## UNIVERSAL



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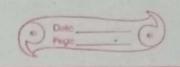
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## EXERCISE BOOK

NAME.	Narayan	Gautam	
NAME:	g		

SUBJECT: AIL

CLASS: BE CMP ROLL NO .: 019-357 SECTION: TL



## Assignment - 1

- 3. What is Intelligence?
- > It is the computational part of the ability to achieve goals in the world.
  - It is capacity to learn of solve problems.
- 2. What is AI?
- It is the science + engg at making intelligent machine, especially intelligent computer programs.
- 3. Briefly discuss history of AI + its achievements.
- Here is a brief timeline of the past six decades of how AI evolved:
  - In 1956 '

John Mc carthy caned the term artificial intelligence + had the first AI conference

- In 1969:

sharey was the first general purpose mobile robot built.

It was new able to do things with a purpose with just

little instruction.

- In 1997:

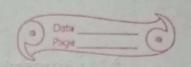
supercomputer 'Deep Blue' was designed of it defeated world champion chess player in a match.

- In 2002: F

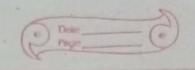
First commercial robotic vaccum cleaner was developed.

- 2n 2005 2009 !

DARPA ground challange, face recognition s/w, etc. developed.



- 4. Explain important objectives of AI with eq.
- > The objectives of AI are!
  - · Replicate human intelligence
  - · Solve knowledge intensive took
  - · Intelligent connection of perception + action
  - computer interaction / communication
- 5. Write fields where you think AI could be opplied.
- > The application areas of AI are:
  - · Game Playing
    - Speech Recognition
  - · Computer Vition
  - . Mothematical Theorem proving
  - . Hearth care + drug discovery
- Explain 4 categories of As views:
  - a. Think humanly
    - with human thinking abilities such as decition making 4 problem solving + learning.
    - Also carled cognitive-based approach
  - b. Think Rationally
    - Ability of AI to perceive reason & act by thinking Also called law of thought approach.



e. Acting humanly

- AI performing functions which require intelligence when performed by people.

- Also called turing test.

d. Acting Rationally

there is uncertainty, best-expected outcome.

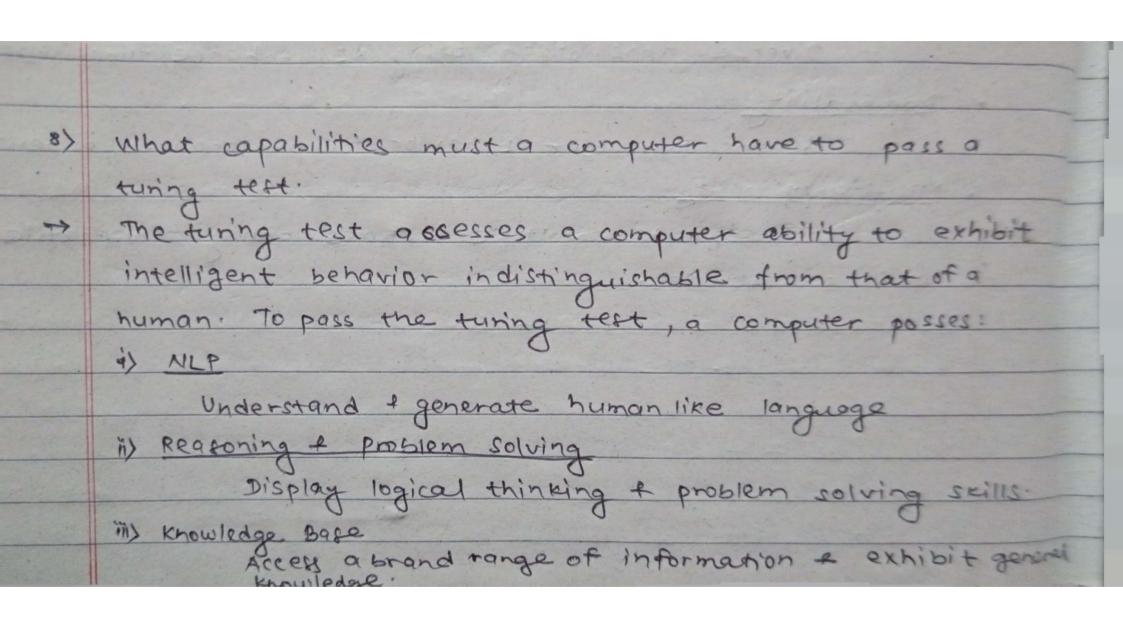
a givers action will achieve one's goals & then act on that conclution.

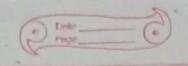
Turing test, proposed by Alan Turing (1950), was designed to provide a satisfactory operational def of intelligence. The Turing test measures the performance of intelligence machine against that of a human being.

The Turing test is a method for determining whether or not a computer is capable of thinking like a human.

if it can mimic human responses under specific cond?

other humans. The interrogator is outside & does not know which room has a computer. He can ask questions through a teletype & receives answers from both rooms A & B. The Interrogator needs to identify whether a human is in noom A or in noom B. To pass Tuning test, computer has to fool the interrogator into believing that it is human.





iv) Learning Ability

nce overtime.

ws context Awareness

conversation.

vi) Emotional Intelligence

Recognize R respond to emotions in a manner consistent with human behavior.

vii) preception and consory i'p

Interpret & respond to sensory isp such as vision or ou dio cues.

viil memory

Retain information from past interactions for coherent and meaningful conversation.

3) What is total tuning test? what capabilities must a computer have to pass this test?

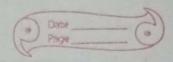
The total turing test includes video signals & monipulation capability so that the interrogator can test the subjects perceptual abilities and object manipulation ability.

To pass the total turing test computer must have

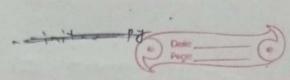
following additional capabilities.

computer vision: To prepare parceive objects

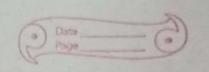
Robotics: To manipulate objects & more



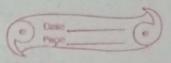
70>	Define & describe the difference between knowledge,				
	belief, napoth	esis + data.			
->	Marie Charles and the				
Aspect	Khowledge	Belief +	'& pothesi's	Data	
254,	True, justified		Testable explanation	Raw facts or	
	information based		for a phenomenon	information.	
	on evidence.	of truth		111	
characteric	Reliable, accepted	personal t	Pormulated before	objective	
tics	in a community.		testing subject	magurable	
		the transfer and	to verification		
Basis	Evidence of	may or may	Formulated before	Raw observe	
dans	experience	not be supported	testing based on	ation or	
		by evidence	observation	measurements	
	The later with the same				
verification	Justified 2 true	subjective and	rested through	ved as	
	within a certain	may very amon	g experimentations	endence	
		individuals	and observation	to support	
		Man der german	of Personal Williams		
Role	Foundation for	Influenced by	Initial stepin	Bash's for	
	informed decition	perforal alt	rural the scientific	drawing	
	making	factors.	method	conclue ons:	
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				Children St. St. St.	



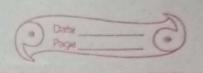
22)	Define inteligent Agent. Differentiate intelligent agent &
->	An intelligent agent is an autonomous entity which act
	achieving goars.
->	An intelligent agent may learn from the environment to achieve their goals.
	The second secon
-	Intelligent Agent Rational Agent
	graden capable of - Intelligent agent making
	perceiving and acting in choices to actione its goods its environment
	Service to the sales of the sal
	Emphatizes adaptaility Emphatizes rational decition-
	and smart actions making to maximize goals.
-	Demonstrates adaptive make choices logically to
	actions. achieve goals based on
	beriefs.
-	Responsive to environment Makes radional decitions
	stimuli contidening knowledge +
	Joors,
-	may or may not aways choice are expected to align
1	align actions with goals. with goods in a rational way.
17 90 1	
Barrier B	



- types of agents.
- one architecture and features for each types of agents
  - i) Simple Reflex Agents
    - select action on the basis of only the current percent. ag: The vaccum-agent
    - large reduction in possible percent laction situations.
    - Implemented through condition -action rules
    - IF dirty then suck
  - ii) Reflex and steate
    - To tackle partially observable environments
    - maintain internal state
    - overtime update state uting world knowledge
    - . Howe does the world thange
    - . How do acrions affect world
  - in) Goars based
    - The agent reeds a goal to know which situation are definable.
    - Things become difficult when long requences of actions are required to find the goal.
    - Typically i sweing investigated in search a planning
    - major difference :
      - Future is teren into account
    - Is more flexible since browledge is represented explicitly on be manipulated.



iv) utility based agents . Certain goals can be reached in different way, some are better, have a higher utility. - utility function maps onto a real no. - Improves on goals. · selecting bet' conflicting goals. on likelihood of success.



What do you mean by PEAS?. PEAS means : P> Performance Measure € → Environment A > Actuators s + sensors Specify task environment i'e. PEAS for following agents: a. Taxi Driver P > cofe, Fast, Legal, confortable trip, maximize profit E > Roads, pedestrian, other traffic A > Steening, accletator, brake, signal, horn, display S -> cameras, sonar, speedometer, GPS, odometer, accleratometer, ongine sonsors. medical diagnosis system P > Heathy patient, minimize cost patient, Hospital staff

c. Vaccum cleaner

5 4

P > Through cleaning of the designated area, minimal time

keyboard entry symptoms, findings, partient's

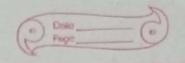
A > Display questions, tests, diagnoses, treatment,

- E> Indoor space, furniture, obstacles, dirt
- A > Vaccum motor, wheels

referrals

answers.

s > Floor sensor, obstacles rensor, dirt sensor



> Yes I consider smart phose are intelligent? Justify.

· Powerful processing:

smartphones have strong processor for efficient task

· sensor

Equipped with various sensors environment awareness.

· connectivity

Internet access allows for vast data exchange and information retrieval.

· Az Integration

utilizes AI for feature like voice recognition & image processing.

. User Interaction

commands.

· Application

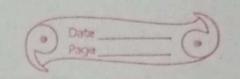
Diverse apps, often using AI, enhance functionality

· Adaptability

learns from user behavior for personalized expeniences

· Multifunctionality

all in one devices.



Discuss about physical symbol system hypothesis

physical symbol system hypothesis states that processing
structures of symbol is sufficient in principle, to

produce At in a digital computer and that monever
human intelligence is the refult of the some type of
symbolic manipulations. A physical symbol system has
the hecessary and sufficient means for intelligent

action.

Necessity

Anything capable of intelligent action is a physical

- symbols must be atomic

- symbol may combine to form expressions.