

History of Computer

AI

Definition of AI;

- The exciting new effort to make computers think ... , machines with minds, in full and literal sense.
- the automation of activities that we associate with the human thinking, activities such as decision making, problem solving learning ...
T.K
- The study of mental faculties through the use of conceptual model.
F.R

The Study of Computation
that make it possible to perceive, reason and act.

On the Acting Humanity;

- The art of creating machine that perform function that require intelligence when performed

by intelligence when perform
by people.

- The Study of How to make computers do things of which at the moment people are better.

Acting Rationality

- Computation Intelligence is the study of design of Intelligence agents.
- AI is concerned with the Intelligence behaviour in artifacts
- Independent digitation
- AI is that branch of CS. dealing with symbolic non algorithmic method of problem solving
- AI is that part of Computer Science concern with designing intelligence Computer system that exhibit the characteristic used to associate with the intelligence

in human behaviour.

$$235 \% / 10 = \boxed{5}$$

$$235 \% / 10 = \boxed{23}$$

$$23 \% / 10 = \boxed{3}$$

$$\underline{104} \% / 10 = \boxed{0}$$

$$104 \% / 10 = 104$$

$$104 \% / 10^2 = \boxed{4}$$

$$104 \% / 10 = 10$$

$$10 \% / 10 = \boxed{0}$$

$$10 \% / 10 = 1$$

D A A

Methods for designing an algorithm

① Divide & conquer

② Greedy method

③ Dynamic program

Divide & Recell
if or fun)

④ Approximation Method

⑤ Brute force method (hit & trial) Method

Quality of Algorithm depends on

- ① Time
- ② Space

① An algorithm is called good algorithm if its time complexity is polynomial

For analysis of Time complexity

we consider performance of algorithm in following cases.

1 Best Case ; min time required

2 Worst Case ; max time required

3 Average Case ; b/w min & max

def I is prob instance

$\text{Prob}(I)$ = Prob of occurrence
of prob instance I

$t(I)$: time required to
process I

