

# Artificial Intelligence

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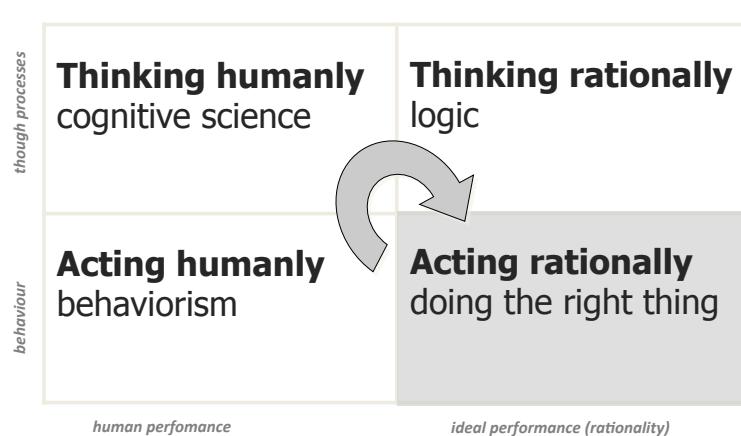
Artificial intelligence is the science of making machines do things that would require intelligence if done by men.

Marvin Minsky, 1967

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## Four Views to Artificial Intelligence



## Acting Humanly

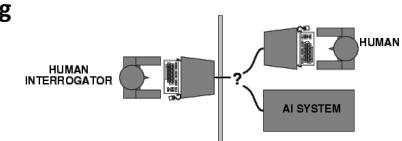
Alan Turing (1950) provided an operational definition of intelligence.

- „Can machines think?“ *like a man*  
↳ „Can machines act intelligently?“ ~~like a man~~
- **Turing test**

A computer passes the test if a human interrogator, after posing some written questions, cannot tell whether the written responses come from a person or from a computer.

### – Required capabilities:

- natural language processing
- knowledge representation
- automated reasoning
- machine learning
- computer vision
- robotics



## Reverse Turing test

computer attempts to recognize whether it communicates with a computer or a person



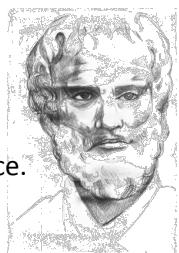
## Thinking Rationally

Since the time of **Aristotle** (384 – 322 BC) people attempted to codify „right thinking”

- **Syllogisms**
  - Patterns for argument structures that always yield correct conclusions when given correct premises
  - Socrates is a man, all men are mortal  
⇒ Socrates is mortal
- This study initiated the field of **logic** (and mathematics)

### Major obstacles:

- It is not easy to take informal knowledge and state it in the formal terms required by logical notation, particularly when the knowledge is less than 100% certain.
- There is a big difference between solving a problem „in principle“ and solving it in practice.



## Cognitive Modelling

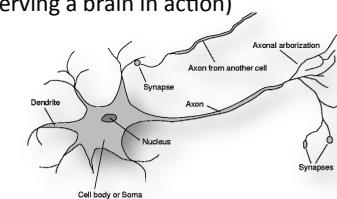
- modelling human mind
- we must have some way of determining how humans think

- **Top-down approach (psychology)**

- following human reasoning steps (found through introspection or through observing a person in action)
- GPS: General Problem Solver (Newell & Simon, 1957)

- **Bottom-up (neuroscience)**

- modelling the brain (through observing a brain in action)
- connectionist models
- „intelligent behaviour emerges by connecting a large number of simple units“



## Acting Rationally

- **Rational behaviour** = doing „right things“

- **„right thing“** = achieving the best (expected) outcome even when there is uncertainty
- Making correct inferences (thinking rationally) is part of being a **rational agent**, but not exclusive.



- In some situations, there is no provable correct thing to do, but something must still be done.

- There are also ways of acting rationally that cannot be said to involve inference (for example, reflex actions).

- **This course concentrates on general principles of rational agents and on components for constructing them.**

- **Introduction**
  - a bit of history, context, intelligent agents
- **Problem Solving**
  - search algorithms, constraint satisfaction
- **Knowledge and Reasoning**
  - logic and logical inference, knowledge representation
- **Planning**
  - composing actions to achieve goals

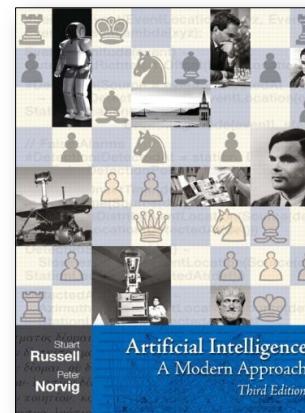


<http://ktiml.mff.cuni.cz/~bartak/ui/>

### You can find there:

- **slides**
- **links and resources**
- **contacts**
- ...

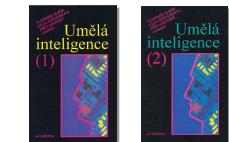
## Artificial Intelligence: A Modern Approach



- S. Russell and P. Norvig
- Prentice Hall, 2010 (third ed.)
- <http://aima.cs.berkeley.edu/>

### Umělá inteligence 1-6

- Vladimír Mařík, Olga Štěpánková, Jiří Lažanský a kol.
- Academia



### Seminar on Artificial Intelligence

- about theoretical and practical questions in a field of Artificial Intelligence

### Constraint Programming

- about techniques of constraint satisfaction

### Decision Procedures and Verification

- about logical inferences

### Planning and Scheduling

- about automated construction of plans and schedules

### Machine Learning

- about teaching computers to learn new things

- ...

## The Foundations of Artificial Intelligence

<b>Artificial Intelligence</b> draw ideas and techniques from many disciplines.
• <b>Philosophy</b> (428 BC -) how does the mind arise from a brain? <b>logic</b> , reasoning techniques
• <b>Mathematics</b> (800 -) what are the <b>formal</b> rules to draw valid conclusions? what can be computed?
• <b>Economics</b> (1776 -) how to maximize payoff? <b>utility</b> theory, decision processes
• <b>Neuroscience</b> (1861 -) how do <b>brains</b> process information? the physical seat of consciousness
• <b>Psychology</b> (1879 -) how do humans think and act? <b>behaviourism</b>
• <b>Computer engineering</b> (1940 -) how to build an efficient <b>computer</b> ? machines for information processing
• <b>Control theory</b> (1948 -) how can <b>artefacts</b> operate under their own control? systems maximizing an objective function over time
• <b>Linguistics</b> (1957 -) how does <b>language</b> relate to thought? knowledge representation

## The History of Artificial Intelligence

### • The gestation of AI (1943-1955)

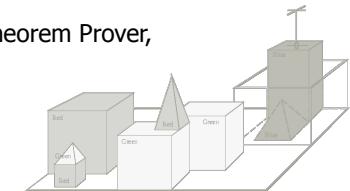
- W. McCulloch & W. Pitts: Boolean model of **neurons**
- A. Turing: „**Computing Machinery and Intelligence**“  
the first complete vision of artificial intelligence

### • The birth of AI (1956)

- two-months workshop at **Dartmouth** College, NH
- J. McCarthy gave the name **Artificial Intelligence**
- A. Newell & H. Simon: software **Logic Theorist**

### • Great expectations (1952-1969)

- demonstrating one X after another from the list “a machine can never do X”
- General Problem Solver, Geometry Theorem Prover, **Lisp (1958)**, Analogy, blockworld
- J. McCarthy referred to this period as the „**Look, Ma, no hands!**“ era.



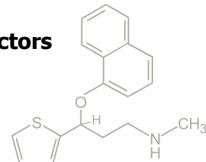
## The History of Artificial Intelligence

### • A dose of reality (1966-1973)

- “There are now machines that think, that learn and that create”, but only on simple problems
- Why?
  - the early programs **knew nothing of their subject matter**; they succeeded by means of simple syntactic manipulations
  - **intractability** of many problems that AI was attempting to solve (trying out different combinations of steps until the solution was found)
  - **fundament limitations** on the basic structures used (perceptron learns anything it can represent, but it could represent very little)

### • Knowledge-based systems (1969-1979)

- The alternative to „weak“ general methods is to use more powerful, domain-specific knowledge.
- expert (knowledge) systems:
  - **DENDRAL** (Buchanan)  
inferring molecular structure from the information provided by a mass spectrometer, introducing **rules** based on well-known patterns to reduce possible structures
  - **MYCIN** (Feigenbaum)  
diagnosing blood infections, introducing **certainty factors**
  - **PROLOG** (Colmerauer, 1972)
  - **frames** (Minsky, 1975) – motivations for current OOP



## The History of Artificial Intelligence

### • AI becomes an industry (1980)

- commercial expert system **R1** for configuring computers DEC (\$40 mil./year)
- **Fifth Generation** of computers (Japan, 1981)
  - a 10-year plan to build intelligent computers running Prolog
- **boom of AI industry** (billions of dollars in 1988)
- and then the „**AI Winter**“
  - companies failed to deliver on extravagant promises (like the dot.com bubble)

### • The return of neural networks (1986)

- reinventing back-propagation learning algorithm

### • AI adopts the scientific method (1987)

- AI has come firmly under the **scientific method**, hypothesis must be subjected to rigorous empirical experiments, and the results must be analysed statistically for their importance; experiments can be replicated
- novel approaches: hidden Markov models, Bayesian networks, data mining
- formalisation and specialisation led to **fragmentation**

### • The emergence of intelligent agents (1995)

- encouraged by progress in solving the subproblems of AI researchers started to look at the “whole agent” problem again
- SOAR (State, Operator and Result) – a complete agent architecture

## Logistics

### Gulf War 1991:

- Traditional approach:
  - hundreds of human planners
  - months to generate plans
- IP&S approach:
  - O-PLAN2 helps human planners
- **Savings:**
  - faster development of background
  - less cargo flights
  - return of investment >> **all AI research supported by US government:**
    - Since 1956
    - not only IP&S, but **all AI research!**



## Deep Space 1

Launch: October 24, 1998

Target: Comet Borrelly



**testing a payload of 12 advanced, high risk technologies**

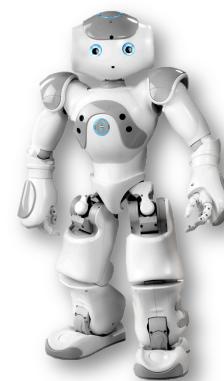
- **autonomous remote agent**
  - planning, execution, and monitoring spacecraft activities based on general commands from operators
- three testing scenarios
  - 12 hours of low autonomy (execution and monitoring)
  - 6 days of high autonomy (operating camera, simulation of faults)
  - 2 days of high autonomy (keep direction)
    - » beware of backtracking!
    - » beware of deadlock in plans!



## RoboCup

„By mid-21st century, a team of fully autonomous humanoid robot soccer players shall win the soccer game, complying with the official rule of the FIFA, against the winner of the most recent World Cup.“

- **Simulation league**  
simulated games in computers
- **Small size league**  
robots limited to a 18 cm diameter
- **Middle size league**  
robots limited to a 50 cm diameter  
all sensors
- **Standard platform league**  
Sony Aibo, Nao
- **Humanoid league**  
penalty kicks and two-to-two game



## RoboCup Emotions



## Grand Challenges

- The Grand Challenge was the first **long distance competition for driverless cars** in the world.
- The ultimate goal was making one-third of ground military forces autonomous by 2015.



### – 2004 Grand Challenge

- Failure - None of the robot vehicles finished the route (max. 11,78 km, CMU)

### – 2005 Grand Challenge

- Done! Winner Stanley (212.4 km in about 7 hours, Stanford)

### – 2007 Urban Challenge

- Winner BOSS (CMU) driving in urban areas

## Google Self-driving Car



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