	Early AI programs, including Samuel's checkers program, Newell & Simon's Logic Theorist, Gelernter's Geometry Engine
1965	Robinson's complete algorithm for logical reasoning
1966—73	AI discovers computational complexity Neural network research almost disappears
1969—79	Early development of knowledge-based systems
1980--	AI becomes an industry
1986--	Neural networks return to popularity
1987--	AI becomes a science
1995--	The emergence of intelligent agents

WHAT CAN AI DO TODAY?

- A concise answer is difficult because there are so many activities in so many subfields. Here we sample a few applications; These are just a few examples of artificial intelligence systems that exist today. Not magic or science fiction—but rather science, engineering, and mathematics.

1. **Robotic vehicles** A driverless **robotic car named STANLEY** sped.. cameras, radar, and laser range
2. **Speech recognition**

WHAT CAN AI DO TODAY?

3. Autonomous planning and scheduling

- MAPGEN, NASA's Mars Exploration Rovers, A rover

4. Game playing

IBM's DEEP BLUE became the first computer program to defeat the world champion in a chess match

5. Spam fighting

Email spam

WHAT CAN AI DO TODAY?

6. Logistics planning

During the Persian Gulf crisis of 1991, U.S. forces deployed a Dynamic Analysis and Replanning Tool, DART (Cross and Walker, 1994), to do automated logistics planning and scheduling for transportation

7. Robotics

Roomba robotic vacuum cleaners for home use

8. Machine Translation