LECTURER: Nghia Duong-Trung

ARTIFICIAL INTELLIGENCE

History of Artificial Intelligence	1
Early Systems in Artificial Intelligence	2
Neuroscience and Cognitive Science	3
Modern Artificial Intelligence Systems	4
Applications of Artificial Intelligence	5

EARLY SYSTEMS IN ARTIFICIAL INTELLIGENCE

STUDY GOALS

On completion of this unit, you will have learned ...

- about important approaches that have defined the field of artificial intelligence in the past and that continue to influence it today.
- ... why expert systems are important and how they have contributed to artificial intelligence and computer science.
- ... about advances brought about in the Prolog programming language.
- ... the definition of machine learning and how it contributes to artificial intelligence.

EXPLAIN SIMPLY

- 1. List the three types of machine learning and explain them using your own words.
- 2. What are the main components of expert systems?
- 3. Explain the declarative programming paradigm.

Expert systems

Knowledge representation



Inference engine

Case-based systems

storage of problems and successful solutions

Rule-based systems

description of relations between facts

Decision tree

representation in form of decisions

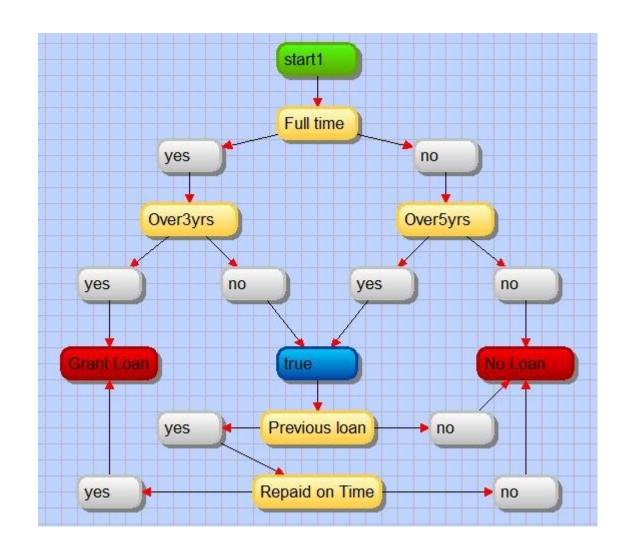
Inference engine

 implements rules of logical reasoning to derive new facts

VisiRule – decision-support system

Access loan decision

https://visiruleexamples.com/vregs.html



New use cases require a larger knowledge base

- Increased computational complexity during inference
- Challenge of consistency without contradictions
- → Lead to development of logical programming to formulate rules and reasoning processes

Declarative programming

- programming style with specified properties of the sought solution but not the algorithm
- → sequence of operations that lead to a solution (= logic)

PROGRAMMING IN LOGIC (PROLOG):

- Prolog is based on a declarative programming paradigm
 - The sequence of operations that lead to a solution
 - A Prolog program consists of a collection of facts and rules that relate the facts to one another
 - Program execution is then initiated by formulating a query using the aforementioned knowledge base.

INTRODUCTION TO PROLOG

Prolog consists of predicates and clauses

Example of the Prolog Language		
Prolog language construct	Prolog syntax	Meaning and output
Fact	lectures (Smith, DLMAIAI01)	Establishes the fact that Dr. Smith teaches the course DLMAIAI01. It is an exmple of a Prolog clause.
Predicate	professor/1 professor(Smith). professor(Jones). professor(Meyer).	Defines the one argument predicate professor by three facts. Drs. Smith, Jones, and Meyer are professors.
Rule	technicalCourse(X) :- engineeringCourse(X)	All engineering courses are technical courses. Note the use of variable X!
Query	? – lectures(Smith, DLMAIAI01)	Does Dr. Smith teach DLMAIAI01?
Goal	? – lectures(Smith, X)	What courses does Dr. Smith teach? Note the use of the variable X!

TYPES OF MACHINE LEARNING

Supervised learning (predict a target variable)



House Price Prediction

Machine learning

Unsupervised learning (discover hidden patterns)



Customer Segmentation

Reinforcement learning (agent learns how to act)







Gaming agent for chess

Healthcare: wearables



Automobile: autonomous driving



Banking: fraud detection



Retail: personalized product recommendations



REVIEW STUDY GOALS

You have learned ...

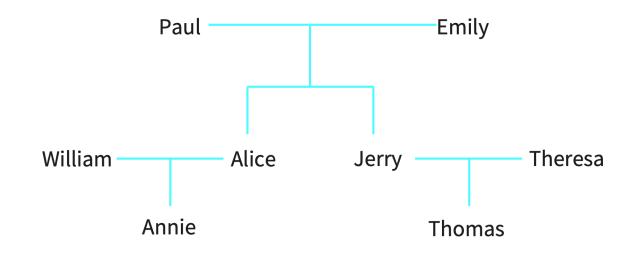
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SESSION 2

TRANSFER TASK

TRANSFER TASK

Use Prolog to develop rules for the following family relations:



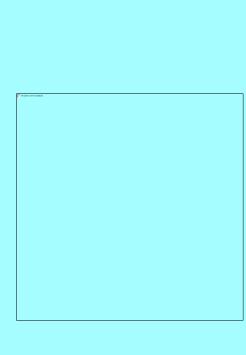
Write the following queries:

- Does Annie have an uncle? Who?
- Who are the grandparents of Thomas?
- → Use this virtual environment: <u>SWI Prolog</u>

Tutorial: http://www.macs.hw.ac.uk/~rpp6/teaching/F29AI/prolog/

Please present your results.

The results will be discussed in plenary.



TRANSFER TASK SAMPLE SOLUTION

```
father_of(X,Y):- male(X),
female(annie).
female(theresa).
                                                                                 parent_of(X,Y).
female(alice).
                                                                        mother_of(X,Y) :- female(X),
female(emily).
                                                                                 parent_of(X,Y).
male(thomas).
                                                                        grandfather_of(X,Y):- father_of(X,Z),
male(jerry).
                                                                                   parent_of(Z,Y).
male(william).
                                                                        grandmother_of(X,Y) := mother_of(X,Z),
male(paul).
                                                                                   parent_of(Z,Y).
parent_of(paul,alice).
                                                                        sister_of(X,Y) :- female(X),
parent_of(emily,alice).
                                                                                 parent_of(Z,X),
parent_of(paul,jerry).
                                                                                 parent_of(Z,Y).
                                                                        brother_of(X,Y) :- male(X),
parent_of(emily,jerry).
parent_of(alice,annie).
                                                                                 parent_of(Z,X),
parent_of(william,annie).
                                                                                 parent_of(Z,Y).
parent_of(jerry,thomas).
parent_of(theresa,thomas).
                                                                        aunt_of(X,Y) :- sister_of(X,Z),
                                                                                parent_of(Z,Y).
                                                                        uncle_of(X,Y):-brother_of(X,Z),
                                                                                parent_of(Z,Y).
```

Does Annie have an uncle?

➤ uncle_of(_,annie).

Who?

➤ uncle_of(X,annie).

Who are the grandparents of Thomas?

- grandmother_of(X,thomas).
- \triangleright grandfather_of(X,thomas).

LEARNING CONTROL QUESTIONS

- 1. In Prolog, the sequence of concrete steps to arrive at a desired program outcome is:
 - a) specified by the program user.
 - b) generated by the Prolog system.
 - c) specified by the programmer.
 - d) not determined at all



- 2. Supervised learning, unsupervised learning, and reinforcement learning
 - a) define the full range of the field of artificial intelligence.
 - b) are concepts still being tested in laboratories. They are not yet being applied.
 - c) have no relation to machine learning or artificial intelligence.
 - d) are subfields of machine learning.

- 3. The main lasting contribution of expert systems to artificial intelligence and/or computer science were
 - a) explicit formal representation of knowledge, declarative programming style, and rapid prototyping.
 - b) the popularization of imperative programming and probabilistic reasoning.
 - c) list processing and procedural programming.
 - d) object-oriented programming and the implementation of systems without prototyping.

