

AI Notes

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1 History

- Summer workshop organized by young mathematicians John McCarthy and Marvin Minsky at Dartmouth College in 1956, to discover how to build an intelligent machine.
- Arthur Samuel's checker-playing program
- by end of 1960's: frustration due to limited results
- mathematician John von Neumann and Oskar Morgenstern: intelligence associated with "a rational agent [that] acts so as to maximize expected utility." Expected utility = what you think you'll get from a choice
- Judea Pearl's ideas connected AI to other fields of research such as statistics and control theory. Beginning of modern AI.
- late 1990s: IBM computer defeats chess champion Garry Kasparov (continuation of a process begun with the first chess-playing algorithms created by Claude Shannon in 1950)

2 Resources

- Human Compatible AI and the Problem of Control by Stuart Russell