

Artificial Intelligence

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Lecture 1

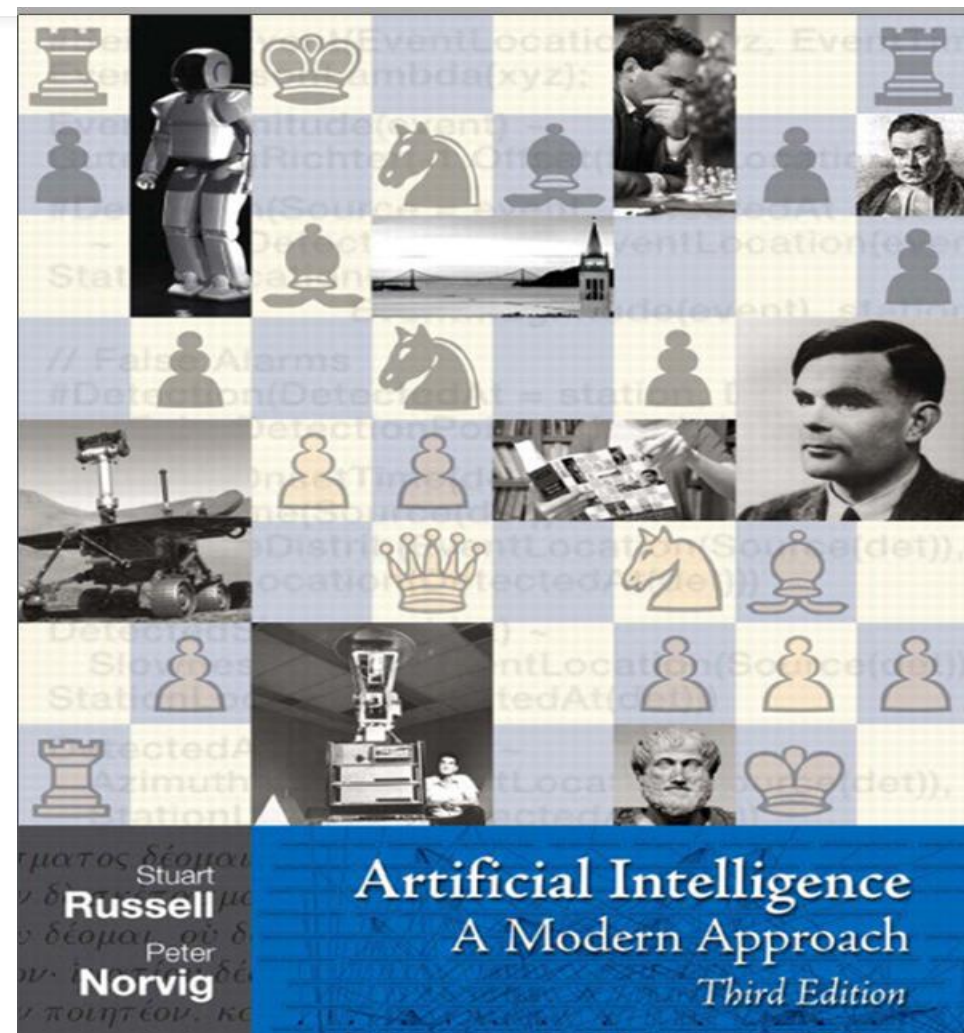
Introduction of AI

100

A Modern Approach

Third Edition

Stuart J. Russell and Peter Norvig



Course content

1. Introduction of Artificial Intelligence (AI)

2. Intelligent Agents

Agents and Environments

Rationality

PEAS (Performance, Environment, Actuators, Sensors)

3. Problem Solving and Search

Problem-Solving Agents

Problem Formulation

Uninformed Search Algorithms (*BFS, DFS, Uniform-cost, Iterative deepening*)

Informed Search Algorithms (*Best-first, Greedy Best-first, A**)

4. Constraint Satisfaction Problems

Why study AI?

Exciting!!!!, other areas of CS are *not*

Has a strong experimental component

Under development

It has a place for *theory* and *practice*

It has a different *methodology*

Intelligent agents are becoming *ubiquitous*

It leads to advances that are picked up in other areas of computer science



Goals of AI



It helps you reduce the amount of time needed to perform specific tasks



Making it easier for humans to interact with machines



Improving the accuracy and speed of medical diagnoses.



Enhancing communication between humans and machines

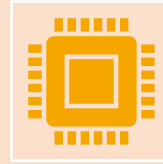


Helping people learn new information more quickly

Artificial intelligence



A branch of computer science dealing with the simulation of intelligent behavior in computers.



the study of how to make computers do things at which, at the moment, people are better."

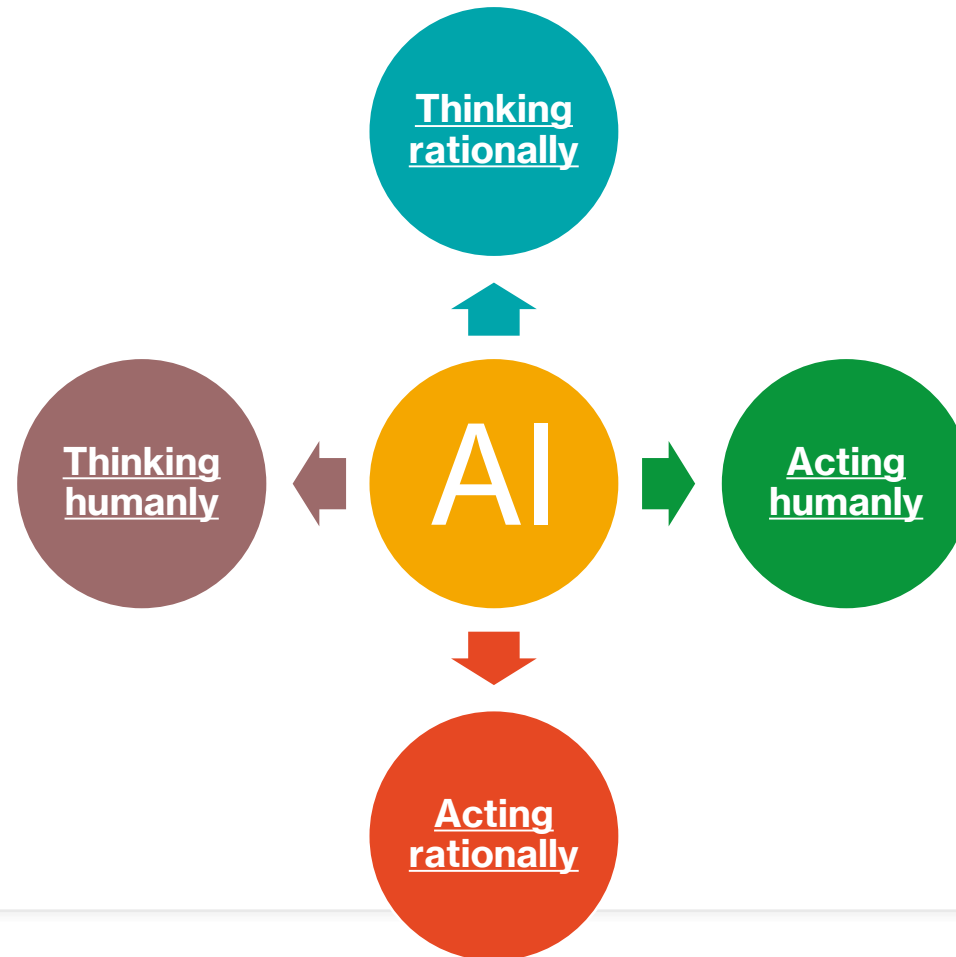


The power of a machine to copy intelligent human behavior



refers to the simulation of human intelligence in machines that are programmed to think like humans and mimic their actions

Definitions of AI



Thinking humanly

- The exciting new effort to make computers think... **machines with minds**, in the full and literal sense.” (Haugeland, 1985)
- “[The automation of] activities that we associate with human thinking, activities such as **decision-making, problem solving, learning...**”

Thinking rationally

- “The study of mental faculties through the use of computational models.”
(Charniak and McDermott, 1985)
- “The study of the computations that make it possible to **perceive**, **reason**, and **act**.” (Winston, 1972)

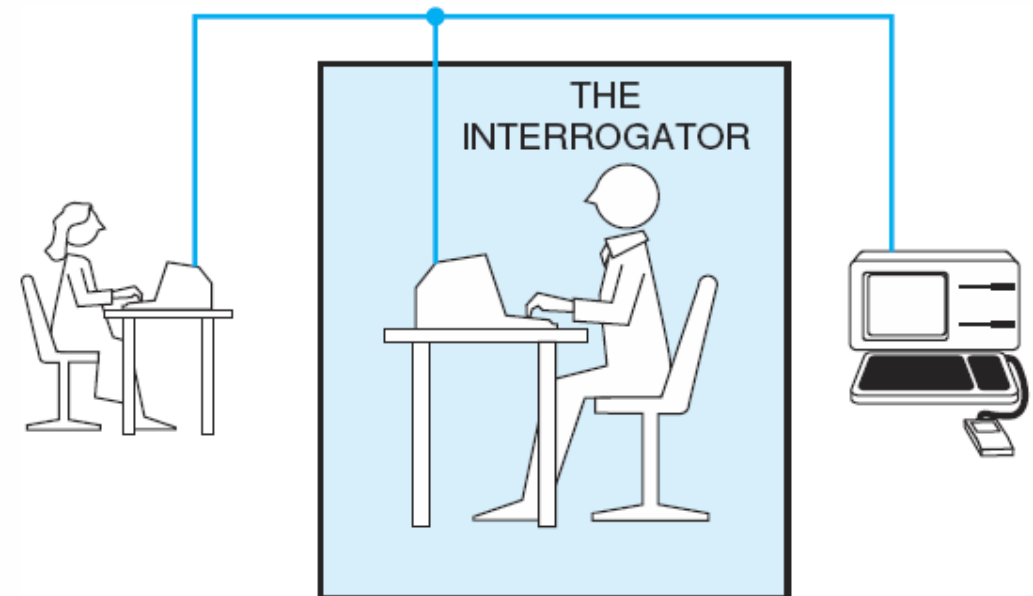
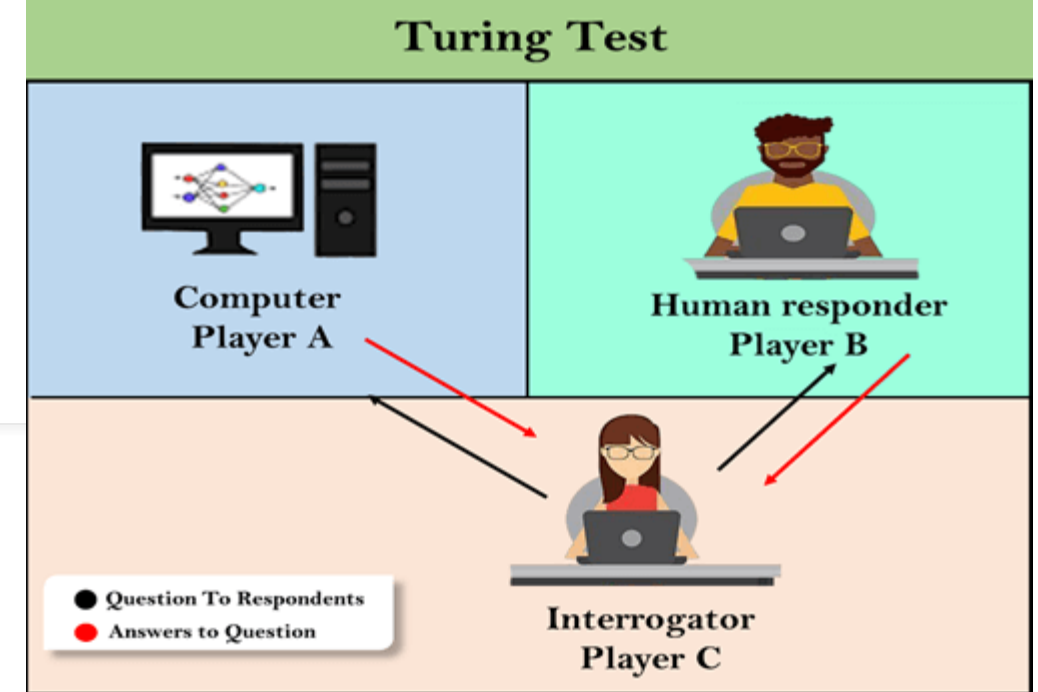


Acting humanly

- The art of creating machines that perform functions that require intelligence when performed by people” (Kurzweil, 1990)
- “The study of how to make computers do things at which, at the moment, people are better (Rich and Knight, 1991)

Turing Test in AI

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



Cont.

The computer would need to possess the following capabilities:

- *Natural language processing*
 - for communication with human
- *Knowledge representation*
 - to store information effectively & efficiently
- *Automated reasoning*
 - to retrieve & answer questions using the stored information
- *Machine learning*
 - to adapt to new circumstances

Acting rationally

- The branch of computer science that is concerned with the automation of intelligent behavior.” (Luger and Stubblefield, 1993)
- “Computational intelligence is the study of the design of intelligent agents.” (Poole et al., 1998)
- “AI... is concerned with intelligent behavior in artifacts.” (Nilsson, 1998)



Areas of AI

Speech
recognition

NLP

Computer
vision

Image
processing

Robotics

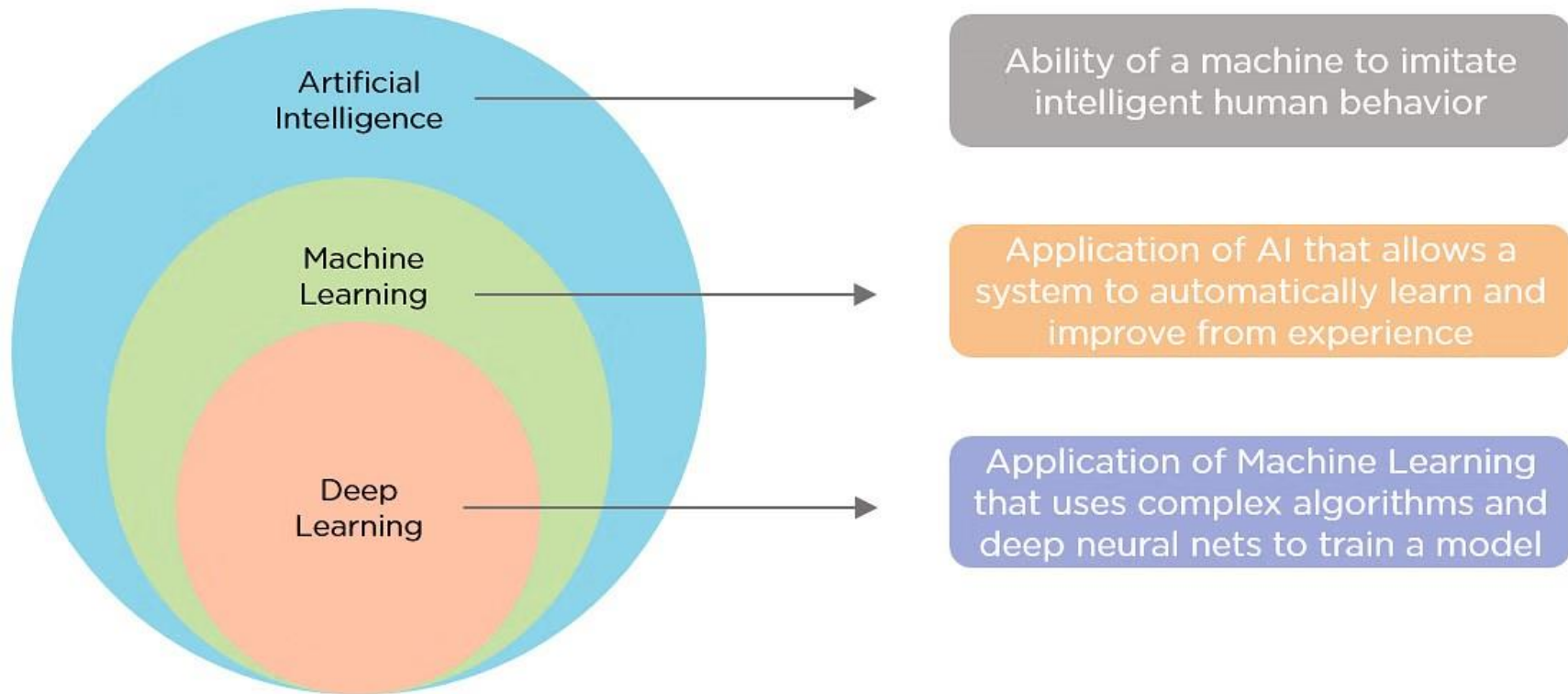
Pattern
recognition

Machine
learning

Neural
network

Deep
learning

AI&ML&DL



Application of AI

Smartphones

Smart Home

Security and Surveillance

Smart Cars

E-commerce

Education

Health care

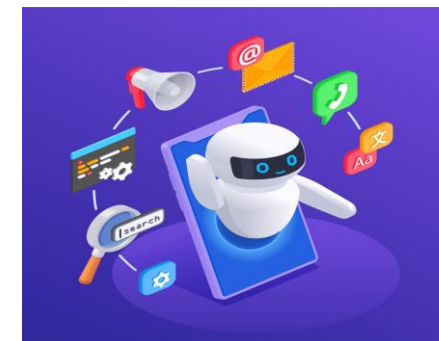
Cyber –security

Social media

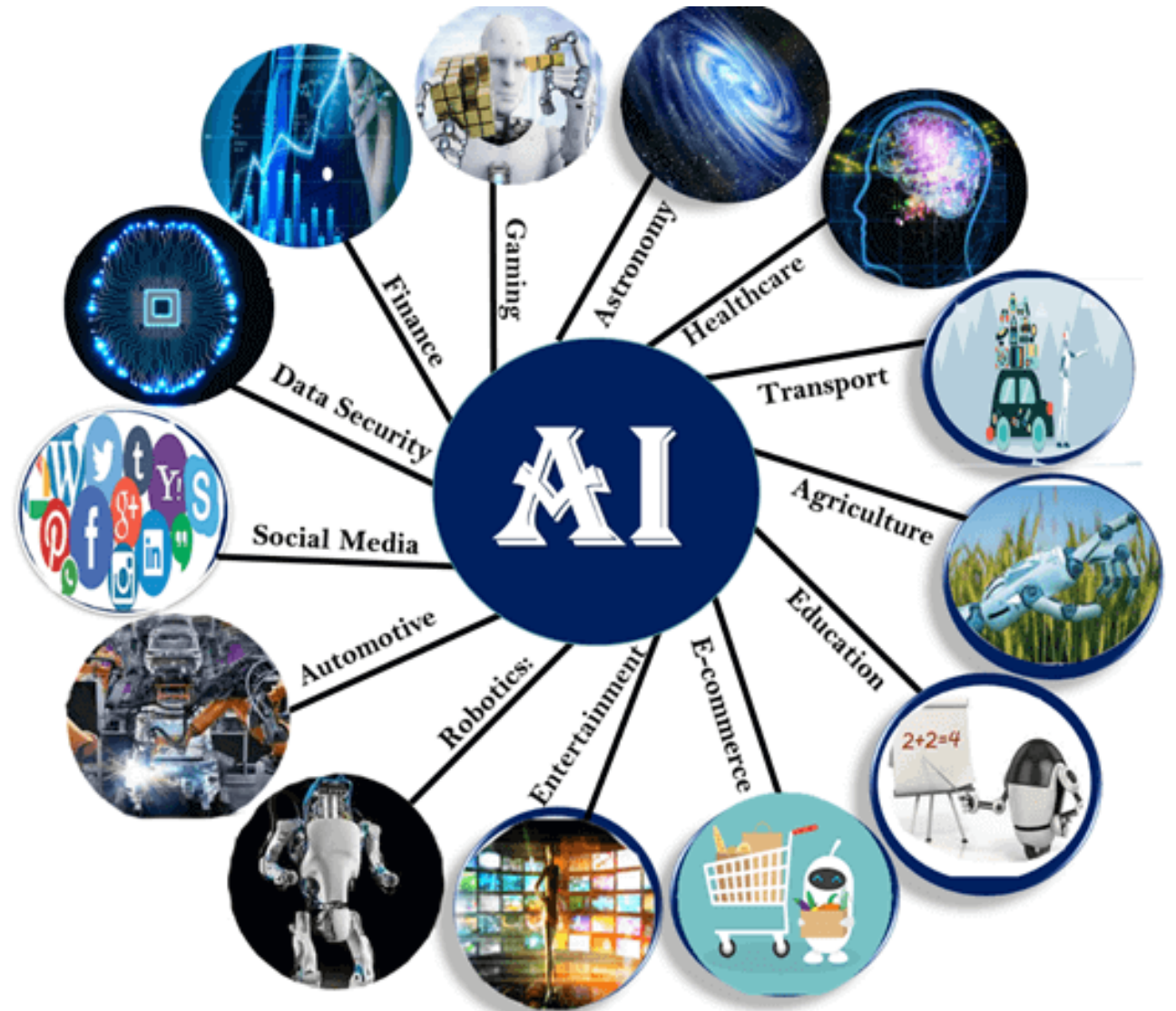
Marketing



Smart home



Applications of AI





Advantage of AI

More powerful and more useful computers

Reduction of human error

Speed and Accuracy

Perform repetitive jobs

Decision making

Daily Application

Risk Mitigation

Disadvantage of AI

High cost of creation

Algorithmic Complexity

Loss of Human Connection

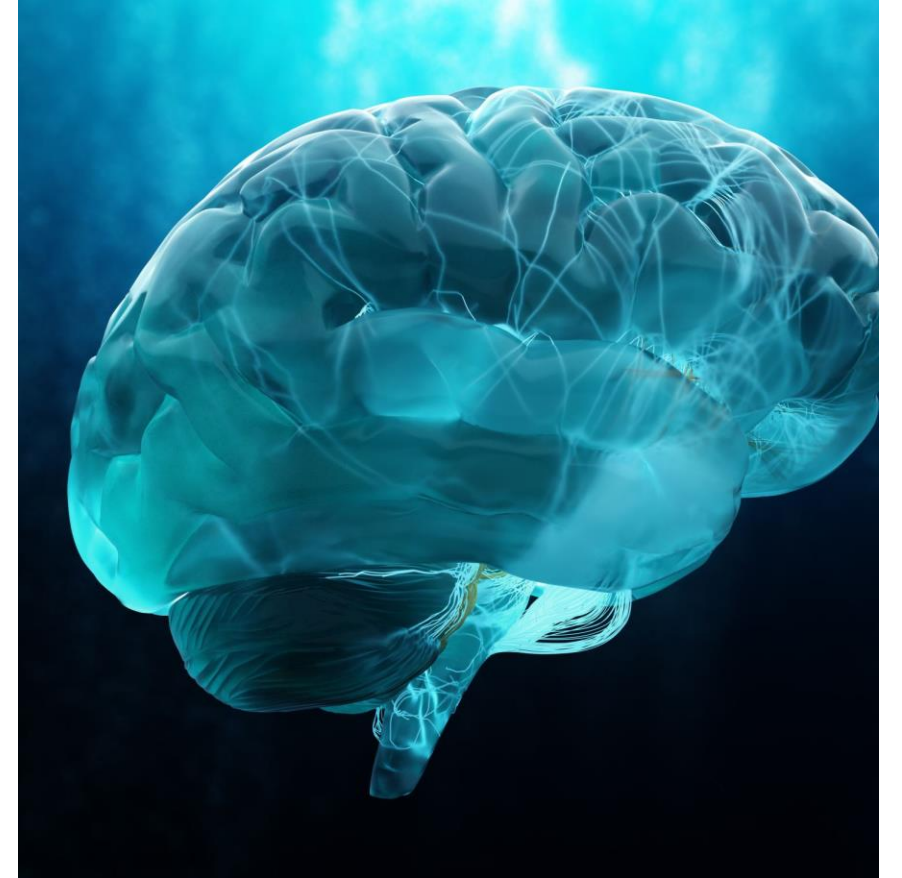
**few experienced
programmers**

Emotionless



The Foundations Of Artificial Intelligence

- **Philosophy**
 - Can formal rules be used to draw valid conclusions?
 - Where does knowledge come from?
 - How does knowledge lead to action?
- **Mathematics**
 - What are the formal rules to draw valid conclusions?
 - What can be computed?
 - How do we reason with uncertain information?
- **Economics**
 - How should we make decisions so as to maximize payoff?
 - How should we do this when others may not go along?
 - How should we do this when the payoff may be far in the future?



CONT.

- **Neuroscience**
 - How do brains process information?
- **Psychology**
 - How do humans and animals think and act?
- **Computer engineering**
 - How can we build an efficient computer?
- **Control theory and cybernetics**
 - How can artifacts operate under their own control?
- **Linguistics**
 - How does language relate to thought?





THANKYOU