CS 181 - Artificial Intelligence

Kewei Tu
Fall 2023

Administrative Stuff

- Instructor: Kewei Tu (屠可伟)
  - Email: tukw@shanghaitech.edu.cn
  - Office: SIST 1A-304B

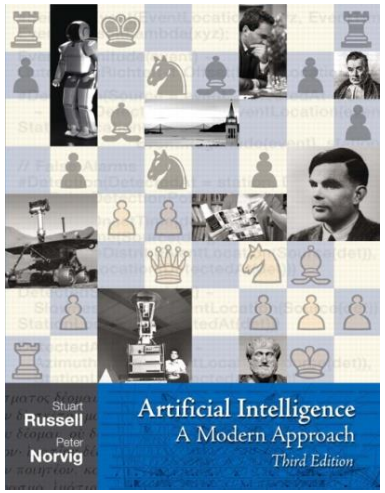
- TA: 吴昊一、乔文汇、赵奕达、吉鹏宇
  - Office hours: TBA

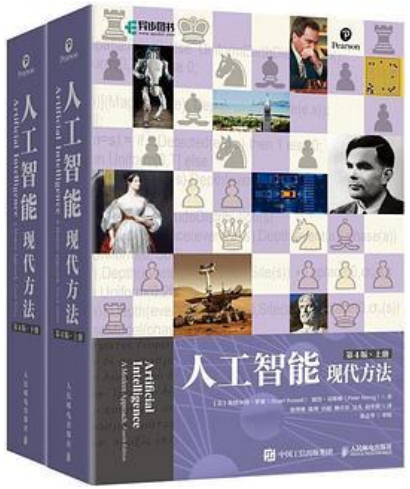
Administrative Stuff

- Classes
  - Wed/Fri 10:15-11:55am @教学中心303
  - 16 weeks
  - Language: English
    - CS181@spring semester is taught in Chinese

Administrative Stuff

- Main textbook
  - [AIMA] Artificial Intelligence: A Modern Approach, Stuart Russell and Peter Norvig, 4th edition, 2020.
  - [中译版] 人工智能：现代方法（第4版），2022





- Additional reference books will also be used

Administrative Stuff

- Blackboard
  - Announcements, homework assignments, slides, etc.
- Piazza
  - Discussion and QA
  - http://piazza.com/shanghaitech.edu.cn/fall2022/cs181
- AutoLab
  - Programming assignments
- GradeScope
  - Exam grading

Administrative Stuff

- Grading
  - 6 homework assignments (10%)
  - 6 programming assignments (25%)
  - Project (15%): 2nd half of the semester
  - Midterm exam (25%): in late Nov.
  - Final exam (25%): in week 17-18

Administrative Stuff

- Plagiarism
  - All assignments must be done individually
    - You may not look at solutions from any other source
    - You may not share solutions with any other students
    - Plagiarism detection software will be used on all the programming assignments
  - Way of collaboration
    - You may discuss together or help another student debug code; however, you cannot dictate or give the exact solution

Administrative Stuff

- Plagiarism punishment
  - When one student copies from another student, both students are responsible
  - Zero point on the assignment or exam in question
  - Repeated violation will result in an F grade for this course as well as further discipline at the school/university level

A brief overview of AI

Definition

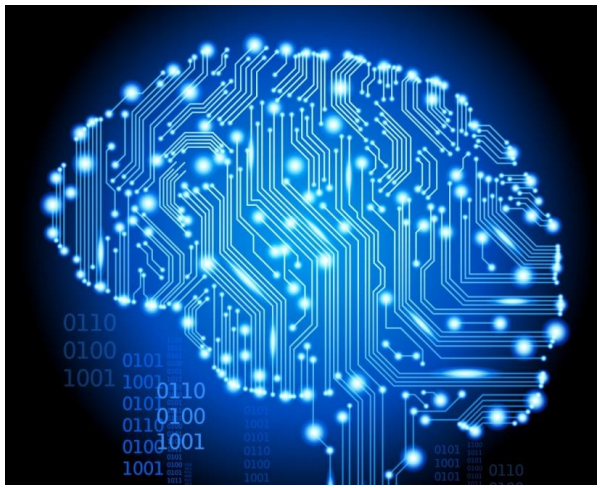
Artificial Intelligence

Machines (Computers)

Rationality:
Ability to maximize goal achievement given available information

Artificial Intelligence

- AI vs. Human Intelligence
  - Brains (human minds) are good at rational thinking, but not perfect
  - “Brains are to intelligence as wings are to flight”



A brief history

- Lots of early speculation & research
  - Turing: “Computing Machinery and Intelligence” (1950)

I.—COMPUTING MACHINERY AND INTELLIGENCE

By A. M. Turing

1. *The Imitation Game.*

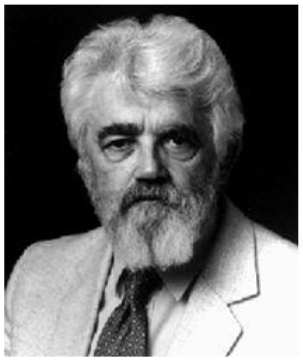
I PROPOSE to consider the question, ‘Can machines think?’ This should begin with definitions of the meaning of the terms ‘machine’ and ‘think’. The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words ‘machine’ and ‘think’ are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning and the answer to the question, ‘Can machines think?’ is to be sought in a statistical survey such as a Gallup poll. But this is absurd. Instead of attempting such a definition I shall replace the question by another, which is closely related to it and is expressed

Alan Turing

A brief history

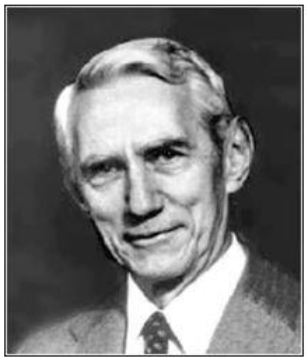
- Birth (1956)
  - Dartmouth workshop

Dartmouth Conference: The Founding Fathers of AI

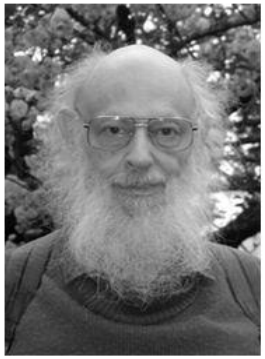


John McCarthy

Marvin Minsky



Claude Shannon



Ray Solomonoff

Alan Newell

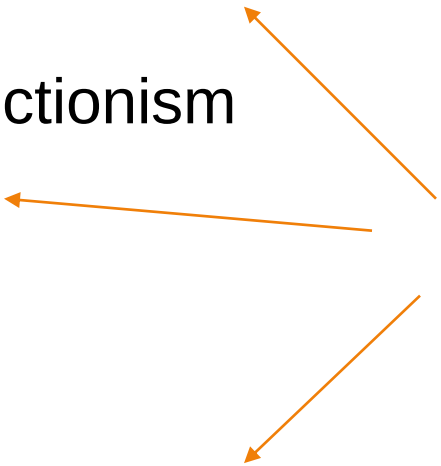
Herbert Simon

Arthur Samuel

And several other people…

A brief history

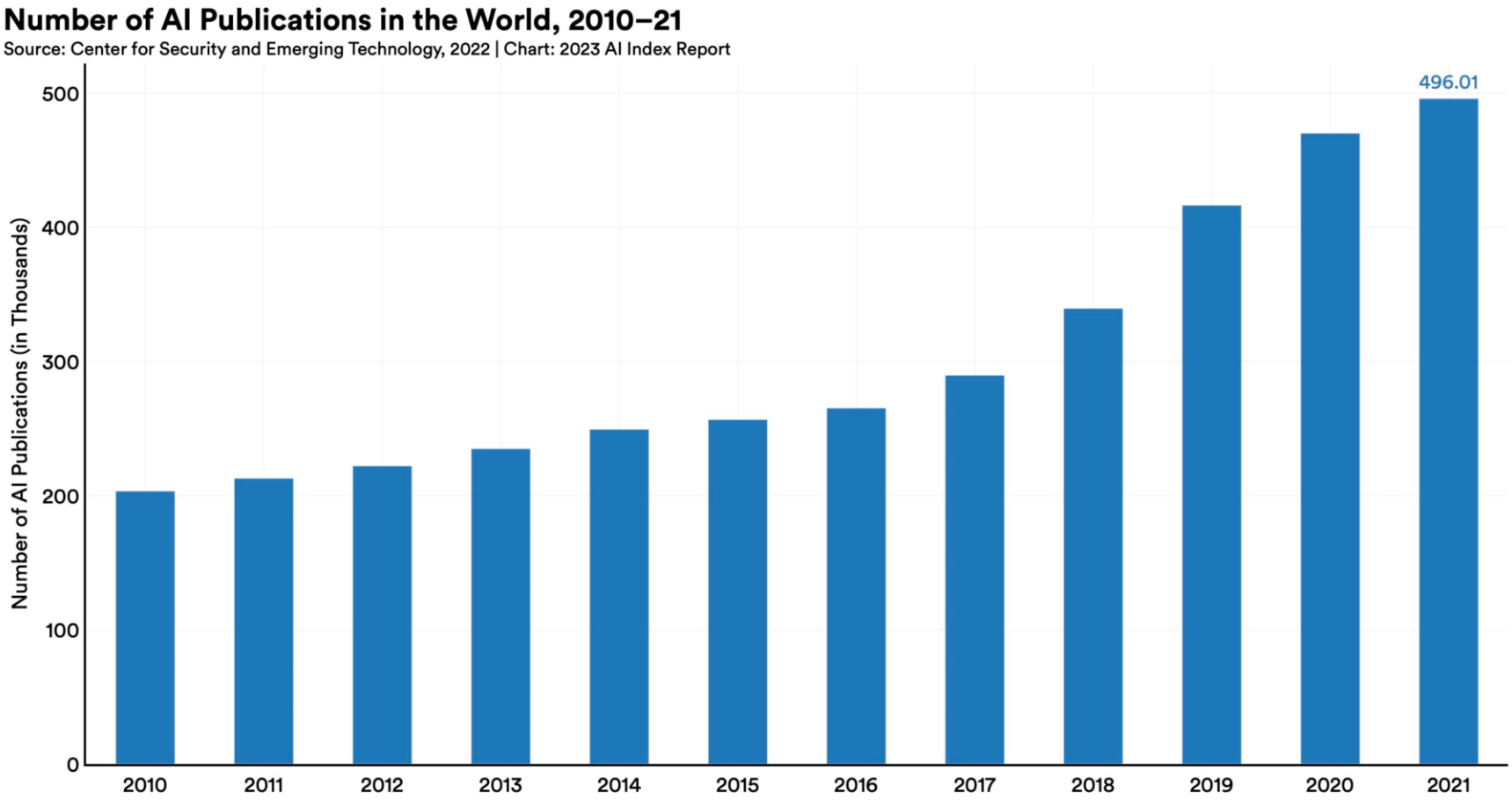
- Great expectations (1950s-1960s)
  - A variety of methodology
    - e.g., symbolism, connectionism
- AI winter (1970s)
  - Downfall of perceptron
  - Lighthill report
- Boom (1980s)
  - Revival of neural networks
- More scientific methods (1990s-2000s)
  - Statistical approaches

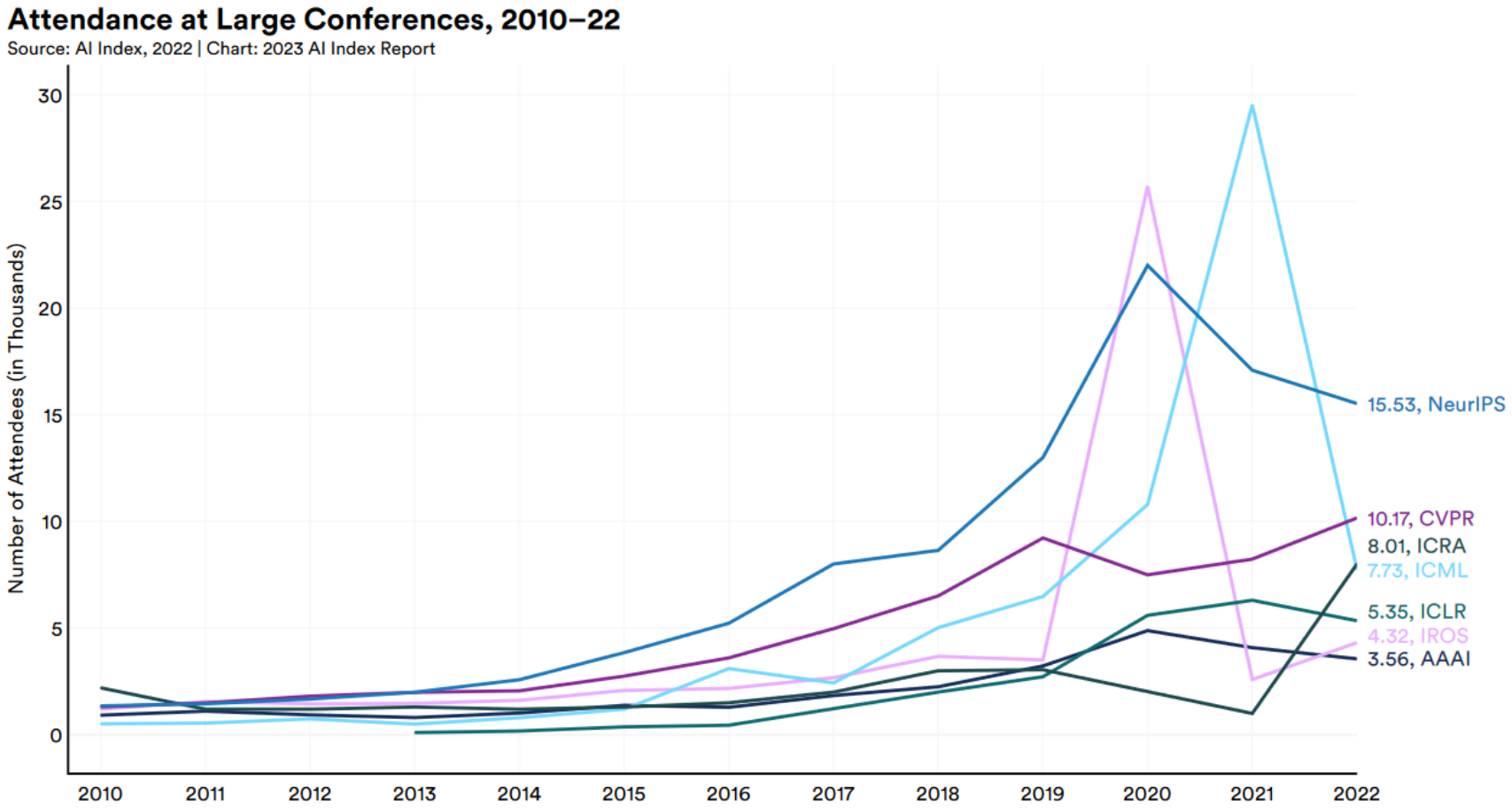


Very rough timeline

A brief history

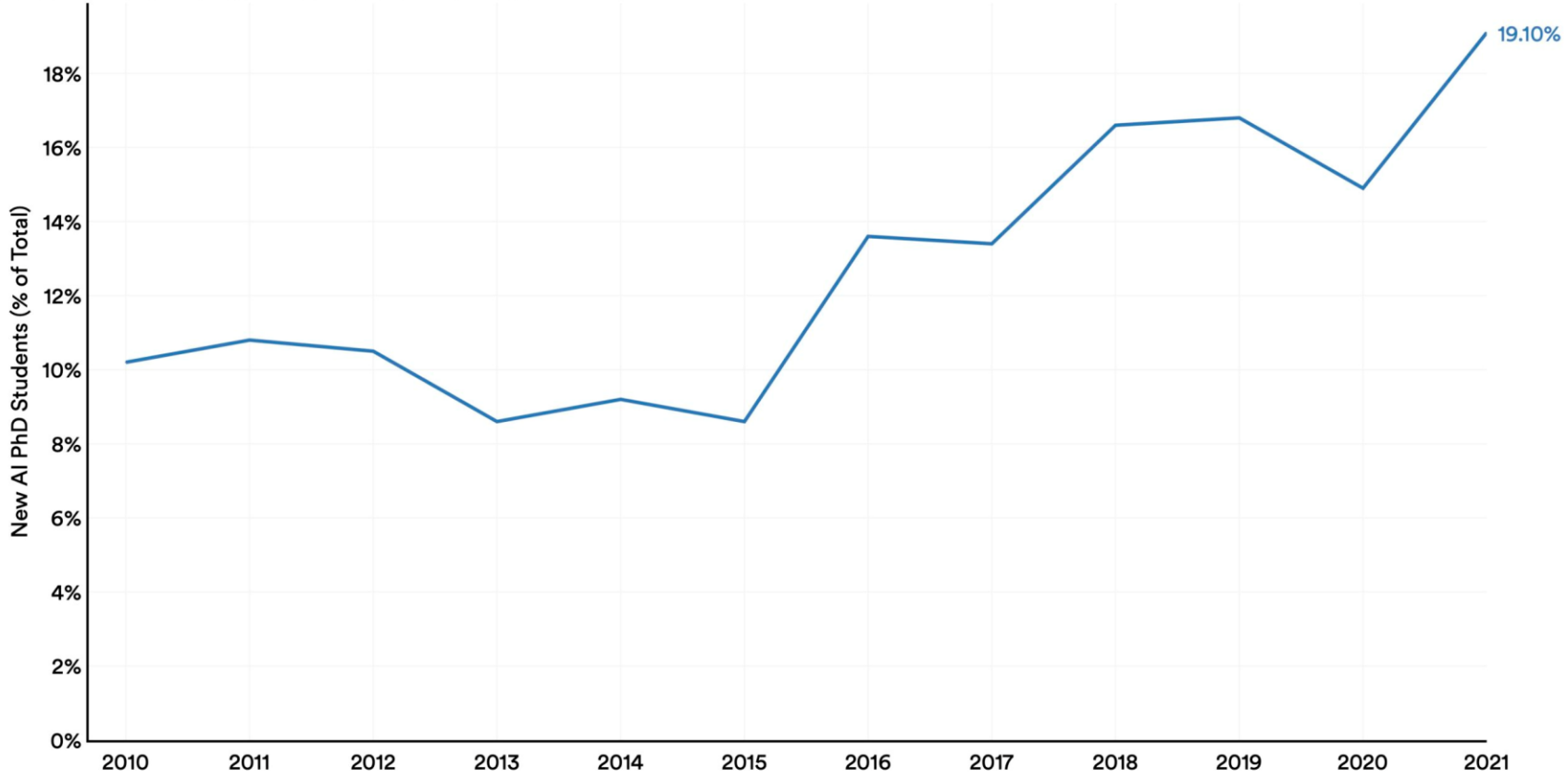
- The past ten years
  - Rise of big data and big models (deep learning)
  - AI becomes one of the hottest areas in CS
  - Great interest from industry and public
  - Many real-world applications


Number of AI Publications in the World, 2010–21
Source: Center for Security and Emerging Technology, 2022 | Chart: 2023 AI Index Report
Number of AI Publications (in Thousands)
0
100
200
300
400
500
496.01
2010
2011
2012
2013
2014
2015
2016
2017
2018
2019
2020
2021


Attendance at Large Conferences, 2010–22
Source: AI Index, 2022 | Chart: 2023 AI Index Report
Number of Attendees (in Thousands)
30
25
20
15
10
5
0
2010
2011
2012
2013
2014
2015
2016
2017
2018
2019
2020
2021
2022
15.53, NeurIPS
10.17, CVPR
8.01, ICRA
7.73, ICML
5.35, ICLR
4.32, IROS
3.56, AAAI

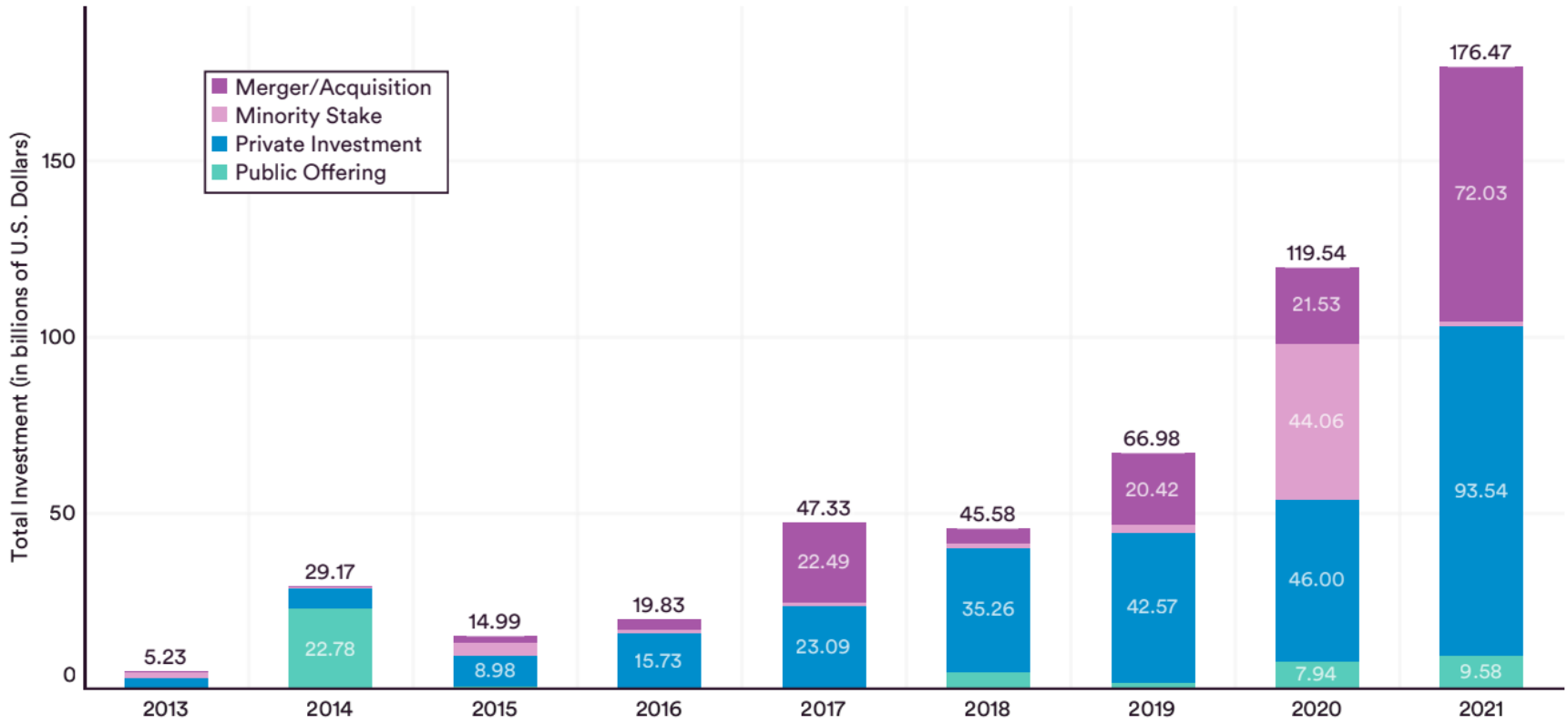
New CS PhD Students (% of Total) Specializing in AI, 2010–21

Source: CRA Taulbee Survey, 2022 | Chart: 2023 AI Index Report



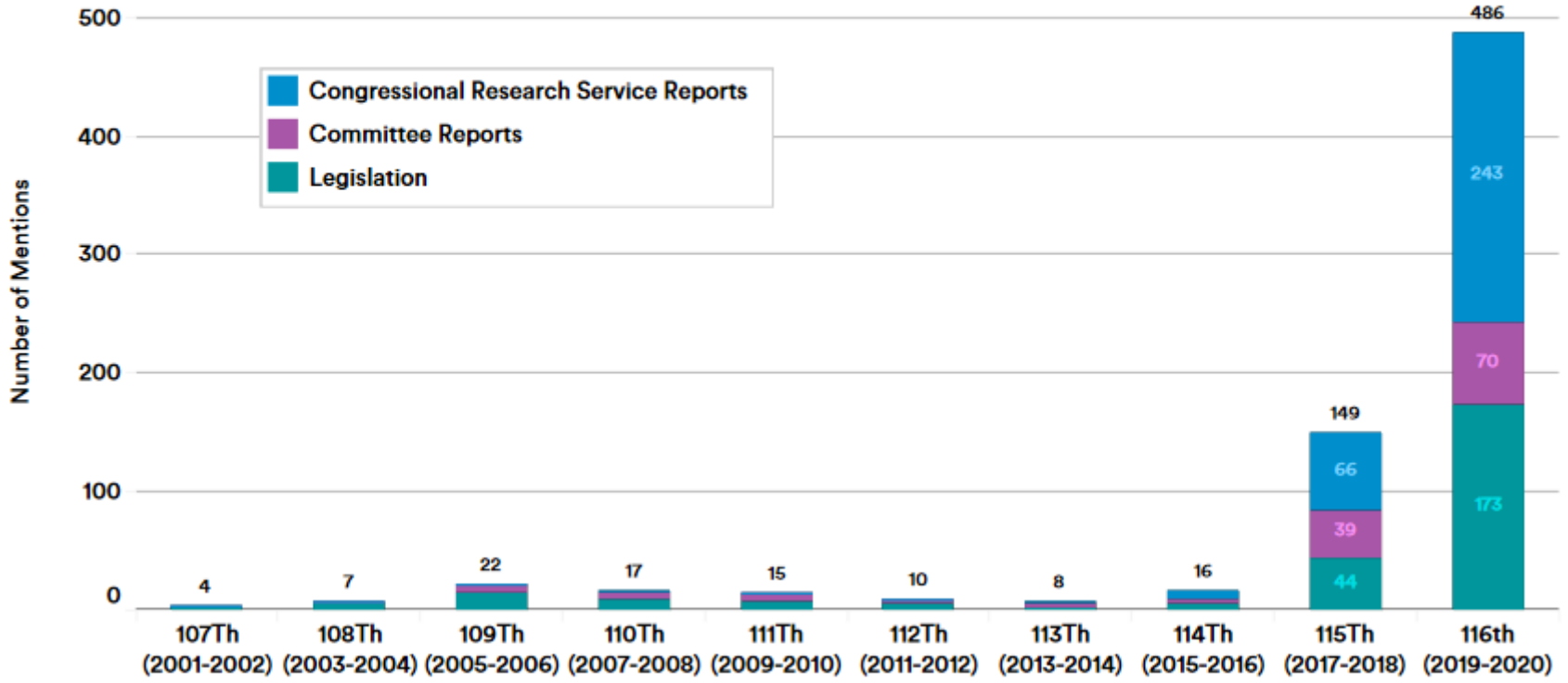
GLOBAL CORPORATE INVESTMENT in AI by INVESTMENT ACTIVITY, 2013–21

Source: NetBase Quid, 2021 | Chart: 2022 AI Index Report



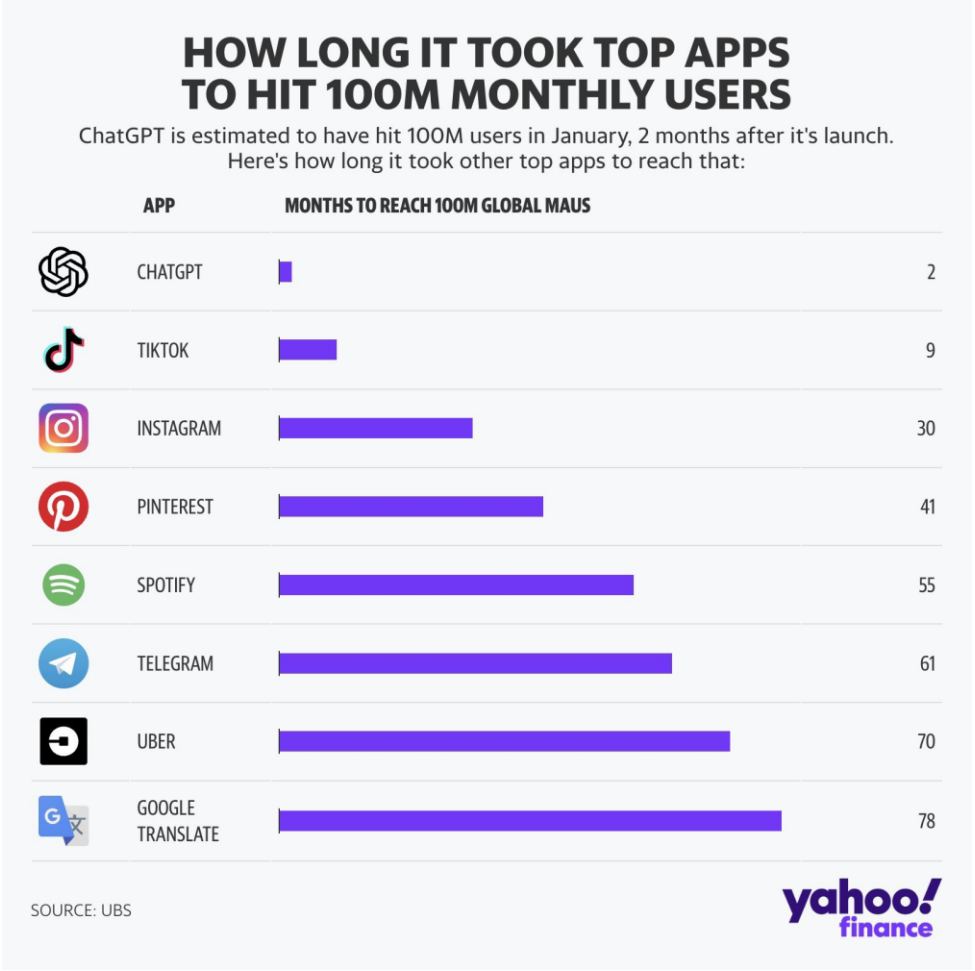
MENTIONS of AI in U.S. CONGRESSIONAL RECORD by LEGISLATIVE SESSION, 2001-20

Source: Bloomberg Government, 2020 | Chart: 2021 AI Index Report



A brief history

- The past year
  - ChatGPT and the rise of large language (+X) models
  - Huge impact in academia, industry and general public



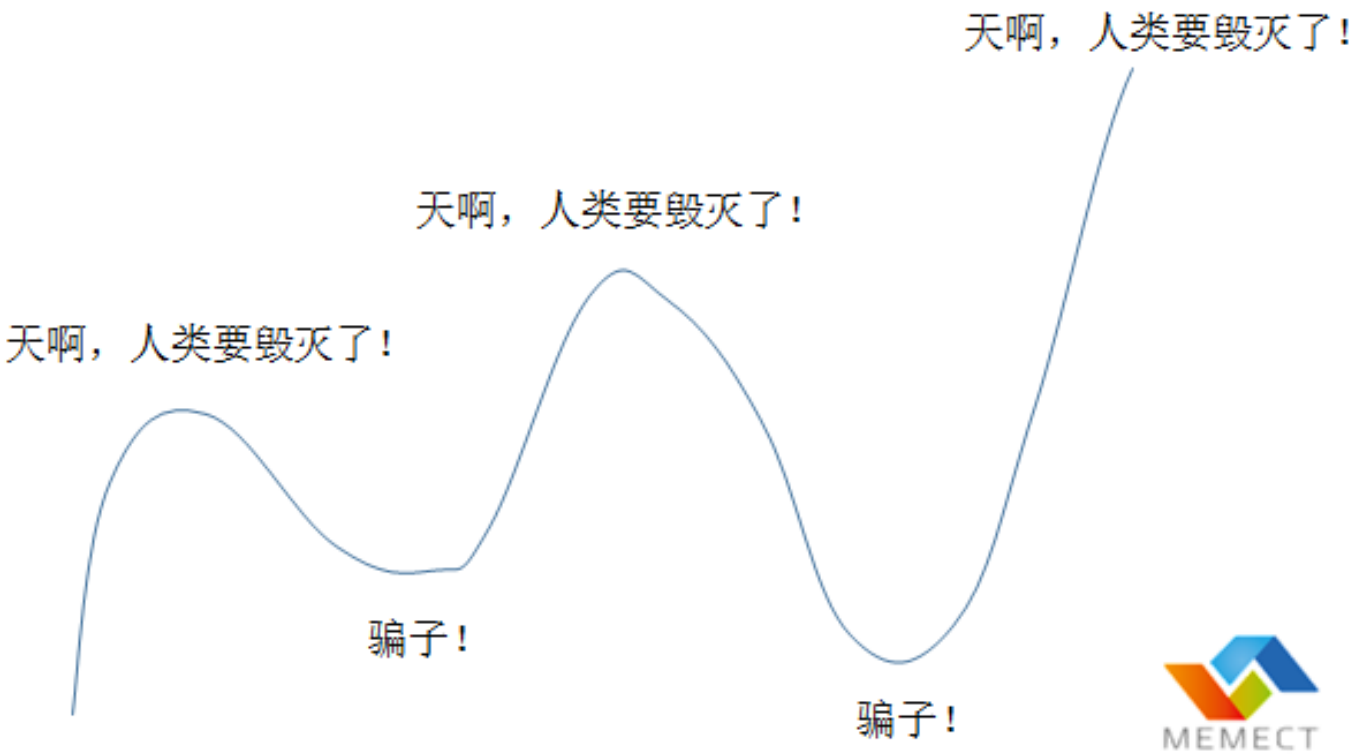
A NEW ERA

The Age of AI has begun

Artificial intelligence is as revolutionary as mobile phones and the Internet.

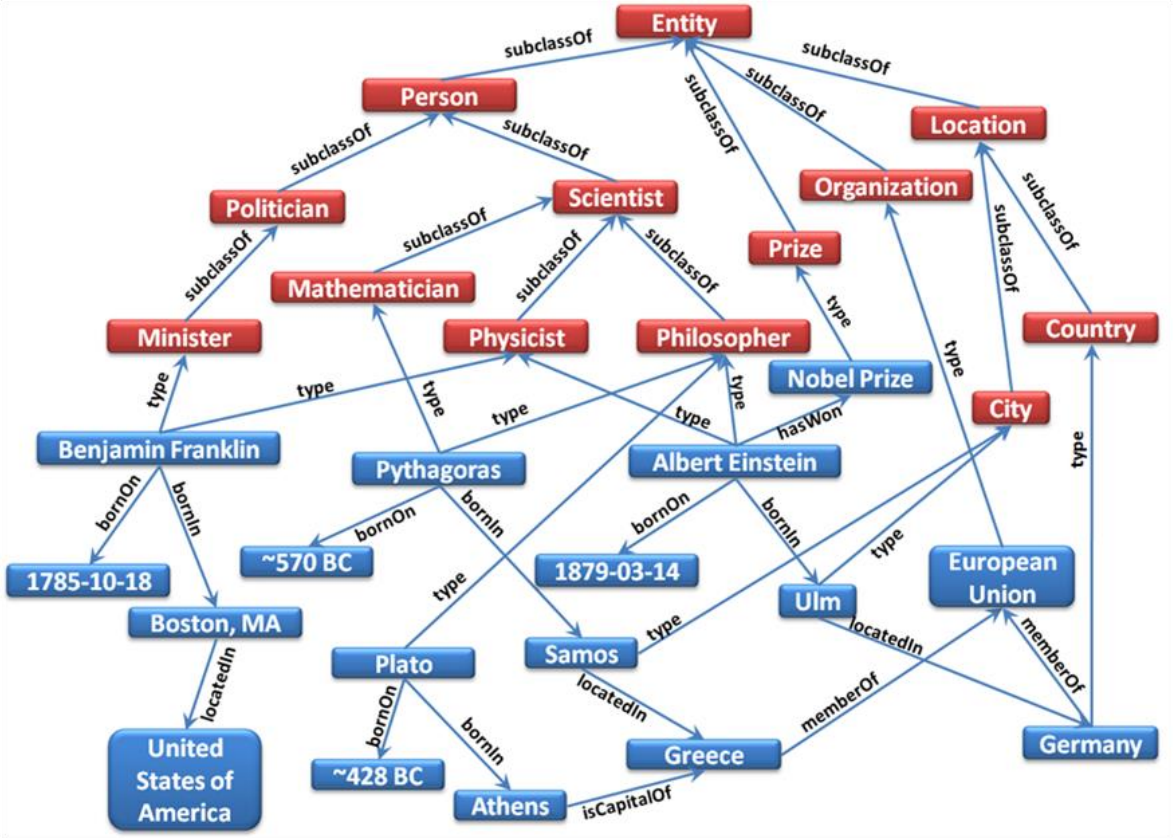
By **Bill Gates** | March 21, 2023 • 14 minute read

A brief history



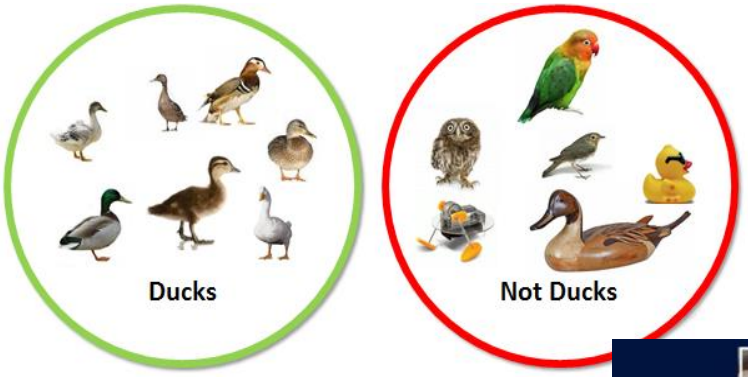
Subfields of AI

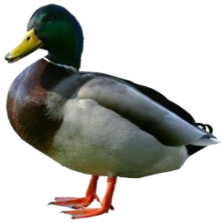
- Knowledge Representation and Reasoning

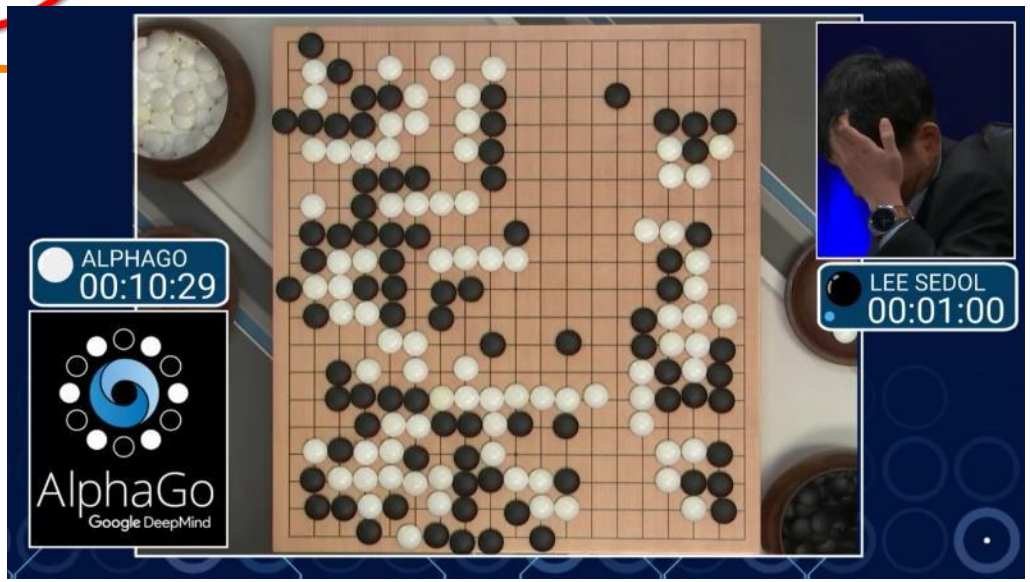


Subfields of AI

- Machine Learning

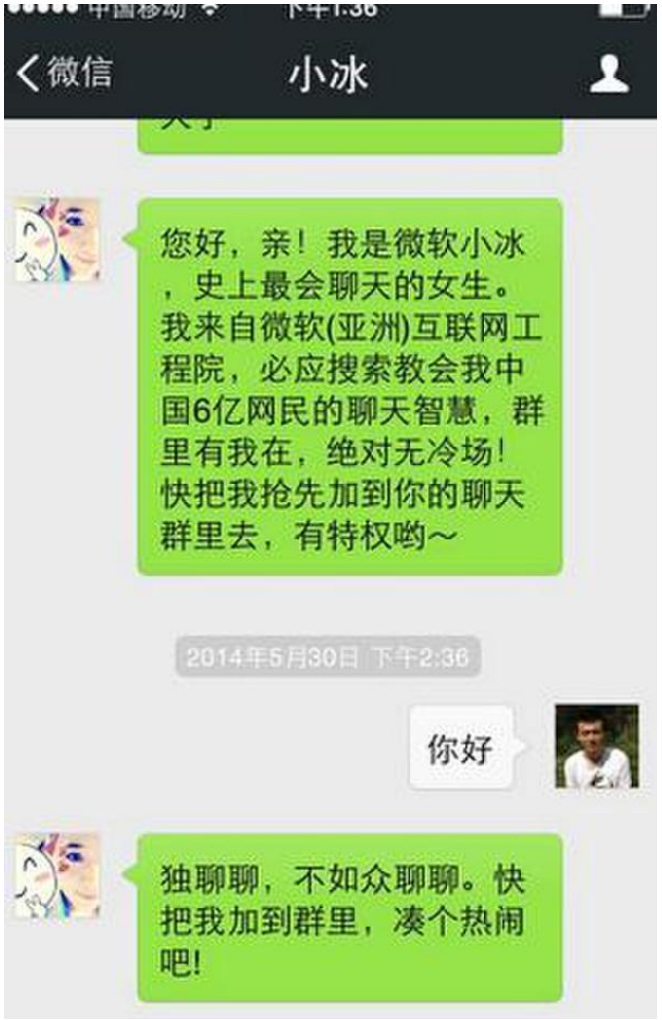






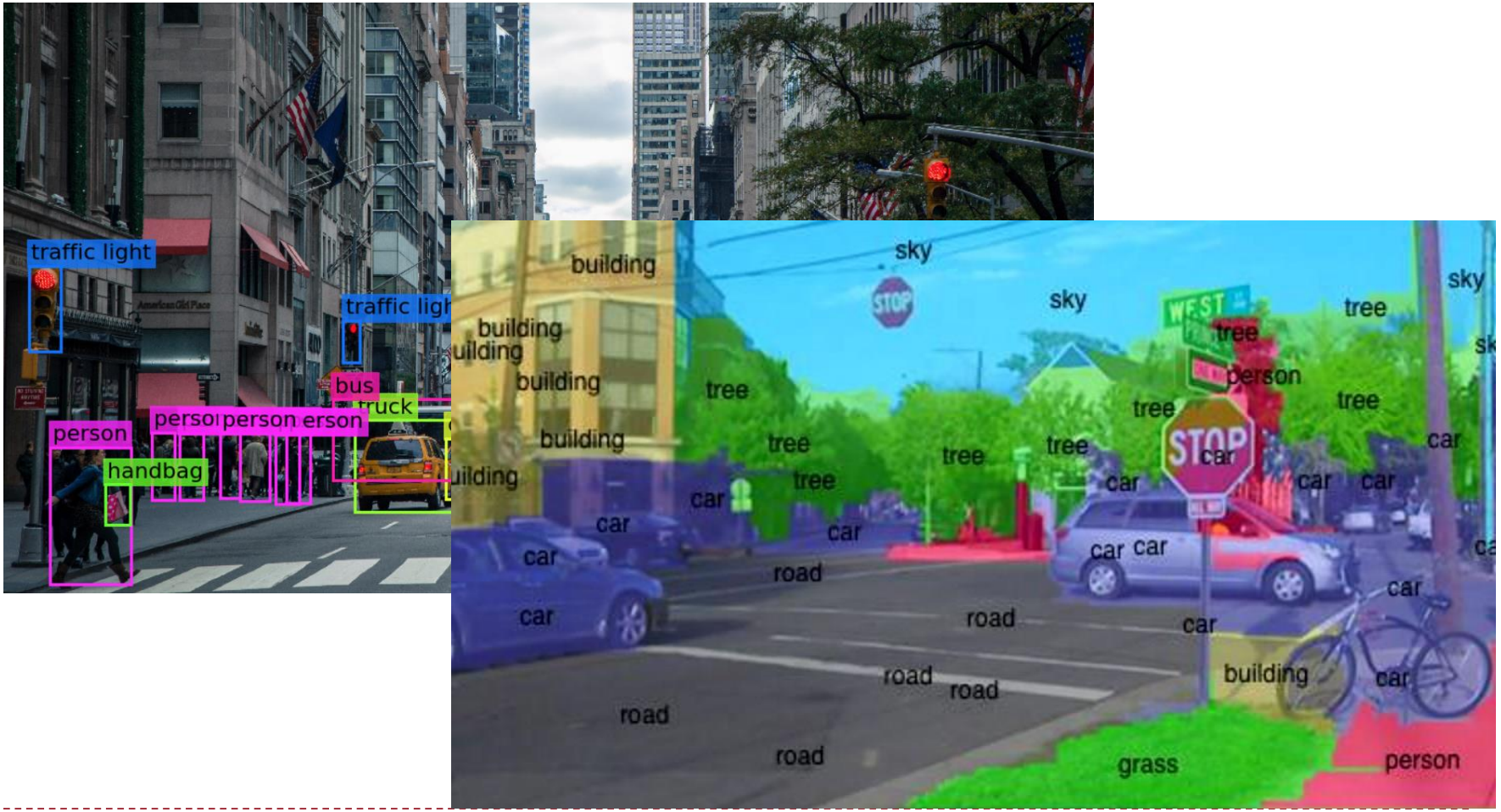
Subfields of AI

- Natural Language Processing



Subfields of AI

- Computer Vision



Subfields of AI

- Robotics

2015 (200x)

2022 (3x)

Subfields of AI

- Multi-Agent System

Subfields of AI

Integration

Multi-Agent System

Robotics

Modality-Specific

Natural Language Processing

Computer Vision

Speech Recognition

Foundation

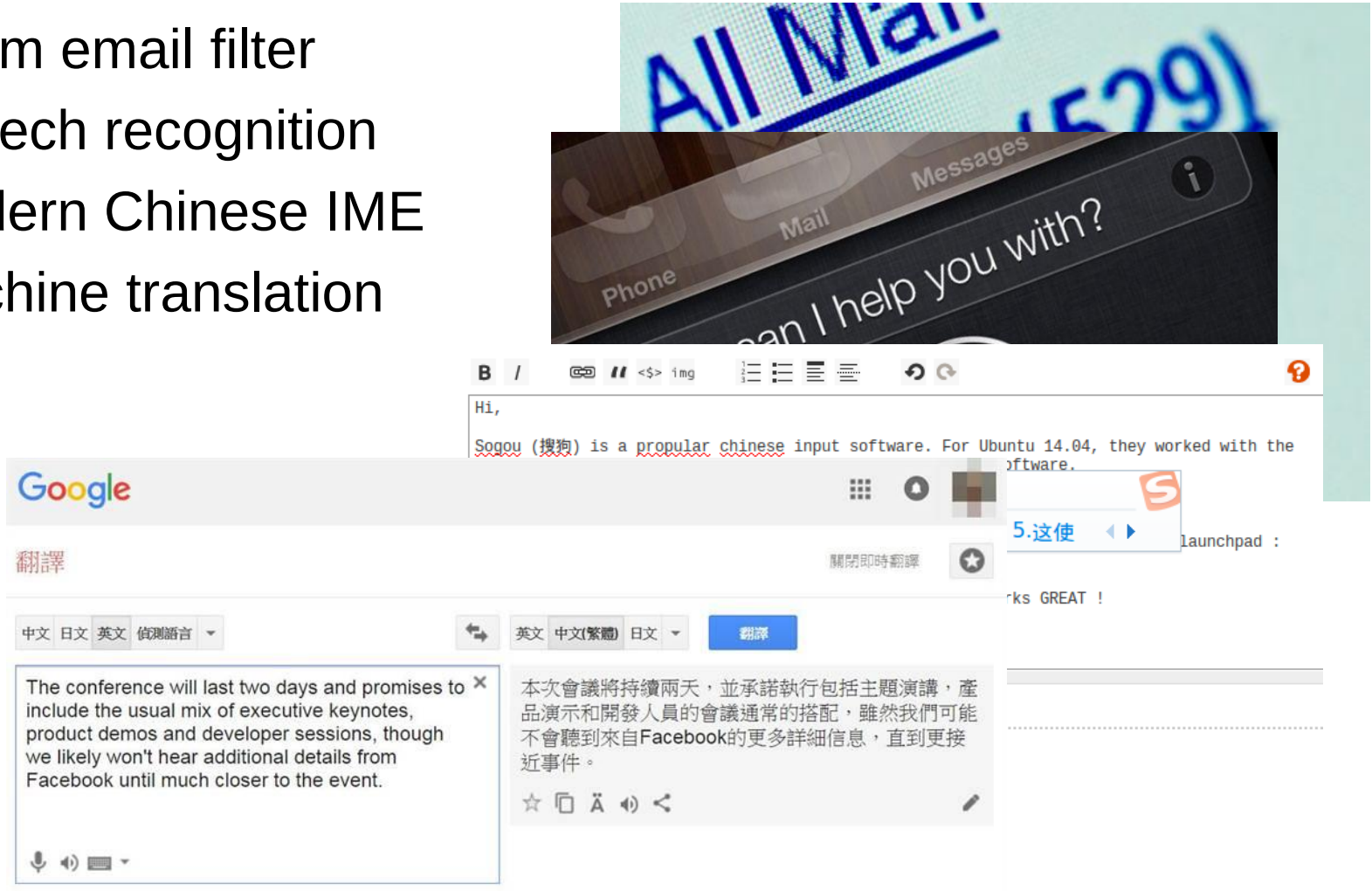
Machine Learning

Knowledge Representation & Reasoning

Uncertainty in AI

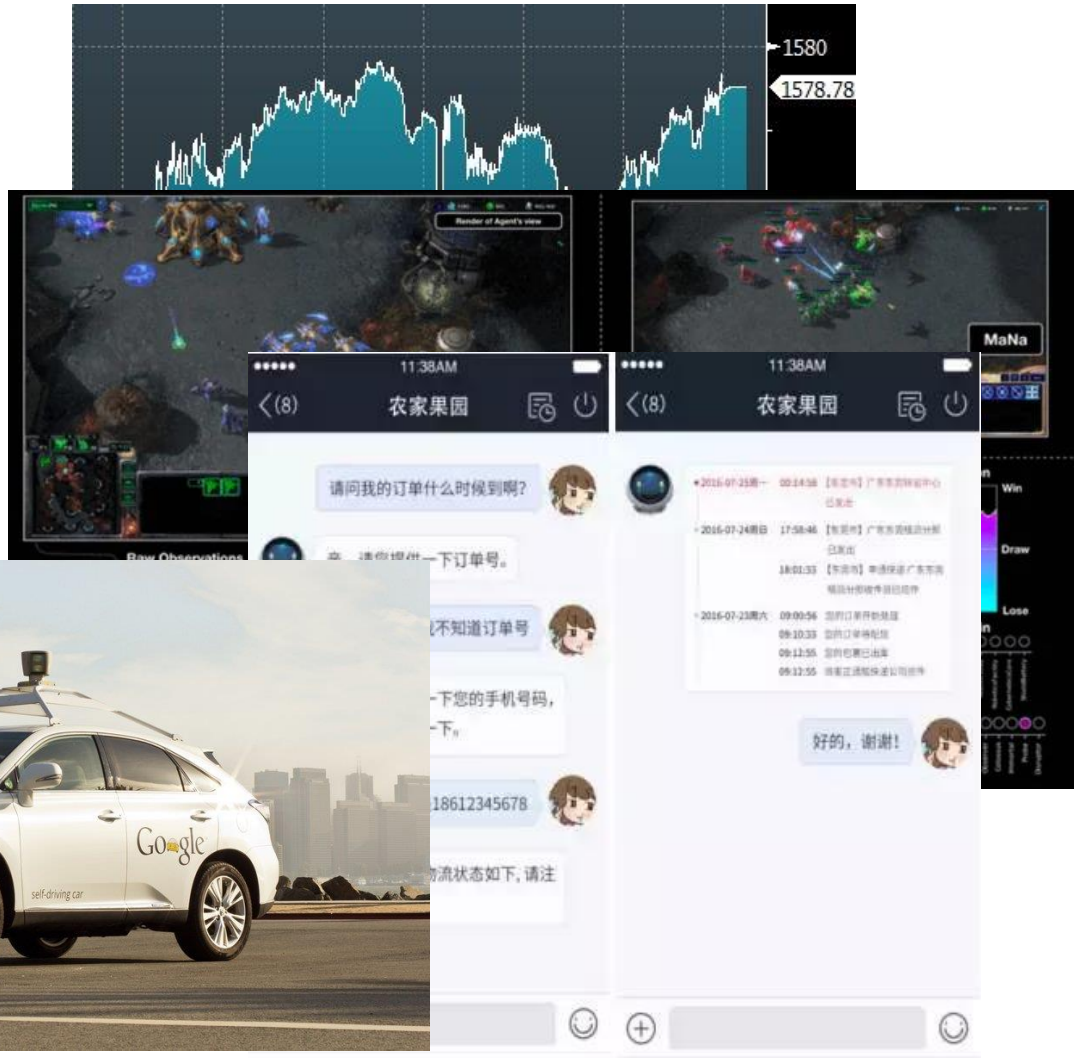
Applications of AI

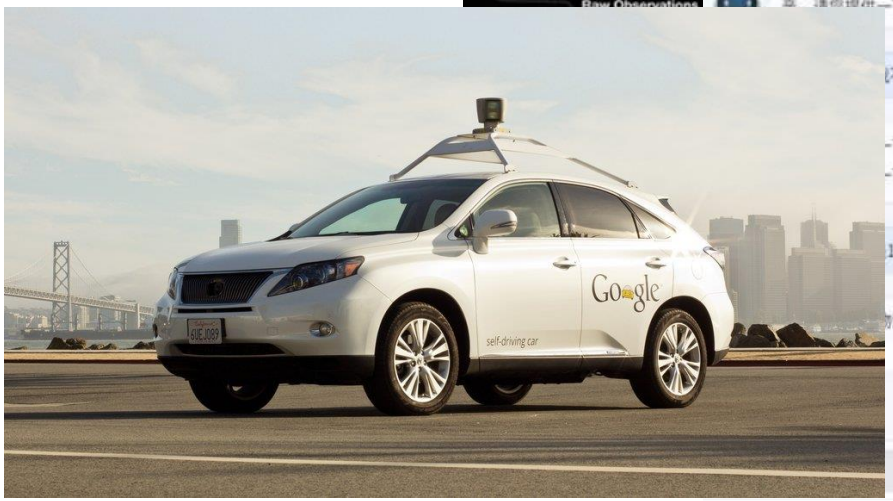
- Spam email filter
- Speech recognition
- Modern Chinese IME
- Machine translation



Applications of AI

- Financial trading
- Game AI
- Customer service chatbot
- Self-driving





Applications of AI

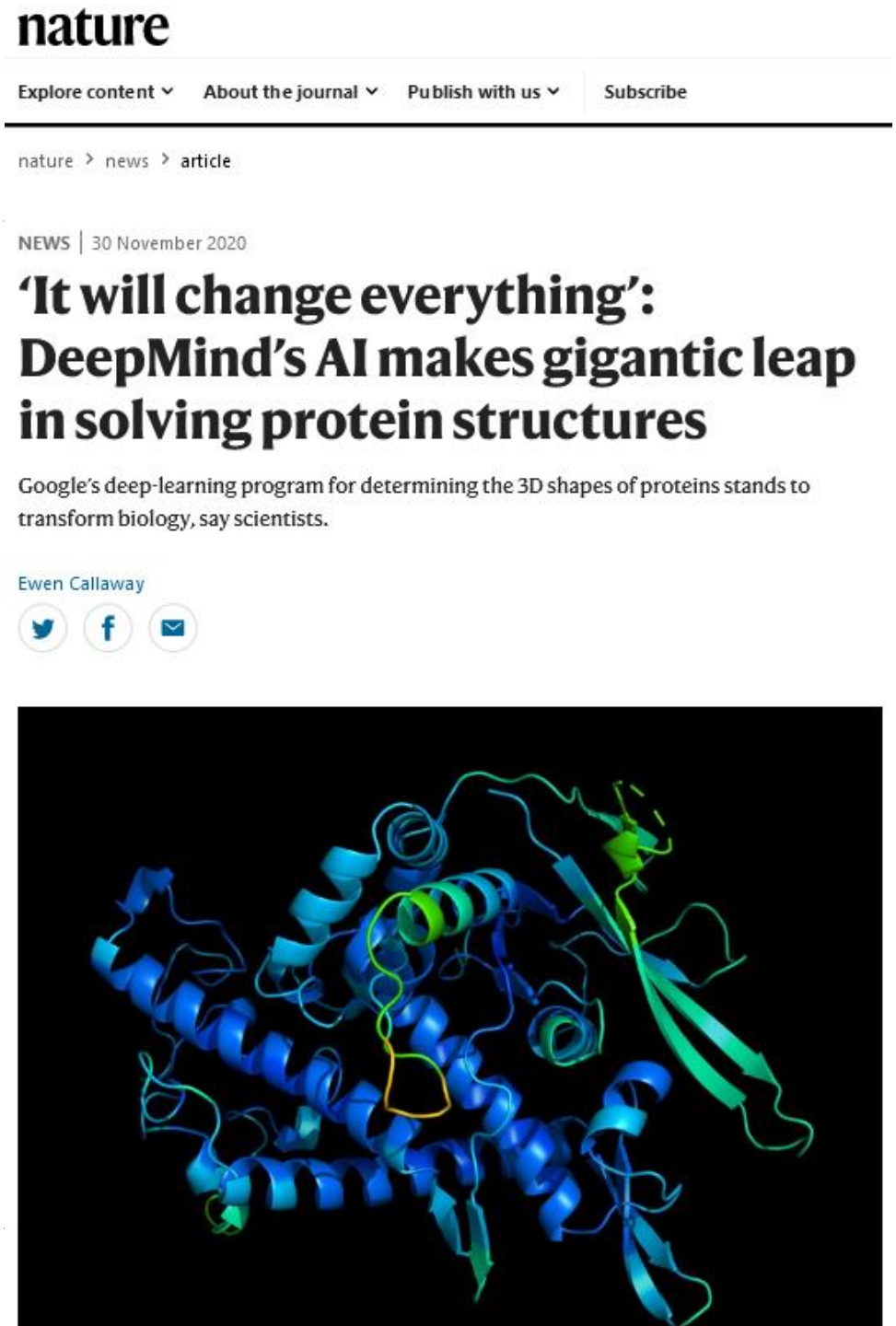
- Graphic design
  - **Midjourney**: A pair of young Chinese lovers, wearing jackets and jeans, sitting on the roof, the background is Beijing in the 1990s, and the opposite building can be seen

- E-commerce
  - Live-stream video generation

https://www.technologyreview.com/2023/09/19/1079832/chinese-ecommerce-deepfakes-livestream-influencers-ai/

Applications of AI

- AI for science and technology
  - Protein structure prediction
  - Drug design
  - Fusion plasma control
  - Chip circuit design
  - Algorithms for matrix manipulation
  - Github copilot



nature

Explore content · About the journal · Publish with us · Subscribe

nature › news › article

NEWS | 30 November 2020

'It will change everything': DeepMind's AI makes gigantic leap in solving protein structures

Google's deep-learning program for determining the 3D shapes of proteins stands to transform biology, say scientists.

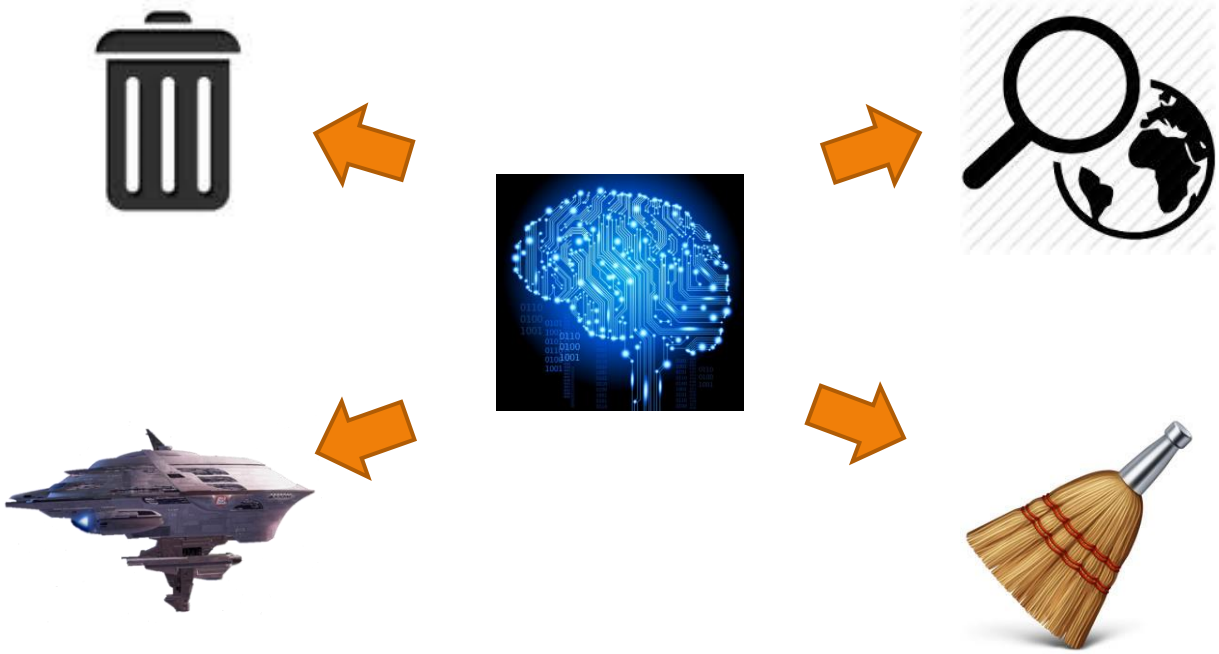
Ewen Callaway

Strong AI vs. Weak AI

- Weak AI (Applied AI)
  - AI that accomplishes specific tasks

Strong AI vs. Weak AI

- Strong AI (General AI)
  - human-like intelligence – AI that could successfully perform any intellectual task that a human can

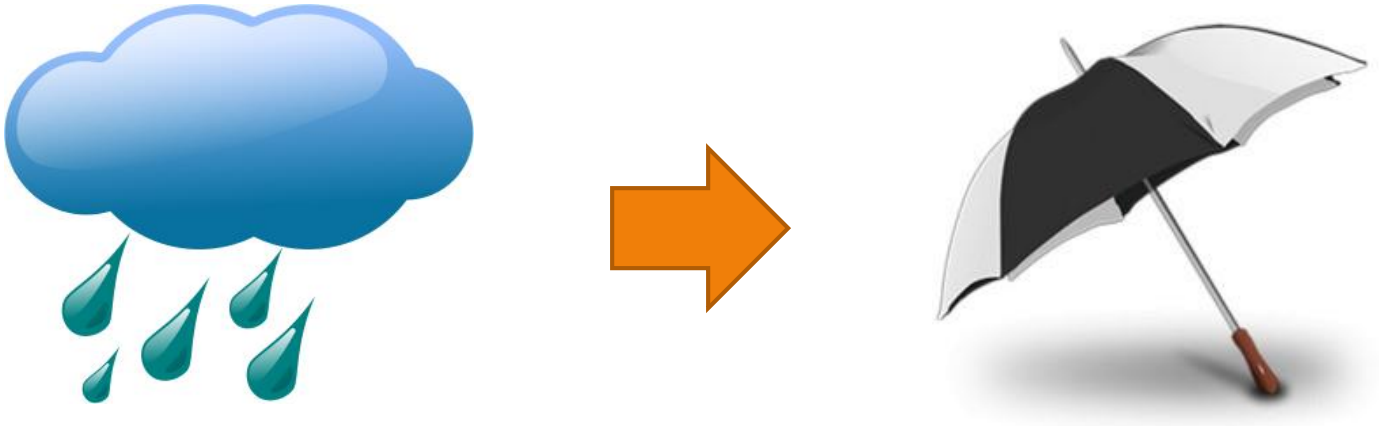


Strong AI vs. Weak AI

- Q1: What is the woman in the middle doing?
  - Action recognition, a CV problem
- Q2: What is the woman on the left going to do?
  - Reasoning about context and intention (beyond current CV)
- Q3: This photo was taken in Europe in 2015. What was going on?
  - Knowing background knowledge by reading news, …

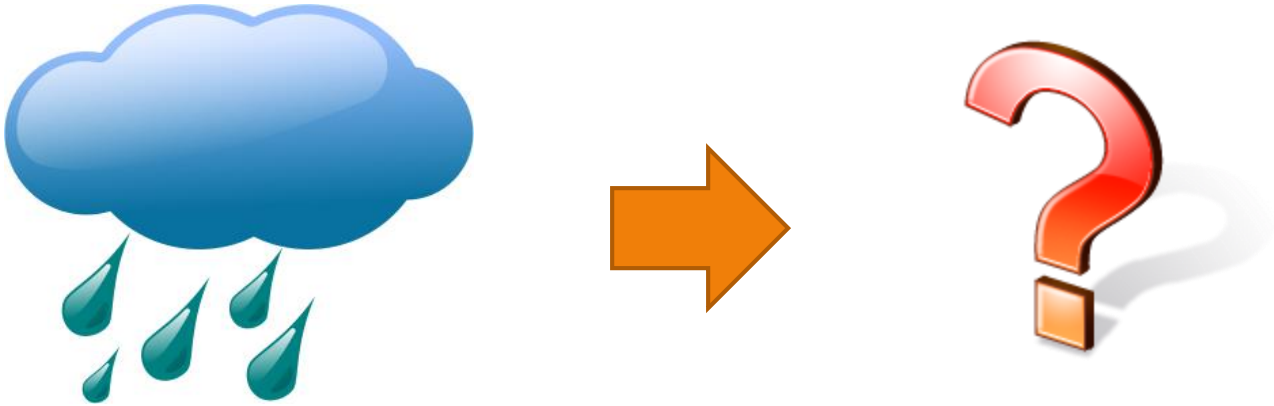
Central problems of (strong) AI

- Knowledge Representation (KR)
  - Knowledge: facts, beliefs, concepts, skills, … that are accumulated over time



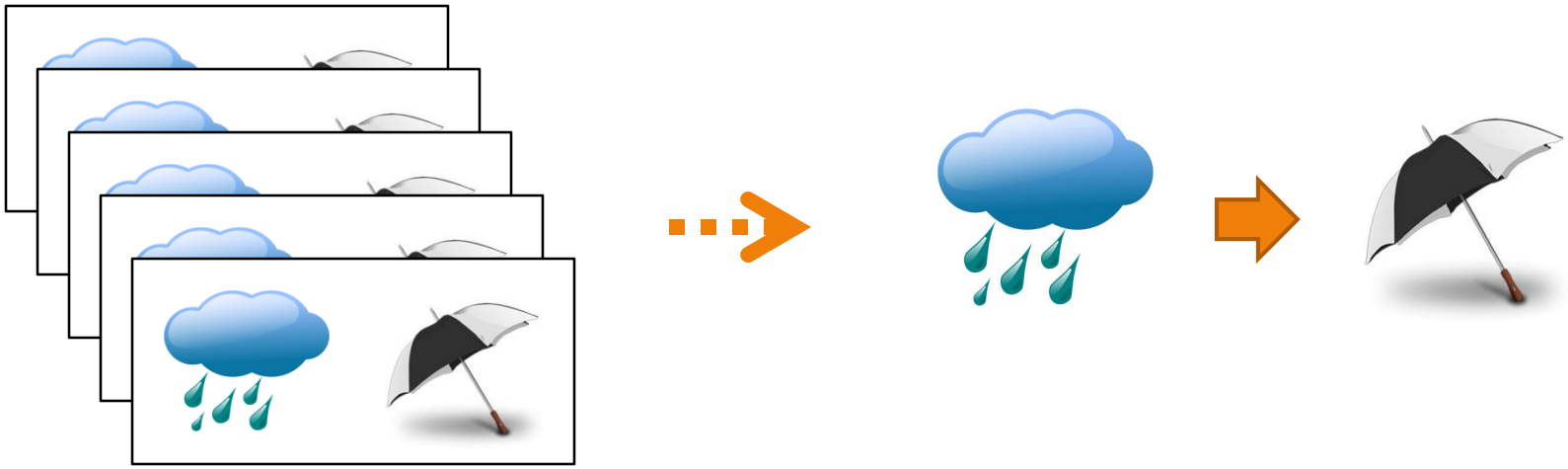
Central problems of (strong) AI

- Inference
  - How to utilize knowledge to derive new information based on existing information



Central problems of (strong) AI

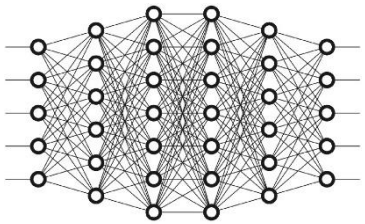
- Learning
  - How to accumulate knowledge from experience and education



Three types of approaches

Symbolism

$$+ \quad - \quad \times \quad \div$$
$$\neg \quad \vee \quad \perp \quad \cong$$
$$\in \quad \cap \quad \subseteq \quad \Sigma$$
$$\partial \quad \nabla \quad \wedge \quad \Pi$$



Connectionism

Statistical Approaches

Symbolism

- Representing knowledge with symbols and their compositions (expressions)
- Inference and learning is done by manipulating symbols (e.g., logic)

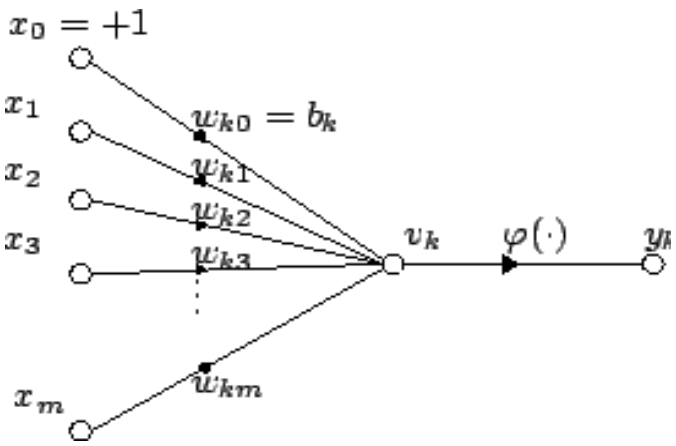
$$\forall x \forall y, Human(x) \land Place(y) \land At(x, y) \land Rain(y)$$
$$\rightarrow \exists z, Umbrella(z) \land Use(x, z)$$

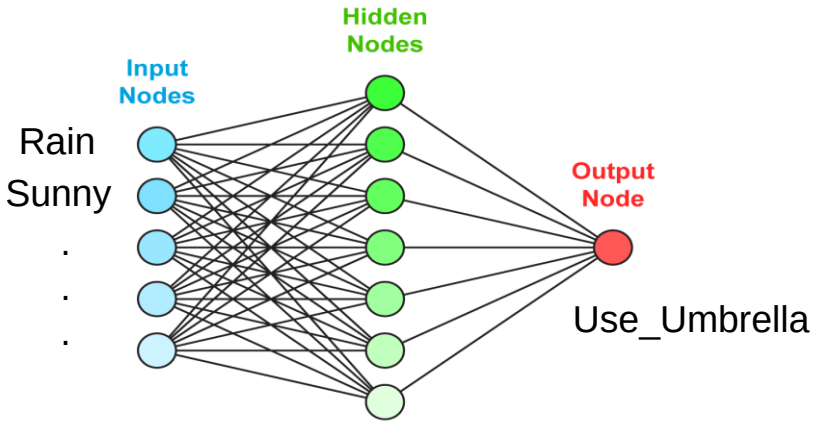
Symbolism

- History
  - Dominant during 1950s – 1980s
  - Fell out of favor in 1980s – 1990s
  - Integration with statistical approaches (2000s)
  - Integration with neural approaches (2010s)

Connectionism

- Representing knowledge with interconnected networks of simple units
  - Neural networks
- Inference
  - Follow the computation specified by the network from input to output
- Learning
  - optimization of connection weights

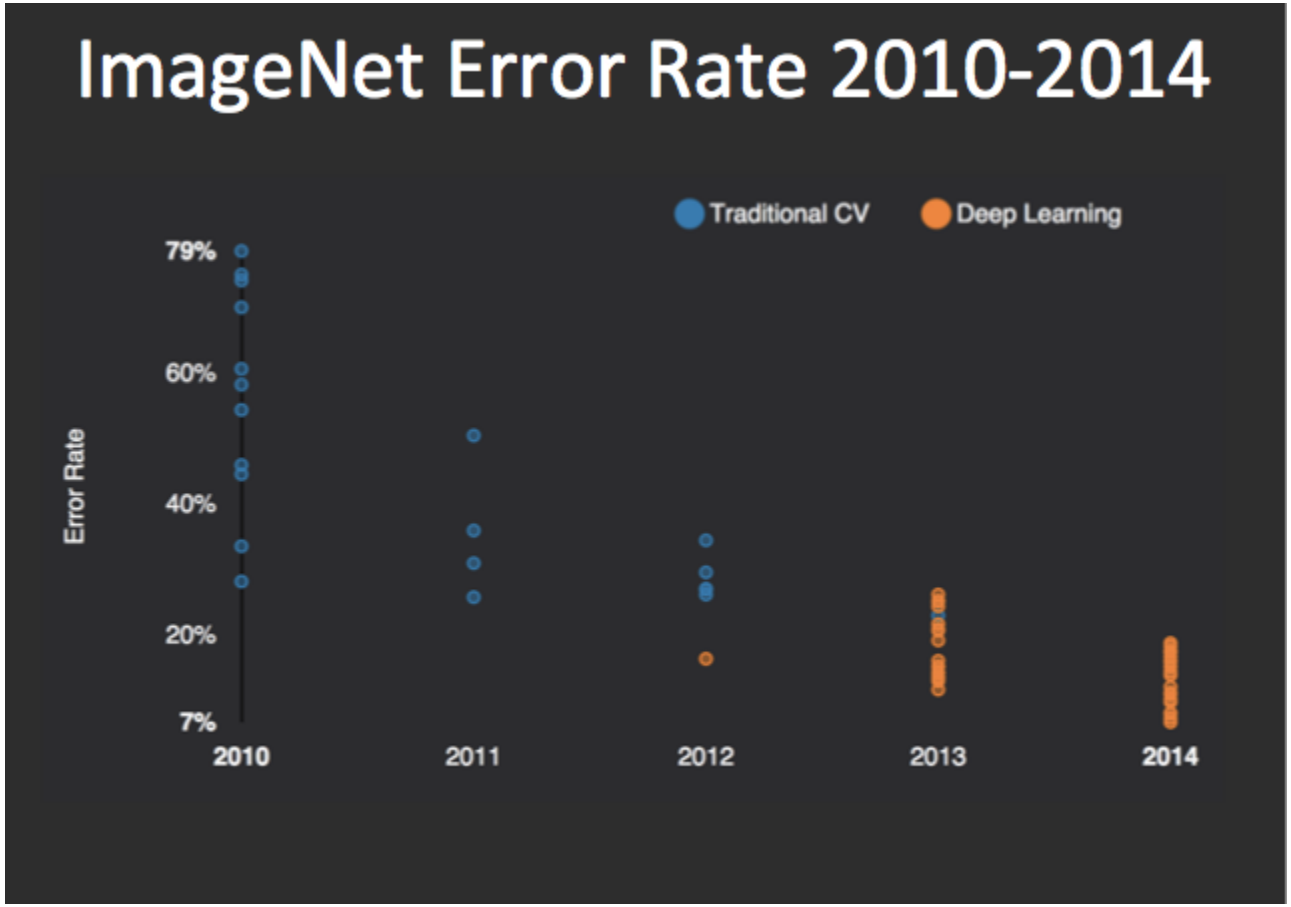




Connectionism

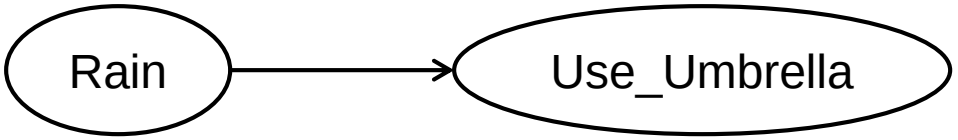
- History of connectionism: rose and fell for several times
  - 1940s: pioneer work, e.g., McCulloch-Pitts model
  - 1958: invention of perceptron (Rosenblatt)
  - 1969: “Perceptron” published (Minsky & Papert)
    - Publicized key issues of perceptron (e.g., XOR)
  - 1970s: AI winter
  - 1980s: revival of connectionism
    - Hopfield net, BP algorithm
    - Rumelhart & McClelland (1986): Parallel Distributed Processing
  - 1990s-2000s: overtaken in popularity by other methods
  - 2010s: rise of deep learning
    - Since ~2012: dominates CV
    - Since ~2015: dominates NLP

Connectionism



Statistical Approaches

- Representing knowledge with probabilistic models
- Inference and learning is done by probabilistic inference



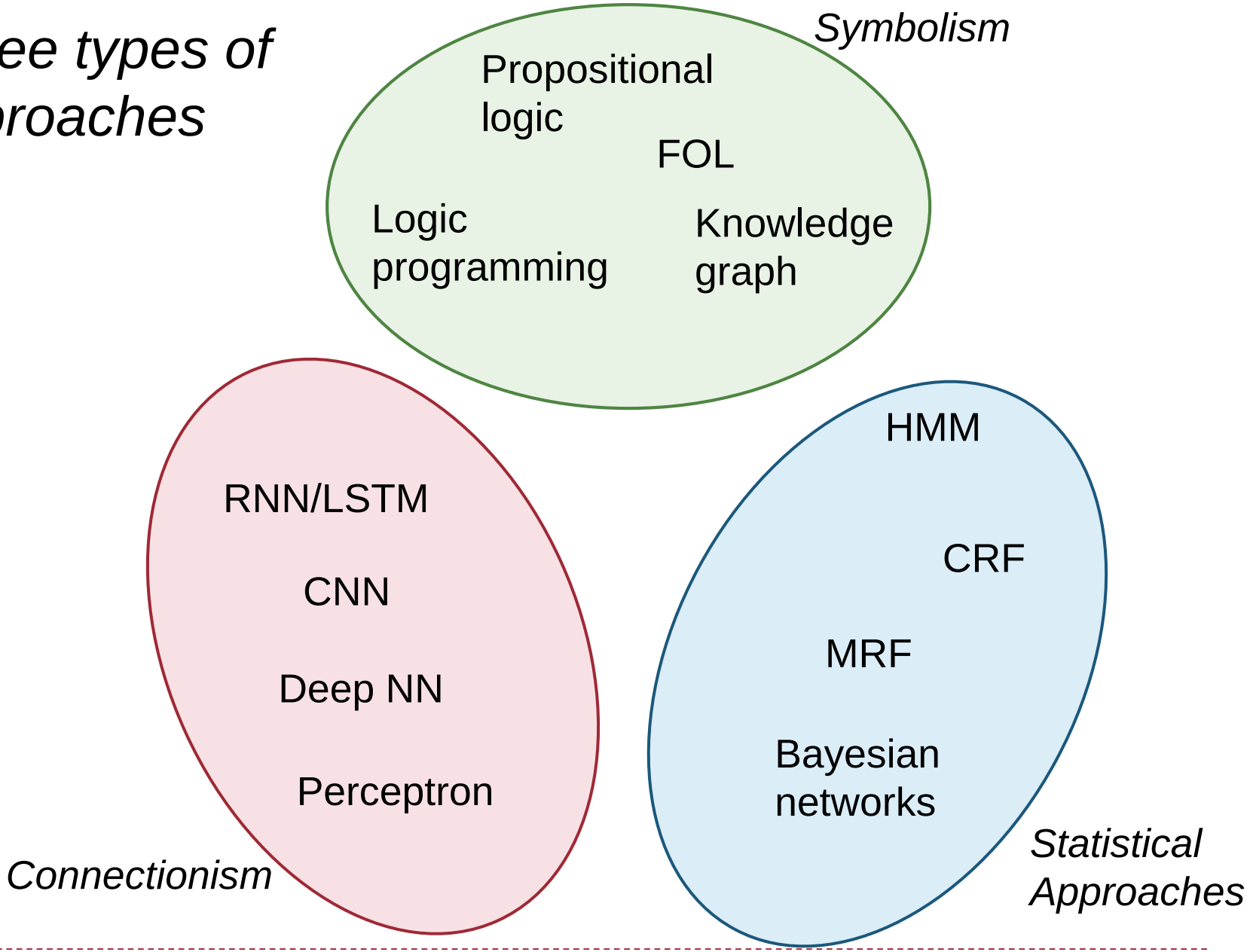
	T	F
	0.2	0.8

Rain	T	F
T	0.95	0.05
F	0.1	0.9

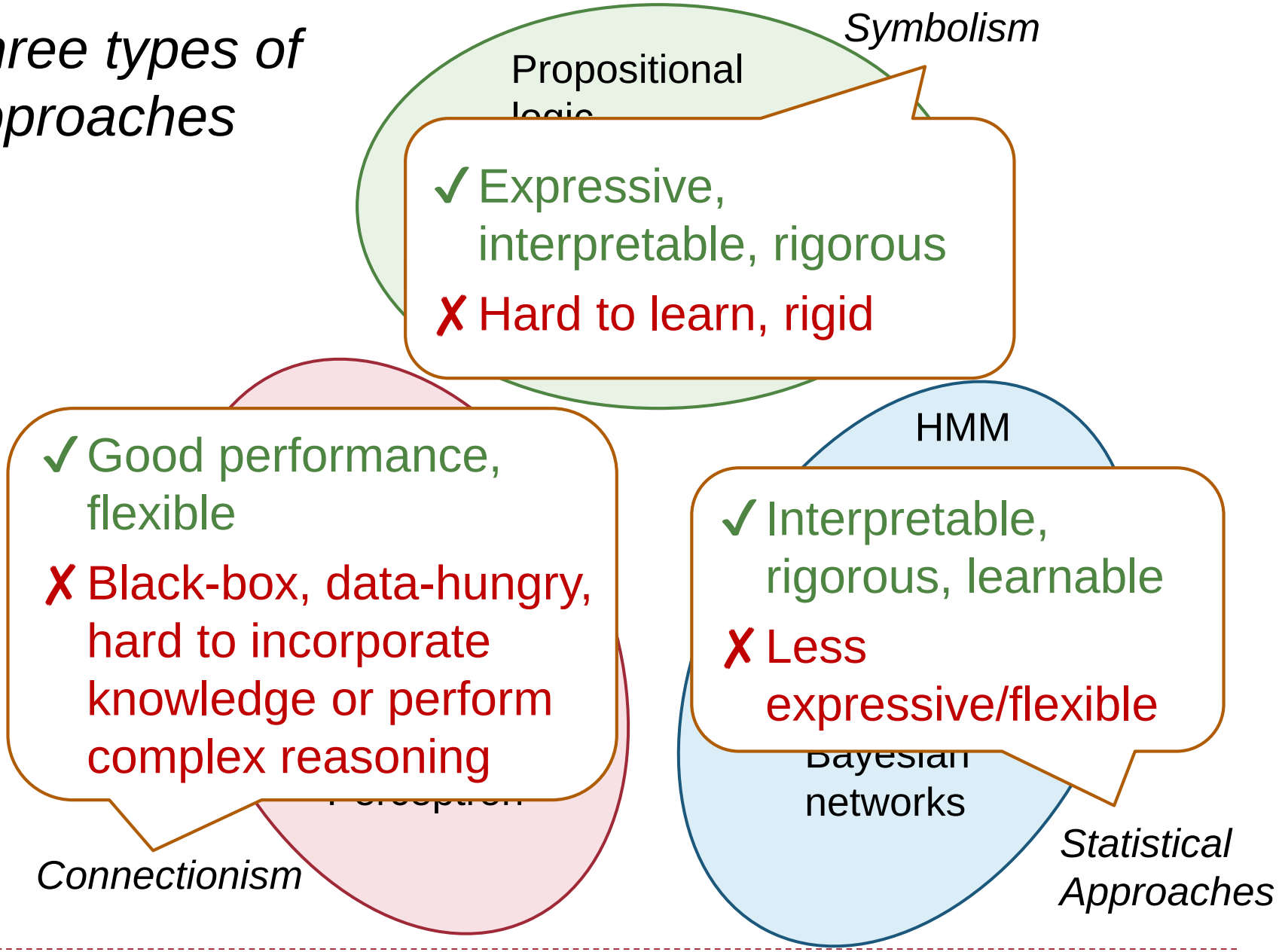
Statistical Approaches

- History
  - Become popular since 1990s
  - Dominant during 2000s
  - Overshadowed by deep learning in 2010s

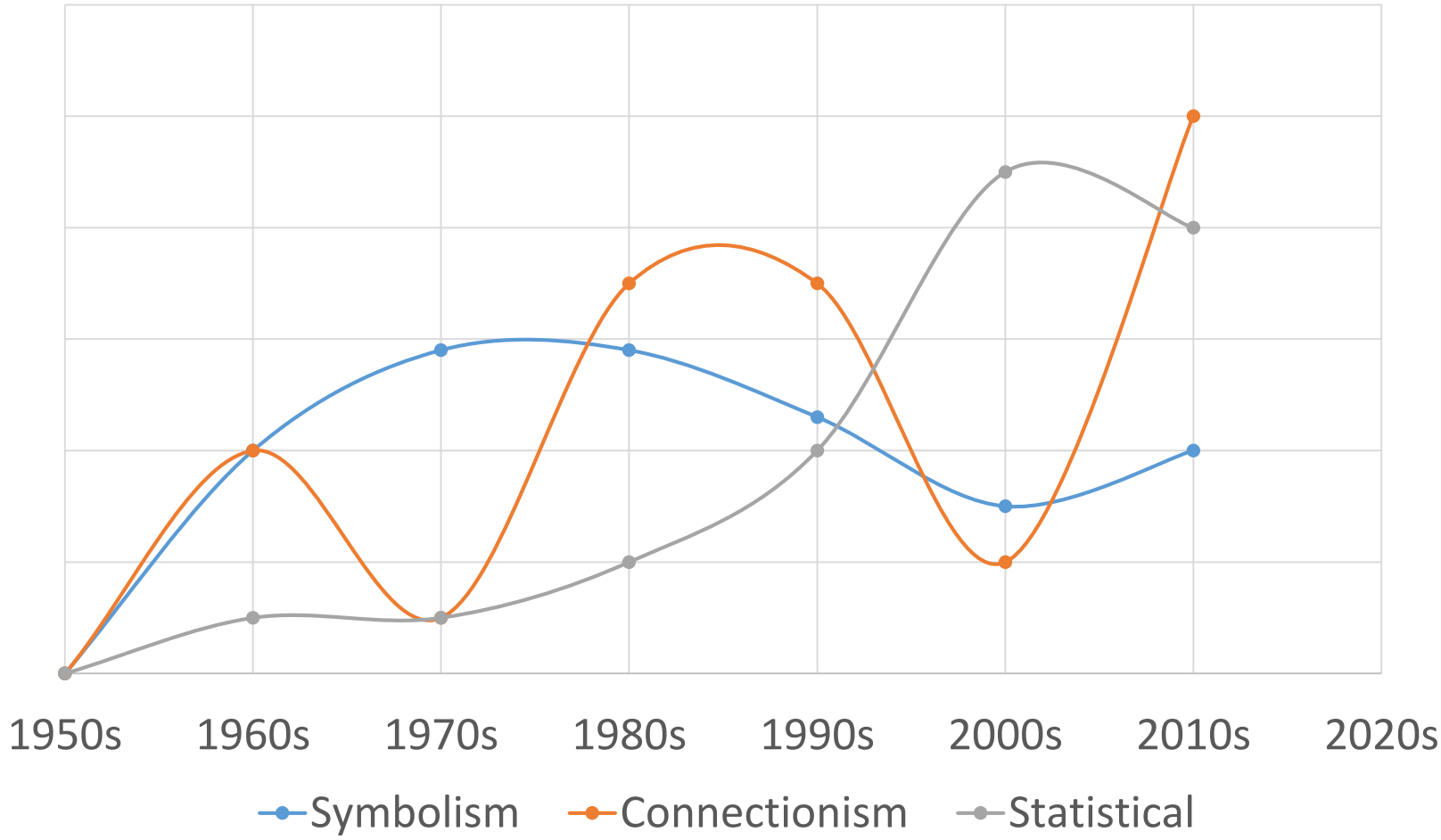
Three types of approaches



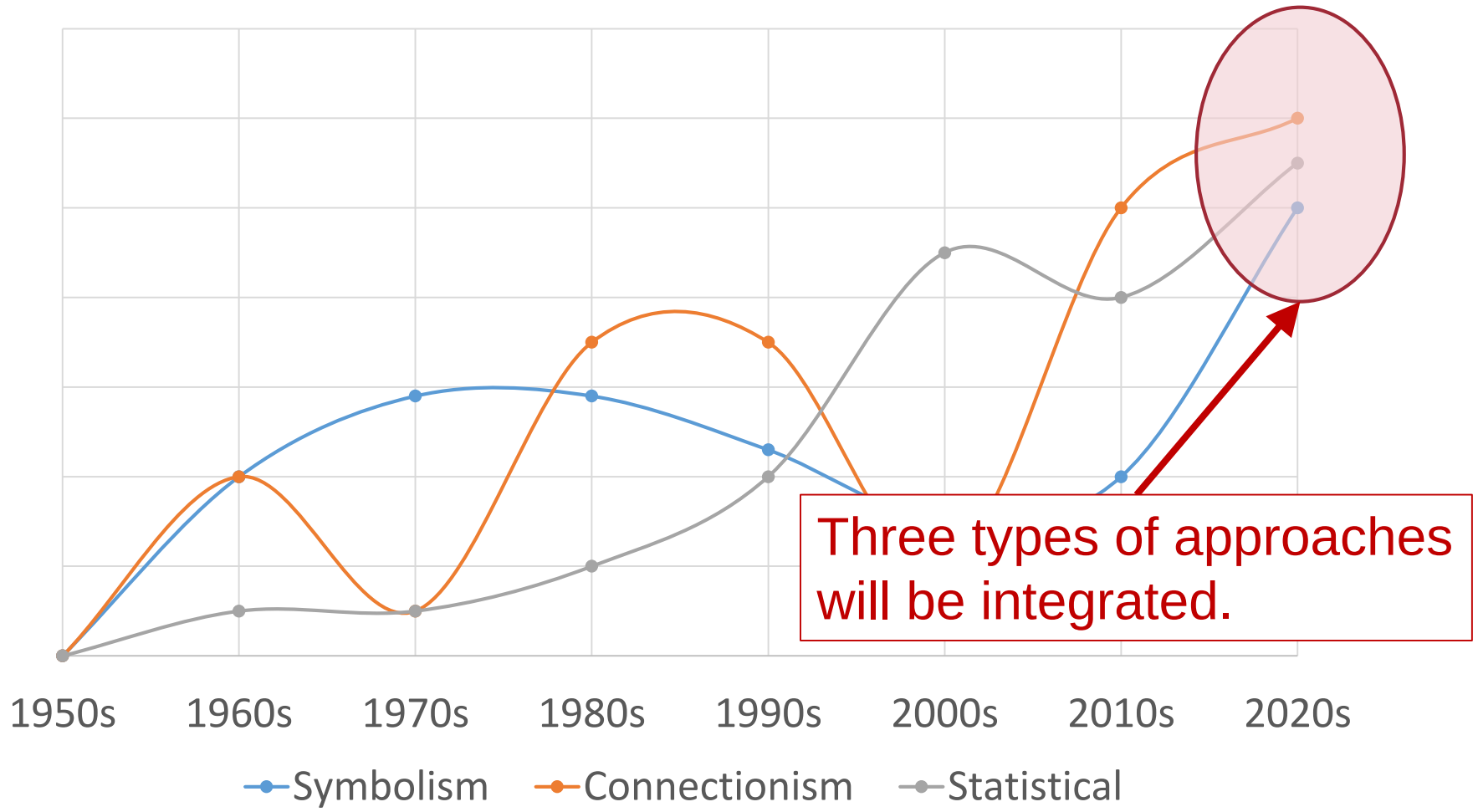
Three types of approaches



Trends


1950s
1960s
1970s
1980s
1990s
2000s
2010s
2020s
Symbolism
Connectionism
Statistical

Trends


Three types of approaches will be integrated.
1950s
1960s
1970s
1980s
1990s
2000s
2010s
2020s
Symbolism
Connectionism
Statistical

Course Overview

- Search
- Constraint satisfaction problems
- Game
- Propositional logic
- First-order predicate logic
- Probabilistic graphical models
- Probabilistic temporal models
- Probabilistic logics
- Markov decision processes
- Reinforcement learning
- Machine learning
- Introduction to natural language processing
- Introduction to computer vision