

Introduction to Artificial Intelligence and Machine Learning

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UNIT-1

Fundamentals of Artificial intelligence and Intelligent Agent

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Unit -1 Fundamentals of Artificial intelligence and Intelligent Agent

❖ Introduction:

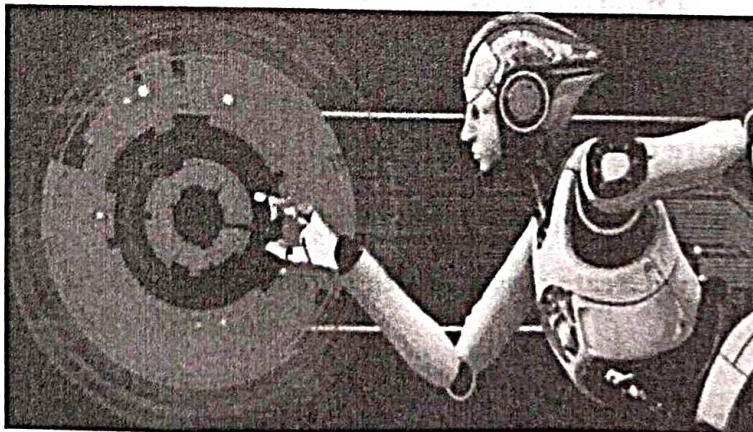
The Artificial Intelligence tutorial provides an introduction to AI which will help you to understand the concepts behind Artificial Intelligence. In this tutorial, we have also discussed various popular topics such as History of AI, applications of AI, deep learning, machine learning, natural language processing, Reinforcement learning, Q-learning, Intelligent agents, Various search algorithms, etc.

Our AI tutorial is prepared from an elementary level so you can easily understand the complete tutorial from basic concepts to the high-level concepts.

1.1 What is Artificial Intelligence?

In today's world, technology is growing very fast, and we are getting in touch with different new technologies day by day.

Here, one of the booming technologies of computer science is Artificial Intelligence which is ready to create a new revolution in the world by making intelligent machines. The Artificial Intelligence is now all around us. It is currently working with a variety of subfields, ranging from general to specific, such as self-driving cars, playing chess, proving theorems, playing music, Painting, etc.



AI is one of the fascinating and universal fields of Computer science which has a great scope in future. AI holds a tendency to cause a machine to work as a human.

Artificial Intelligence is composed of two words **Artificial** and **Intelligence**, where Artificial defines "*man-made*," and intelligence defines "*thinking power*", hence AI means "*a man-made thinking power*."

So, we can define AI as:

"It is a branch of computer science by which we can create intelligent machines which can behave like a human, think like humans, and able to make decisions."

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Artificial Intelligence exists when a machine can have human based skills such as learning, reasoning, and solving problems. With Artificial Intelligence you do not need to preprogram a machine to do some work, despite that you can create a machine with programmed algorithms which can work with own intelligence, and that is the awesomeness of AI.

It is believed that AI is not a new technology, and some people says that as per Greek myth, there were Mechanical men in early days which can work and behave like humans.

Definitions of artificial intelligence according to eight recent textbooks are shown in the table below. These definitions vary along two main dimensions. The ones on top are concerned with thought processes and reasoning, whereas the ones on the bottom address behavior. Also, the definitions on the left measure success in terms of human performance, whereas the ones on the right measure against an ideal concept of intelligence, which we will call rationality. A system is rational if it does the right thing.

"The exciting new effort to make computers think ... machines with minds, in the full and literal sense" (Haugeland, 1985)	"The study of mental faculties through the use of computational models" (Charniak and McDermott, 1985)
"The automation of activities that we associate with human thinking, activities such as decision-making, problem solving, learning ..." (Bellman, 1978)	"The study of the computations that make it possible to perceive, reason, and act" (Winston, 1992)
"The art of creating machines that perform functions that require intelligence when performed by people" (Kurzweil, 1990)	"A field of study that seeks to explain and emulate intelligent behavior in terms of computational processes" (Schalkoff, 1990)
"The study of how to make computers do things at which, at the moment, people are better" (Rich and Knight, 1991)	"The branch of computer science that is concerned with the automation of intelligent behavior" (Luger and Stubblefield, 1993)

This gives us four possible goals to pursue in artificial intelligence:

Systems that think like humans.	Systems that think rationally.
Systems that act like humans	Systems that act rationally

Historically, all four approaches have been followed. As one might expect, a tension exists between approaches centered around humans and approaches centered around rationality. (We should point out that by distinguishing between human and rational behavior, we are not suggesting that humans are necessarily "irrational" in the sense of "emotionally unstable" or "insane." One merely need note that we often make mistakes; we are not all

chess grandmasters even though we may know all the rules of chess; and unfortunately, no one gets an A on the exam. Some systematic errors in human reasoning are catalogued by Kahneman et al.) A human-centered approach must be an empirical science, involving hypothesis and experimental confirmation. A rationalist approach involves a combination of mathematics and engineering. People in each group sometimes cast aspersions on work done in the other groups, but the truth is that each direction has yielded valuable insights. Let us look at each in more detail.

➤ Why Artificial Intelligence?

Before Learning about Artificial Intelligence, we should know that what is the importance of AI and why should we learn it. Following are some main reasons to learn about AI:

- With the help of AI, you can create such software or devices which can solve real-world problems very easily and with accuracy such as health issues, marketing, traffic issues, etc.
- With the help of AI, you can create your personal virtual Assistant, such as Cortana, Google Assistant, Siri, etc.
- With the help of AI, you can build such Robots which can work in an environment where survival of humans can be at risk.
- AI opens a path for other new technologies, new devices, and new Opportunities.

➤ Goals of Artificial Intelligence:

Following are the main goals of Artificial Intelligence:

1. Replicate human intelligence
2. Solve Knowledge-intensive tasks
3. An intelligent connection of perception and action
4. Building a machine which can perform tasks that requires human intelligence such as:
 - Proving a theorem
 - Playing chess
 - Plan some surgical operation
 - Driving a car in traffic
5. Creating some system which can exhibit intelligent behavior, learn new things by itself, demonstrate, explain, and can advise to its user.

➤ What Comprises to Artificial Intelligence?

Artificial Intelligence is not just a part of computer science even it's so vast and requires lots of other factors which can contribute to it. To create the AI first we should know that how intelligence is composed, so the Intelligence is an intangible part of our brain which is a combination of Reasoning, learning, problem-solving, perception, language understanding, etc.

To achieve the above factors for a machine or software Artificial Intelligence requires the following discipline:

- o Mathematics
- o Biology
- o Psychology
- o Sociology
- o Computer Science
- o Neurons Study
- o Statistics

➤ **Advantages of Artificial Intelligence:**

Following are some main advantages of Artificial Intelligence:

- o **High Accuracy with less errors:** AI machines or systems are prone to less errors and high accuracy as it takes decisions as per pre-experience or information.
- o **High-Speed:** AI systems can be of very high-speed and fast-decision making, because of that AI systems can beat a chess champion in the Chess game.
- o **High reliability:** AI machines are highly reliable and can perform the same action multiple times with high accuracy.
- o **Useful for risky areas:** AI machines can be helpful in situations such as defusing a bomb, exploring the ocean floor, where to employ a human can be risky.
- o **Digital Assistant:** AI can be very useful to provide digital assistant to the users such as AI technology is currently used by various E-commerce websites to show the products as per customer requirement.
- o **Useful as a public utility:** AI can be very useful for public utilities such as a self-driving car which can make our journey safer and hassle-free, facial recognition for security purpose, Natural language processing to communicate with the human in human-language, etc.

➤ **Disadvantages of Artificial Intelligence:**

Every technology has some disadvantages, and the same goes for Artificial intelligence. Being so advantageous technology still, it has some disadvantages which we need to keep in our mind while creating an AI system. Following are the disadvantages of AI:

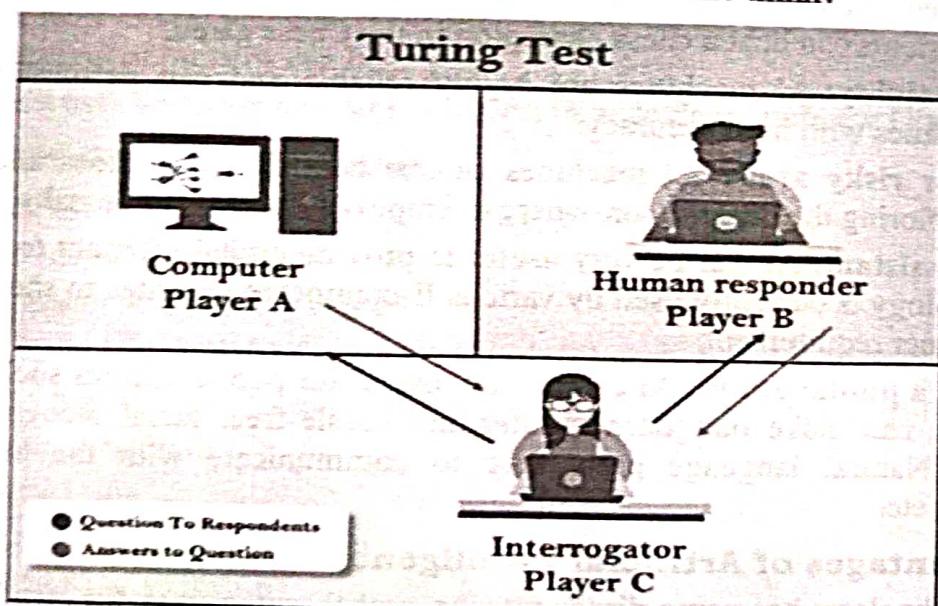
- o **High Cost:** The hardware and software requirement of AI is very costly as it requires lots of maintenance to meet current world requirements.
- o **Can't think out of the box:** Even we are making smarter machines with AI, but still they cannot work out of the box, as the robot will only do that work for which they are trained, or programmed.

- **No feelings and emotions:** AI machines can be an outstanding performer, but still it does not have the feeling so it cannot make any kind of emotional attachment with human, and may sometime be harmful for users if the proper care is not taken.
- **Increase dependency on machines:** With the increment of technology, people are getting more dependent on devices and hence they are losing their mental capabilities.
- **No Original Creativity:** As humans are so creative and can imagine some new ideas but still AI machines cannot beat this power of human intelligence and cannot be creative and imaginative.

➤ **Turing Test in AI:**

In 1950, Alan Turing introduced a test to check whether a machine can think like a human or not, this test is known as the Turing Test. In this test, Turing proposed that the computer can be said to be an intelligent if it can mimic human response under specific conditions.

Turing Test was introduced by Turing in his 1950 paper, "Computing Machinery and Intelligence," which considered the question, "Can Machine think?"



The Turing test is based on a party game "Imitation game," with some modifications. This game involves three players in which one player is Computer, another player is human responder, and the third player is a human Interrogator, who is isolated from other two players and his job is to find that which player is machine among two of them.

Consider, Player A is a computer, Player B is human, and Player C is an interrogator. Interrogator is aware that one of them is machine, but he needs to identify this on the basis of questions and their responses.

The conversation between all players is via keyboard and screen so the result would not depend on the machine's ability to convert words as speech. The test result does not

depend on each correct answer, but only how closely its responses like a human answer. The computer is permitted to do everything possible to force a wrong identification by the interrogator.

The questions and answers can be like:

Interrogator: Are you a computer?

PlayerA (Computer): No

Interrogator: Multiply two large numbers such as (256896489*456725896)

Player A: Long pause and give the wrong answer.

In this game, if an interrogator would not be able to identify which is a machine and which is human, then the computer passes the test successfully, and the machine is said to be intelligent and can think like a human. "In 1991, the New York businessman Hugh Loebner announces the prize competition, offering a \$100,000 prize for the first computer to pass the Turing test. However, no AI program to till date, come close to passing an undiluted Turing test".

- **Chatbots to attempt the Turing test:**

ELIZA: ELIZA was a Natural language processing computer program created by Joseph Weizenbaum. It was created to demonstrate the ability of communication between machine and humans. It was one of the first chatterbots, which has attempted the Turing Test.

Parry: Parry was a chatterbot created by Kenneth Colby in 1972. Parry was designed to simulate a person with **Paranoid schizophrenia**(most common chronic mental disorder). Parry was described as "ELIZA with attitude." Parry was tested using a variation of the Turing Test in the early 1970s.

Eugene Goostman: Eugene Goostman was a chatbot developed in Saint Petersburg in 2001. This bot has competed in the various number of Turing Test. In June 2012, at an event, Goostman won the competition promoted as largest-ever Turing test content, in which it has convinced 29% of judges that it was a human. Goostman resembled as a 13-year old virtual boy.

- **The Chinese Room Argument:**

There were many philosophers who really disagreed with the complete concept of Artificial Intelligence. The most famous argument in this list was "**Chinese Room**."

In the year 1980, John Searle presented "**Chinese Room**" thought experiment, in his paper "**Mind, Brains, and Program,**" which was against the validity of Turing's Test. According to his argument, "**Programming a computer may make it to understand a language, but it will not produce a real understanding of language or consciousness in a computer.**"

He argued that Machine such as ELIZA and Parry could easily pass the Turing test by manipulating keywords and symbol, but they had no real understanding of language. So it cannot be described as "thinking" capability of a machine such as a human.

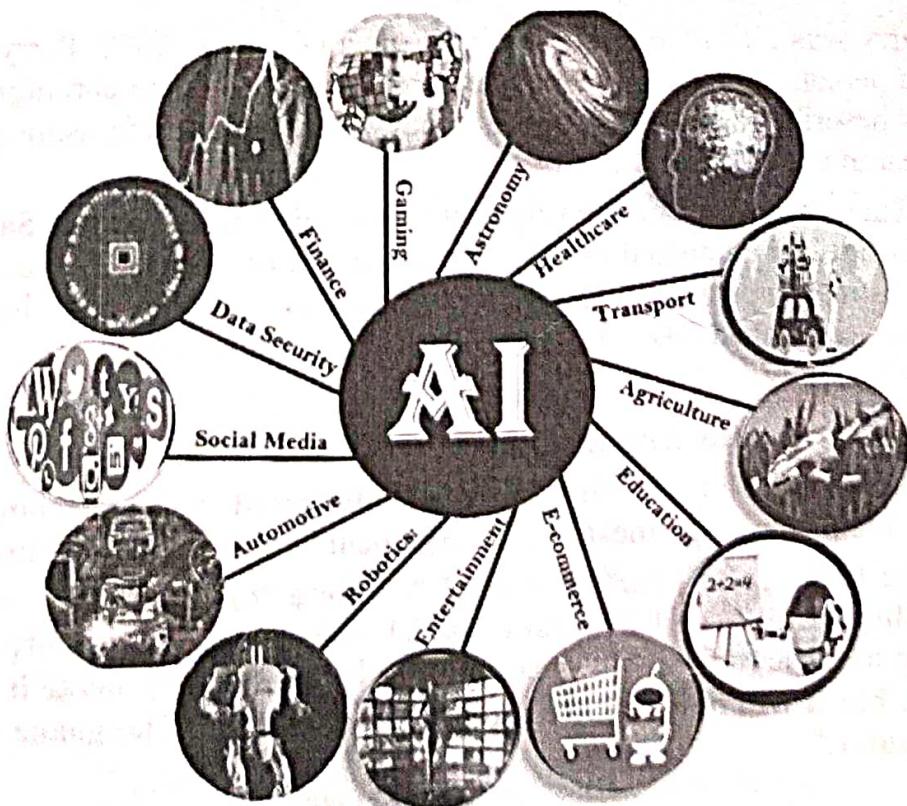
• **Features required for a machine to pass the Turing test:**

- **Natural language processing:** NLP is required to communicate with Interrogator in general human language like English.
- **Knowledge representation:** To store and retrieve information during the test.
- **Automated reasoning:** To use the previously stored information for answering the questions.
- **Machine learning:** To adapt new changes and can detect generalized patterns.
- **Vision (For total Turing test):** To recognize the interrogator actions and other objects during a test.
- **Motor Control (For total Turing test):** To act upon objects if requested.

1.2 State of Art (Application of AI):

Artificial Intelligence has various applications in today's society. It is becoming essential for today's time because it can solve complex problems with an efficient way in multiple industries, such as Healthcare, entertainment, finance, education, etc. AI is making our daily life more comfortable and fast.

Following are some sectors which have the application of Artificial Intelligence:



1. AI in Astronomy:

- Artificial Intelligence can be very useful to solve complex universe problems. AI technology can be helpful for understanding the universe such as how it works, origin, etc.

2. AI in Healthcare:

- In the last, five to ten years, AI becoming more advantageous for the healthcare industry and going to have a significant impact on this industry.
- Healthcare Industries are applying AI to make a better and faster diagnosis than humans. AI can help doctors with diagnoses and can inform when patients are worsening so that medical help can reach to the patient before hospitalization.

3. AI in Gaming:

- AI can be used for gaming purpose. The AI machines can play strategic games like chess, where the machine needs to think of a large number of possible places.

4. AI in Finance:

- AI and finance industries are the best matches for each other. The finance industry is implementing automation, chatbot, adaptive intelligence, algorithm trading, and machine learning into financial processes.

5. AI in Data Security:

- The security of data is crucial for every company and cyber-attacks are growing very rapidly in the digital world. AI can be used to make your data more safe and secure. Some examples such as AEG bot, AI2 Platform, are used to determine software bug and cyber-attacks in a better way.

6. AI in Social Media:

- Social Media sites such as Facebook, Twitter, and Snapchat contain billions of user profiles, which need to be stored and managed in a very efficient way. AI can organize and manage massive amounts of data. AI can analyze lots of data to identify the latest trends, hashtag, and requirement of different users.

7. AI in Travel & Transport:

- AI is becoming highly demanding for travel industries. AI is capable of doing various travel related works such as from making travel arrangement to suggesting the hotels, flights, and best routes to the customers. Travel industries are using AI-powered chatbots which can make human-like interaction with customers for better and fast response.

8. AI in Automotive Industry:

- Some Automotive industries are using AI to provide virtual assistant to their user for better performance. Such as Tesla has introduced TeslaBot, an intelligent virtual assistant.

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- Various Industries are currently working for developing self-driven cars which can make your journey more safe and secure.

9. AI in Robotics:

- Artificial Intelligence has a remarkable role in Robotics. Usually, general robots are programmed such that they can perform some repetitive task, but with the help of AI, we can create intelligent robots which can perform tasks with their own experiences without pre-programmed.
- Humanoid Robots are best examples for AI in robotics, recently the intelligent Humanoid robot named as Erica and Sophia has been developed which can talk and behave like humans.

10. AI in Entertainment:

- We are currently using some AI based applications in our daily life with some entertainment services such as Netflix or Amazon. With the help of ML/AI algorithms, these services show the recommendations for programs or shows.

11. AI in Agriculture:

- Agriculture is an area which requires various resources, labor, money, and time for best result. Now a day's agriculture is becoming digital, and AI is emerging in this field. Agriculture is applying AI as agriculture robotics, soil and crop monitoring, predictive analysis. AI in agriculture can be very helpful for farmers.

12. AI in E-commerce:

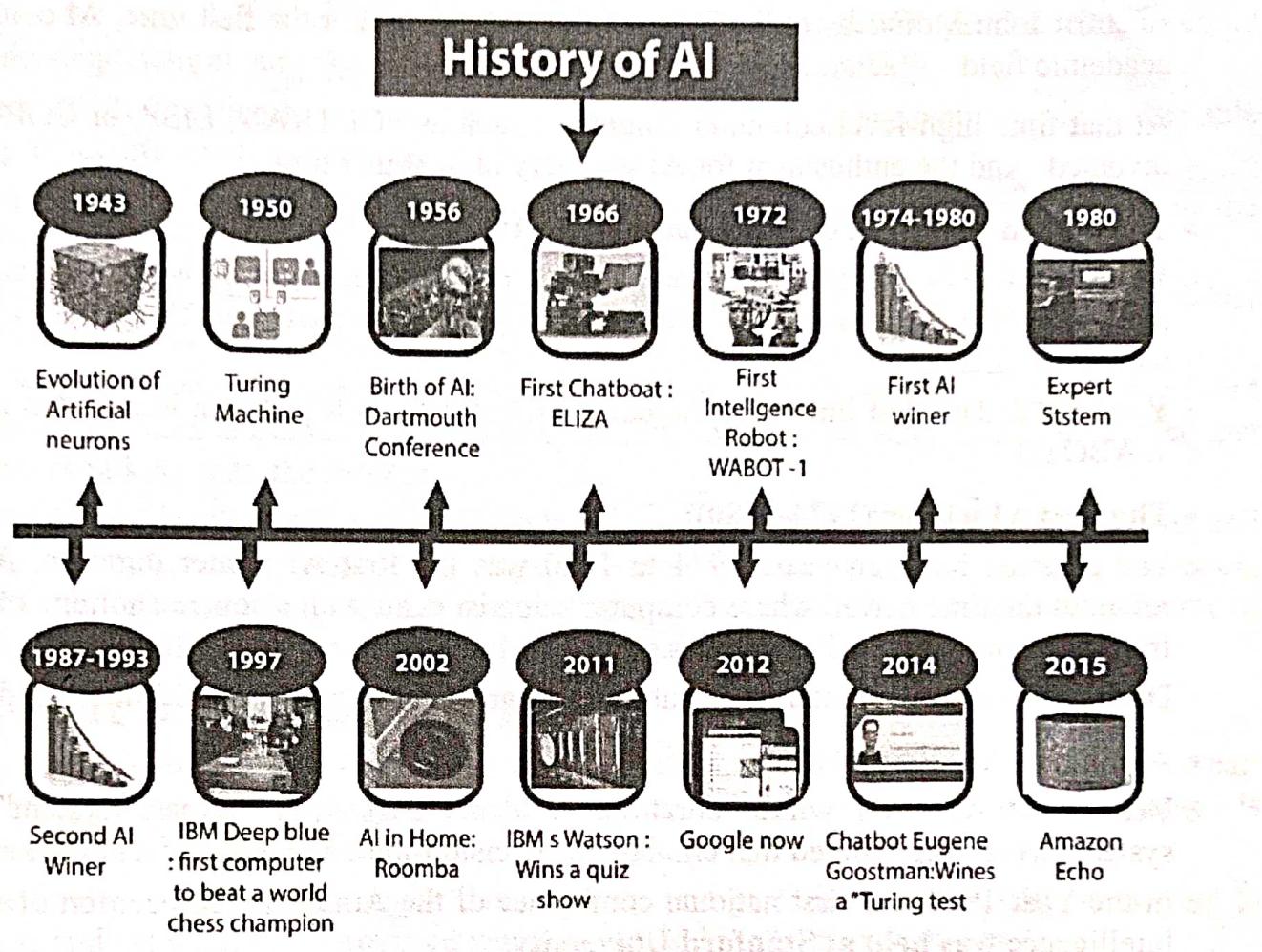
- AI is providing a competitive edge to the e-commerce industry, and it is becoming more demanding in the e-commerce business. AI is helping shoppers to discover associated products with recommended size, color, or even brand.

13. AI in education:

- AI can automate grading so that the tutor can have more time to teach. AI chatbot can communicate with students as a teaching assistant.
- AI in the future can work as a personal virtual tutor for students, which will be accessible easily at any time and any place.

➤ History of Artificial Intelligence:

Artificial Intelligence is not a new word and not a new technology for researchers. This technology is much older than you would imagine. Even there are the myths of Mechanical men in Ancient Greek and Egyptian Myths. Following are some milestones in the history of AI which defines the journey from the AI generation to till date development.



• Maturation of Artificial Intelligence (1943-1952):

- **Year 1943:** The first work which is now recognized as AI was done by Warren McCulloch and Walter Pitts in 1943. They proposed a model of **artificial neurons**.
- **Year 1949:** Donald Hebb demonstrated an updating rule for modifying the connection strength between neurons. His rule is now called **Hebbian learning**.
- **Year 1950:** The Alan Turing who was an English mathematician and pioneered Machine learning in 1950. Alan Turing publishes "**Computing Machinery and Intelligence**" in which he proposed a test. The test can check the machine's ability to exhibit intelligent behavior equivalent to human intelligence, called a **Turing test**.

• The birth of Artificial Intelligence (1952-1956):

- **Year 1955:** Allen Newell and Herbert A. Simon created the "first artificial intelligence program" which was named as "**Logic Theorist**". This program had proved 38 of 52 Mathematics theorems, and find new and more elegant proofs for some theorems.

- **Year 1956:** The word "Artificial Intelligence" first adopted by American Computer scientist John McCarthy at the Dartmouth Conference. For the first time, AI coined as a academic field.

At that time high-level computer languages such as FORTRAN, LISP, or COBOL were invented. And the enthusiasm for AI was very high at that time.

- **The golden years-Early enthusiasm (1956-1974):**

- **Year 1966:** The researchers emphasized developing algorithms which can solve mathematical problems. Joseph Weizenbaum created the first chatbot in 1966, which was named as ELIZA.
- **Year 1972:** The first intelligent humanoid robot was built in Japan which was named as WABOT-1.

- **The first AI winter (1974-1980):**

- The duration between years 1974 to 1980 was the first AI winter duration. AI winter refers to the time period where computer scientist dealt with a severe shortage of funding from government for AI researches.
- During AI winters, an interest of publicity on artificial intelligence was decreased.

- **A boom of AI (1980-1987):**

- **Year 1980:** After AI winter duration, AI came back with "Expert System". Expert systems were programmed that emulate the decision-making ability of a human expert.
- In the Year 1980, the first national conference of the American Association of Artificial Intelligence was held at Stanford University.

- **The second AI winter (1987-1993):**

- The duration between the years 1987 to 1993 was the second AI Winter duration.
- Again Investors and government stopped in funding for AI research as due to high cost but not efficient result. The expert system such as XCON was very cost effective.

- **The emergence of intelligent agents (1993-2011):**

- **Year 1997:** In the year 1997, IBM Deep Blue beats world chess champion, Gary Kasparov, and became the first computer to beat a world chess champion.
- **Year 2002:** for the first time, AI entered the home in the form of Roomba, a vacuum cleaner.
- **Year 2006:** AI came in the Business world till the year 2006. Companies like Facebook, Twitter, and Netflix also started using AI.
- **Deep learning, big data and artificial general intelligence (2011-present):**

- **Year 2011:** In the year 2011, IBM's Watson won jeopardy, a quiz show, where it had to solve the complex questions as well as riddles. Watson had proved that it could understand natural language and can solve tricky questions quickly.
- **Year 2012:** Google has launched an Android app feature "Google now", which was able to provide information to the user as a prediction.
- **Year 2014:** In the year 2014, Chatbot "Eugene Goostman" won a competition in the infamous "Turing test."
- **Year 2018:** The "Project Debater" from IBM debated on complex topics with two master debaters and also performed extremely well.
- Google has demonstrated an AI program "Duplex" which was a virtual assistant and which had taken hairdresser appointment on call, and lady on other side didn't notice that she was talking with the machine.

Now AI has developed to a remarkable level. The concept of Deep learning, big data, and data science are now trending like a boom. Nowadays companies like Google, Facebook, IBM, and Amazon are working with AI and creating amazing devices. The future of Artificial Intelligence is inspiring and will come with high intelligence.

1.3 Agent Environment in AI:

An environment is everything in the world which surrounds the agent, but it is not a part of an agent itself. An environment can be described as a situation in which an agent is present.

The environment is where agent lives, operate and provide the agent with something to sense and act upon it. An environment is mostly said to be non-feministic.

➤ Features of Environment:

As per Russell and Norvig, an environment can have various features from the point of view of an agent:

1. Fully observable vs Partially Observable
2. Static vs Dynamic
3. Discrete vs Continuous
4. Deterministic vs Stochastic
5. Single-agent vs Multi-agent
6. Episodic vs sequential
7. Known vs Unknown
8. Accessible vs Inaccessible

1. Fully observable vs Partially Observable:

- If an agent sensor can sense or access the complete state of an environment at each point of time then it is a **fully observable** environment, else it is **partially observable**.

- A fully observable environment is easy as there is no need to maintain the internal state to keep track history of the world.
- An agent with no sensors in all environments then such an environment is called as **unobservable**.

2. Deterministic vs Stochastic:

- If an agent's current state and selected action can completely determine the next state of the environment, then such environment is called a deterministic environment.
- A stochastic environment is random in nature and cannot be determined completely by an agent.
- In a deterministic, fully observable environment, agent does not need to worry about uncertainty.

3. Episodic vs Sequential:

- In an episodic environment, there is a series of one-shot actions, and only the current percept is required for the action.
- However, in Sequential environment, an agent requires memory of past actions to determine the next best actions.

4. Single-agent vs Multi-agent:

- If only one agent is involved in an environment, and operating by itself then such an environment is called single agent environment.
- However, if multiple agents are operating in an environment, then such an environment is called a multi-agent environment.
- The agent design problems in the multi-agent environment are different from single agent environment.

5. Static vs Dynamic:

- If the environment can change itself while an agent is deliberating then such environment is called a dynamic environment else it is called a static environment.
- Static environments are easy to deal because an agent does not need to continue looking at the world while deciding for an action.
- However for dynamic environment, agents need to keep looking at the world at each action.
- Taxi driving is an example of a dynamic environment whereas Crossword puzzles are an example of a static environment.

6. Discrete vs Continuous:

- If in an environment there are a finite number of percepts and actions that can be performed within it, then such an environment is called a discrete environment else it is called continuous environment.

- A chess game comes under discrete environment as there is a finite number of moves that can be performed.
- A self-driving car is an example of a continuous environment.

7. Known vs Unknown:

- Known and unknown are not actually a feature of an environment, but it is an agent's state of knowledge to perform an action.
- In a known environment, the results for all actions are known to the agent. While in an unknown environment, agent needs to learn how it works in order to perform an action.
- It is quite possible that a known environment to be partially observable and an Unknown environment to be fully observable.

8. Accessible vs Inaccessible:

- If an agent can obtain complete and accurate information about the state's environment, then such an environment is called an Accessible environment else it is called inaccessible.
- An empty room whose state can be defined by its temperature is an example of an accessible environment.

Information about an event on earth is an example of Inaccessible environment.

1.4 The Concept of Rationality:

❖ Rationality:

Rationality is nothing but status of being reasonable, sensible, and having good sense of judgment.

Rationality is concerned with expected actions and results depending upon what the agent has perceived. Performing actions with the aim of obtaining useful information is an important part of rationality.

❖ What is Ideal Rational Agent?

An ideal rational agent is the one, which is capable of doing expected actions to maximize its performance measure, on the basis of –

- Its percept sequence
- Its built-in knowledge base

Rationality of an agent depends on the following –

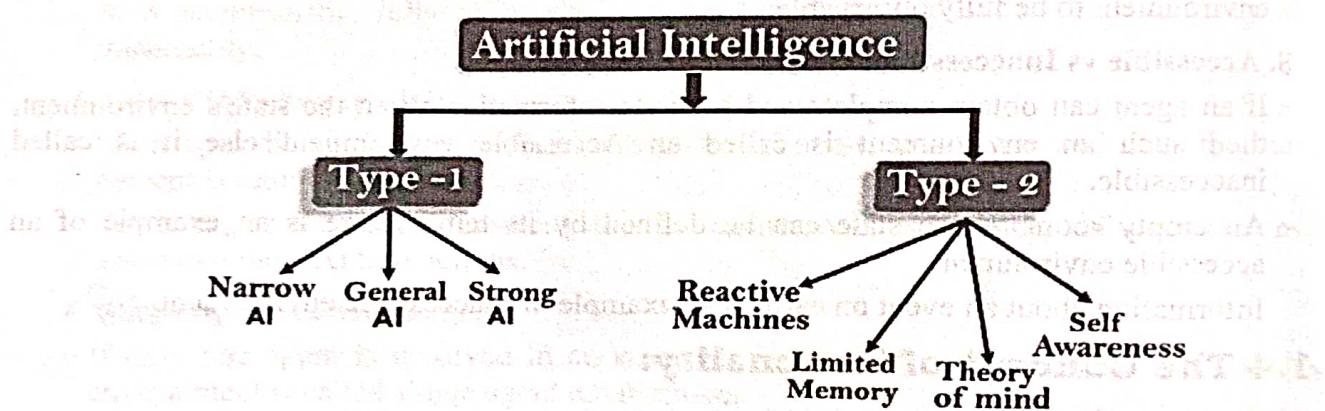
- The **performance measures**, which determine the degree of success.
- Agent's **Percept Sequence** till now.
- The agent's **prior knowledge about the environment**.
- The **actions** that the agent can carry out.

A rational agent always performs right action, where the right action means the action that causes the agent to be most successful in the given percept sequence. The problem the agent solves is characterized by Performance Measure, Environment, Actuators, and Sensors (PEAS).

1.5 Nature of Environment:

❖ Types of Artificial Intelligence:

Artificial Intelligence can be divided in various types, there are mainly two types of main categorization which are based on capabilities and based on functionality of AI. Following flow diagram which explain the types of AI.



➤ AI type-1: Based on Capabilities:

1. Weak AI or Narrow AI:

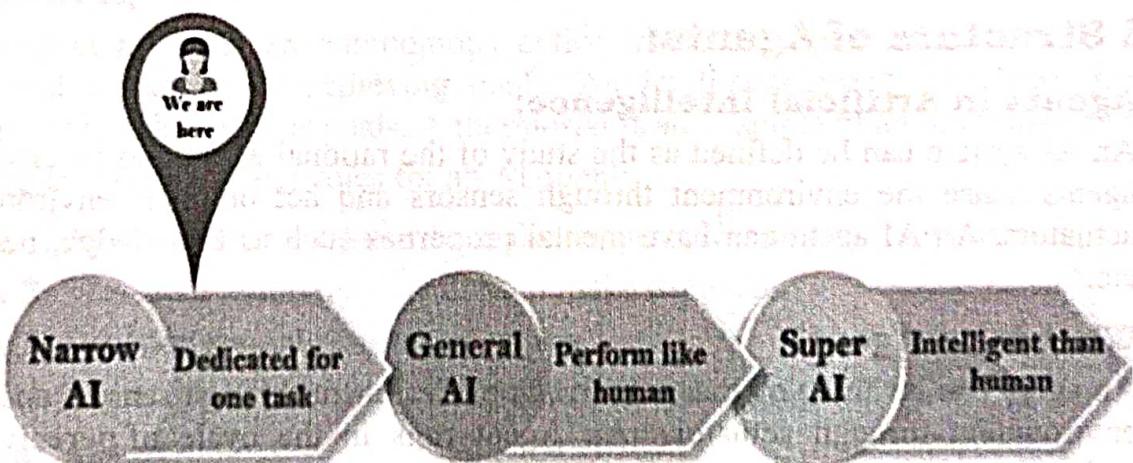
- Narrow AI is a type of AI which is able to perform a dedicated task with intelligence. The most common and currently available AI is Narrow AI in the world of Artificial Intelligence.
- Narrow AI cannot perform beyond its field or limitations, as it is only trained for one specific task. Hence it is also termed as weak AI. Narrow AI can fail in unpredictable ways if it goes beyond its limits.
- Apple Siri is a good example of Narrow AI, but it operates with a limited pre-defined range of functions.
- IBM's Watson supercomputer also comes under Narrow AI, as it uses an Expert system approach combined with Machine learning and natural language processing.
- Some Examples of Narrow AI are playing chess, purchasing suggestions on e-commerce site, self-driving cars, speech recognition, and image recognition.

2. General AI:

- General AI is a type of intelligence which could perform any intellectual task with efficiency like a human.
- The idea behind the general AI to make such a system which could be smarter and think like a human by its own.
- Currently, there is no such system exist which could come under general AI and can perform any task as perfect as a human.
- The worldwide researchers are now focused on developing machines with General AI.
- As systems with general AI are still under research, and it will take lots of efforts and time to develop such systems.

3. Super AI:

- Super AI is a level of Intelligence of Systems at which machines could surpass human intelligence, and can perform any task better than human with cognitive properties. It is an outcome of general AI.
- Some key characteristics of strong AI include capability include the ability to think, to reason, solve the puzzle, make judgments, plan, learn, and communicate by its own.
- Super AI is still a hypothetical concept of Artificial Intelligence. Development of such systems in real is still world changing task.



➤ Artificial Intelligence type-2: Based on functionality

1. Reactive Machines:

- Purely reactive machines are the most basic types of Artificial Intelligence.
- Such AI systems do not store memories or past experiences for future actions.
- These machines only focus on current scenarios and react on it as per possible best action.
- IBM's Deep Blue system is an example of reactive machines.
- Google's AlphaGo is also an example of reactive machines.

2. Limited Memory:

- Limited memory machines can store past experiences or some data for a short period of time.
- These machines can use stored data for a limited time period only.
- Self-driving cars are one of the best examples of Limited Memory systems. These cars can store recent speed of nearby cars, the distance of other cars, speed limit, and other information to navigate the road.

3. Theory of Mind:

- Theory of Mind AI should understand the human emotions, people, beliefs, and be able to interact socially like humans.
- This type of AI machines are still not developed, but researchers are making lots of efforts and improvement for developing such AI machines.

4. Self-Awareness:

- Self-awareness AI is the future of Artificial Intelligence. These machines will be super intelligent, and will have their own consciousness, sentiments, and self-awareness.
- These machines will be smarter than human mind.
- Self-Awareness AI does not exist in reality still and it is a hypothetical concept.

1.6 Structure of Agents:

❖ Agents in Artificial Intelligence:

An AI system can be defined as the study of the rational agent and its environment. The agents sense the environment through sensors and act on their environment through actuators. An AI agent can have mental properties such as knowledge, belief, intention, etc.

➤ What is an Agent?

An agent can be anything that perceives environment through sensors and act upon that environment through actuators. An Agent runs in the cycle of **perceiving, thinking, and acting**. An agent can be:

- **Human-Agent:** A human agent has eyes, ears, and other organs which work for sensors and hand, legs, vocal tract work for actuators.
- **Robotic Agent:** A robotic agent can have cameras, infrared range finder, NLP for sensors and various motors for actuators.
- **Software Agent:** Software agent can have keystrokes, file contents as sensory input and act on those inputs and display output on the screen.

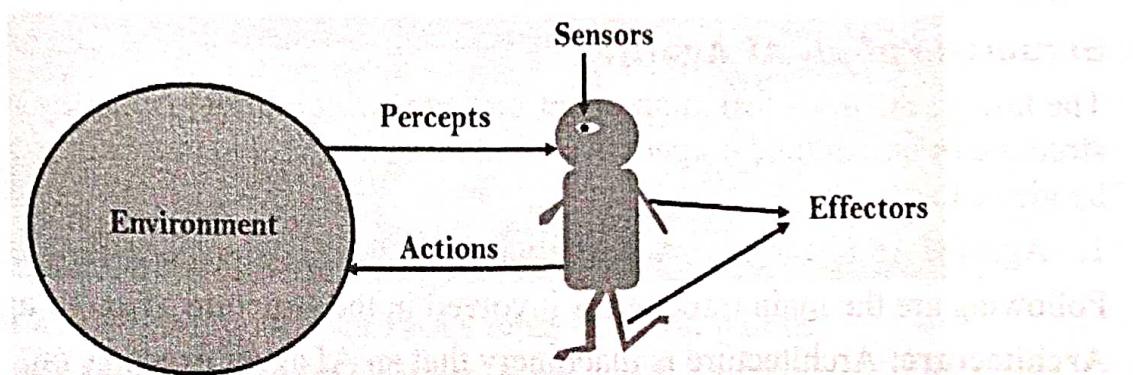
Hence the world around us is full of agents such as thermostat, cellphone, camera, and even we are also agents.

Before moving forward, we should first know about sensors, effectors, and actuators.

Sensor: Sensor is a device which detects the change in the environment and sends the information to other electronic devices. An agent observes its environment through sensors.

Actuators: Actuators are the component of machines that converts energy into motion. The actuators are only responsible for moving and controlling a system. An actuator can be an electric motor, gears, rails, etc.

Effectors: Effectors are the devices which affect the environment. Effectors can be legs, wheels, arms, fingers, wings, fins, and display screen.



➤ Intelligent Agents:

An intelligent agent is an autonomous entity which act upon an environment using sensors and actuators for achieving goals. An intelligent agent may learn from the environment to achieve their goals. A thermostat is an example of an intelligent agent.

Following are the main four rules for an AI agent:

- Rule 1: An AI agent must have the ability to perceive the environment.
- Rule 2: The observation must be used to make decisions.
- Rule 3: Decision should result in an action.
- Rule 4: The action taken by an AI agent must be a rational action.

➤ Rational Agent:

A rational agent is an agent which has clear preference, models uncertainty, and acts in a way to maximize its performance measure with all possible actions.

A rational agent is said to perform the right things. AI is about creating rational agents to use for game theory and decision theory for various real-world scenarios.

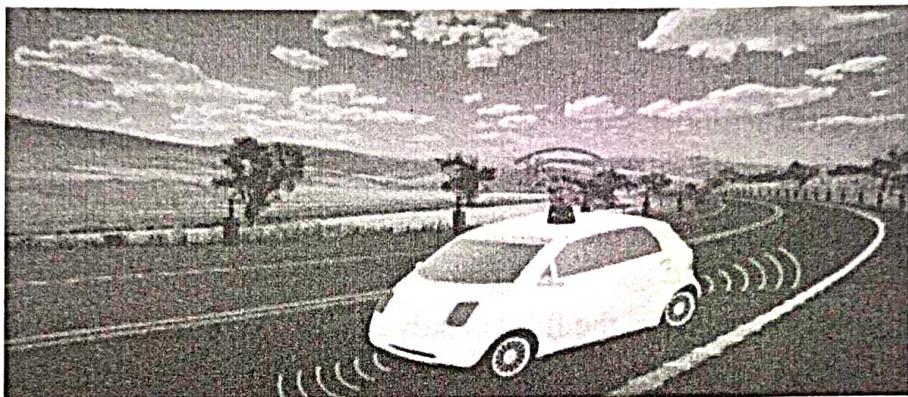
For an AI agent, the rational action is most important because in AI reinforcement learning algorithm, for each best possible action, agent gets the positive reward and for each wrong action, an agent gets a negative reward.

Note: Rational agents in AI are very similar to intelligent agents.

3. **Actuators** – The physical or logical constructs which would take action. For example for the vacuum cleaner, these are the suction pumps.
4. **Sensors** – Again physical or logical constructs which would sense the environment. From our previous example, these are cameras and dirt sensors.

❖ PEAS Representation:

PEAS for self-driving cars:



Let's suppose a self-driving car then PEAS representation will be:

Performance: Safety, time, legal drive, comfort

Environment: Roads, other vehicles, road signs, pedestrian

Actuators: Steering, accelerator, brake, signal, horn

Sensors: Camera, GPS, speedometer, odometer, accelerometer, sonar.

❖ Example of Agents with their PEAS representation:

Agent	Performance measure	Environment	Actuators	Sensors
1. Medical Diagnose	<ul style="list-style-type: none"> o Healthy patient o Minimized cost 	<ul style="list-style-type: none"> o Patient o Hospital o Staff 	<ul style="list-style-type: none"> o Tests o Treatments 	<ul style="list-style-type: none"> o Keyboard (Entry of symptoms)
2. Vacuum Cleaner	<ul style="list-style-type: none"> o Cleanliness o Efficiency o Battery life o Security 	<ul style="list-style-type: none"> o Room o Table o Wood floor o Carpet o Various obstacles 	<ul style="list-style-type: none"> o Wheels o Brushes o Vacuum Extractor 	<ul style="list-style-type: none"> o Camera o Dirt detection sensor o Cliff sensor o Bump Sensor o Infrared Wall Sensor
3. Part - Picking Robot	<ul style="list-style-type: none"> o Percentage of parts in correct bins. 	<ul style="list-style-type: none"> o Conveyor belt with parts, o Bins 	<ul style="list-style-type: none"> o Jointed Arms o Hand 	<ul style="list-style-type: none"> o Camera o Joint angle sensors.

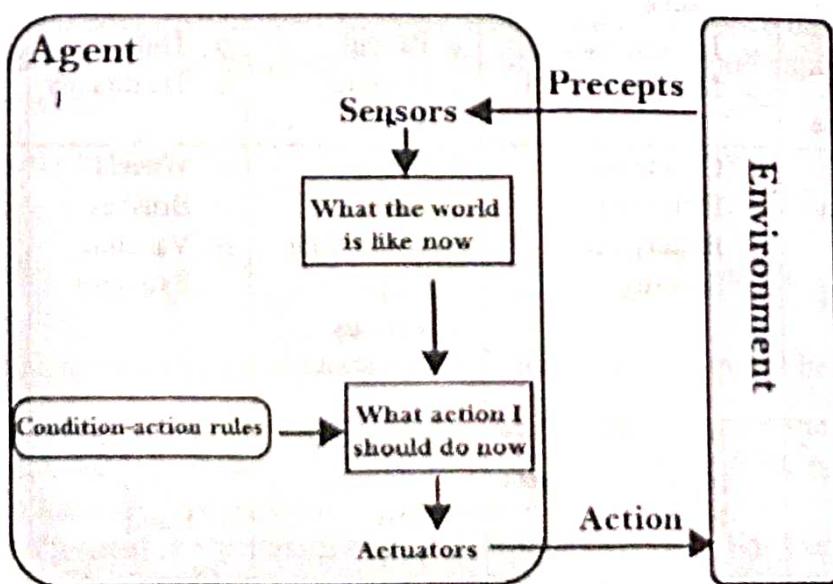
❖ Types of AI Agents:

Agents can be grouped into five classes based on their degree of perceived intelligence and capability. All these agents can improve their performance and generate better action over the time. These are given below:

- 1) Simple Reflex Agent
- 2) Model-based reflex agent
- 3) Goal-based agents
- 4) Utility-based agent
- 5) Learning agent

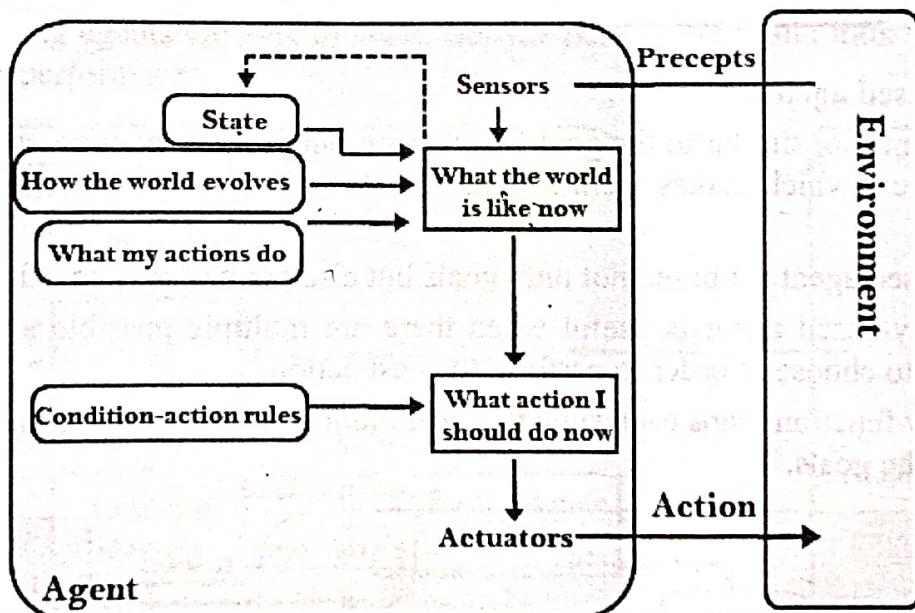
1. Simple Reflex agent:

- o The Simple reflex agents are the simplest agents. These agents take decisions on the basis of the current percepts and ignore the rest of the percept history.
- o These agents only succeed in the fully observable environment.
- o The Simple reflex agent does not consider any part of percepts history during their decision and action process.
- o The Simple reflex agent works on Condition-action rule, which means it maps the current state to action. Such as a Room Cleaner agent, it works only if there is dirt in the room.
- o Problems for the simple reflex agent design approach:
- o They have very limited intelligence
- o They do not have knowledge of non-perceptual parts of the current state
- o Mostly too big to generate and to store.
- o Not adaptive to changes in the environment.



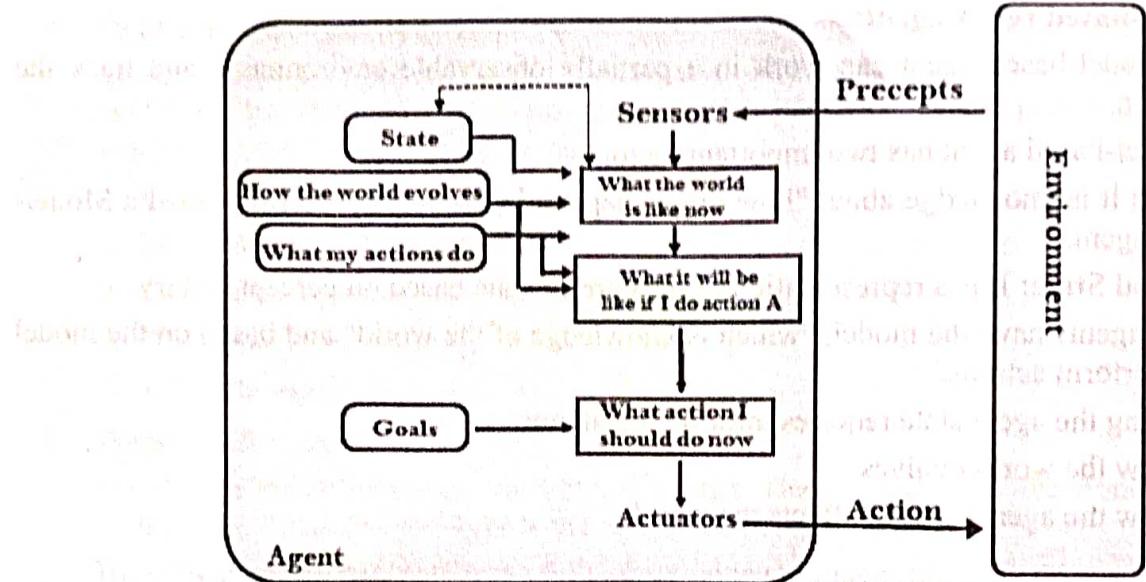
2. Model-based reflex agent:

- The Model-based agent can work in a partially observable environment, and track the situation.
- A model-based agent has two important factors:
- **Model:** It is knowledge about "how things happen in the world," so it is called a Model-based agent.
- **Internal State:** It is a representation of the current state based on percept history.
- These agents have the model, "which is knowledge of the world" and based on the model they perform actions.
- Updating the agent state requires information about:
 - How the world evolves
 - How the agent's action affects the world.



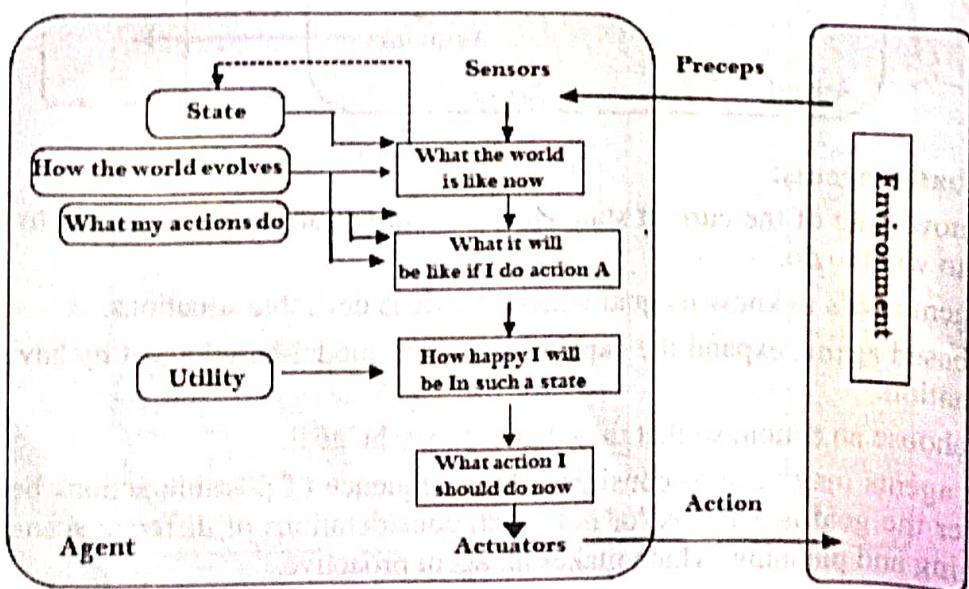
3. Goal-based agents:

- The knowledge of the current state environment is not always sufficient to decide for an agent to what to do.
- The agent needs to know its goal which describes desirable situations.
- Goal-based agents expand the capabilities of the model-based agent by having the "goal" information.
- They choose an action, so that they can achieve the goal.
- These agents may have to consider a long sequence of possible actions before deciding whether the goal is achieved or not. Such considerations of different scenario are called searching and planning, which makes an agent proactive.



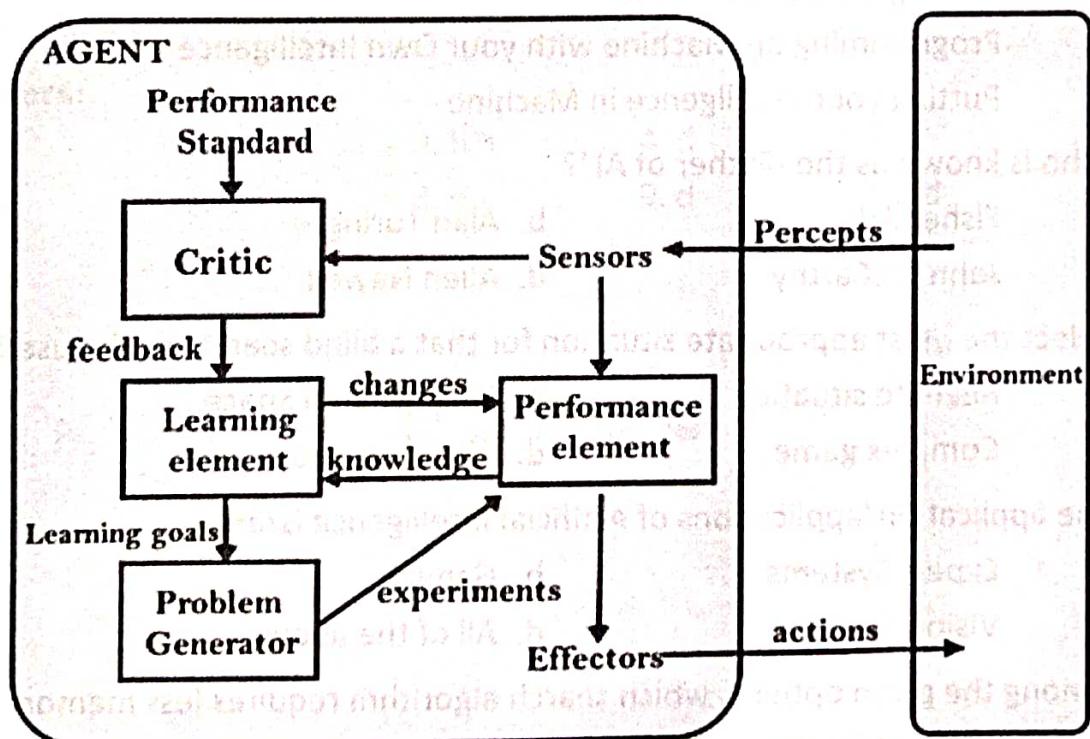
4. Utility-based agents:

- These agents are similar to the goal-based agent but provide an extra component of utility measurement which makes them different by providing a measure of success at a given state.
- Utility-based agent act based not only goals but also the best way to achieve the goal.
- The Utility-based agent is useful when there are multiple possible alternatives, and an agent has to choose in order to perform the best action.
- The utility function maps each state to a real number to check how efficiently each action achieves the goals.



5. Learning Agents:

- A learning agent in AI is the type of agent which can learn from its past experiences, or it has learning capabilities.
- It starts to act with basic knowledge and then able to act and adapt automatically through learning.
- A learning agent has mainly four conceptual components, which are:
 - a. **Learning element:** It is responsible for making improvements by learning from environment
 - b. **Critic:** Learning element takes feedback from critic which describes that how well the agent is doing with respect to a fixed performance standard.
 - c. **Performance element:** It is responsible for selecting external action
 - d. **Problem generator:** This component is responsible for suggesting actions that will lead to new and informative experiences.
- Hence, learning agents are able to learn, analyze performance, and look for new ways to improve the performance.



Exercises

❖ Answer the following Questions in brief.

1. Write all the eight, different definitions of Artificial Intelligence.
 2. Short note on State of the Art applications of Artificial Intelligence.
 3. Short note on task environment. Also explain PEAS description.
 4. Write a short note on Agents.

❖ Multipal choice Question - MCQs:

- Artificial Intelligence is about _____.
 - Playing a game on Computer
 - Making a machine Intelligent
 - Programming on Machine with your Own Intelligence
 - Putting your intelligence in Machine
 - Who is known as the "Father of AI"?
 - Fisher Ada
 - Alan Turing
 - John McCarthy
 - Allen Newell
 - Select the most appropriate situation for that a blind search can be used.
 - Real-life situation
 - Small Search Space
 - Complex game
 - All of the above
 - The application/applications of Artificial Intelligence is/are
 - Expert Systems
 - Gaming
 - Vision Systems
 - All of the above
 - Among the given options, which search algorithm requires less memory?
 - Optimal Search
 - Depth First Search
 - Breadth-First Search
 - Linear Search
 - If a robot is able to change its own trajectory as per the external conditions, then the robot is considered as the _____.
 - Mobile
 - Non-Servo
 - Open Loop
 - Intelligent

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7. A technique that was developed to determine whether a machine could or could not demonstrate the artificial intelligence known as the _____.
- Boolean Algebra
 - Turing Test
 - Logarithm
 - Algorithm
8. The component of an Expert system is _____.
- Knowledge Base
 - Inference Engine
 - User Interface
 - All of the above
9. Which algorithm is used in the Game tree to make decisions of Win/Lose?
- Heuristic Search Algorithm
 - DFS/BFS algorithm
 - Greedy Search Algorithm
 - Min/Max algorithm
10. An AI agent perceives and acts upon the environment using _____.
- Sensors
 - Perceiver
 - Actuators
 - Both a and c

Answers:

1. a 2. b 3. b 4. d 5. b
6. d 7. b 8. d 9. d 10. d

