COMP90054 – Al Planning for Autonomy

Week 1 Live Lecture

Quick Introduction

- Where in the world are you located right now?
- pollev.com/cewin

Quick Recap

- 1 x Recorded lecture, 1 x Live lecture per week
- Tutorials start Week 2
- Piazza discussion forum is now live

Artificial + Intelligence?

- Al Concepts: What are we actually talking about?
 - Clarify what the (modern) research field of AI does, and does not, try to do.
- Al History: How did this come about?
 - Just a little background to illustrate how we came from 'classical Al' to 'modern Al'.
- Al Today: What is the landscape of techniques and applications?
 - Rough overview, and some examples.

Artificial + Intelligence?

What is intelligence?

- A. Ability to think . . . ?
- B. Simulating the brain . . . ?
- C. Creativity . . . ?
- D. Ability to learn . . . ?
- E. Being good at maths . . . ?
- F. Playing good Chess . . . ?

Acting Humanly with intelligence: Turing Test



■ Not reproducible... only a proof of concept?

An engineering standpoint

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Is this an operational definition? Hmm...

- How do we know what human activities require intelligence?
- BTW, what is human intelligence?

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Same problems as with Minsky's definition:

- what is thinking?
- what is mind?

A Rational perspective

The branch of computer science that is concerned with the automation of intelligent behavior. (Luger and Stubblefield)

- Intelligent behavior: make 'good' (rational) action choices
- Are humans 'rational' agents?

The Game:

You have \$100 to split between two people:

- Player 1: Makes an offer for how to split the \$100 (e.g. \$50 each)
- Player 2: Can accept or reject the offer

If Player 2 rejects the offer, both players receive \$0.

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- Intelligent behavior: make 'good' (rational) action choices
- Are humans 'rational' agents? We often make mistakes; we are not all chess grandmasters even though we may know all the rules of chess. More about human systematic errors (*Thinking*, fast and slow - Kahneman)"

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- Perceive the environment through sensors (→percepts).
- Act upon the environment through actuators (→actions).
- → Examples? Humans, animals, robots, software agents (softbots), . . .

Rational Agents . . . do 'the right thing'!

→ Any idea what that means, 'do the right thing'?

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- → Any idea what that means, 'do the right thing'? Rational agents select their actions so as to maximize a performance measure.
- \rightarrow Q: What's the performance measure of an autonomous vacuum cleaner? m^2 per hour, Level of cleanliness, Energy usage, . . .
- → What if the vacuum cleaner's sensors are not good enough? <u>click: Robot</u> <u>Re</u>

- ... TRY to do 'the right thing'!
- → The hypothetical best case ('the right thing') is often unattainable.
- \rightarrow The agent might not be able to perceive all relevant information. (Is there dirt under this bed?)

Rationality vs. Omniscience:

- An omniscient agent knows everything about the environment, and knows the actual effects of its actions.
- A rational agent just makes the best of what it has at its disposal, maximizing expected performance given its percepts and knowledge.
- → Example? I check the traffic before crossing the street. As I cross, I am hit by a meteorite. Was I lacking rationality?

Mapping your input to the best possible output:

Performance measure × Percepts × Knowledge → Action

What Does Al Do?

→ Artificial intelligence as an idea can be roughly classified along the dimensions thinking vs. acting and humanly vs. rationally.

	Humanly	Rationally
Thinking	Systems that think like humans	Systems that think rationally
	(Cognitive Science)	(Logics: Knowledge and Deduction)
Acting	Systems that act like humans	Systems that act rationally
	(Turing Test)	(How to make good action choices)

^{ℜ A central aspect of intelligence (and one possible way to define it) is the ability to act successfully in the world}