

Introduction to Artificial Intelligence

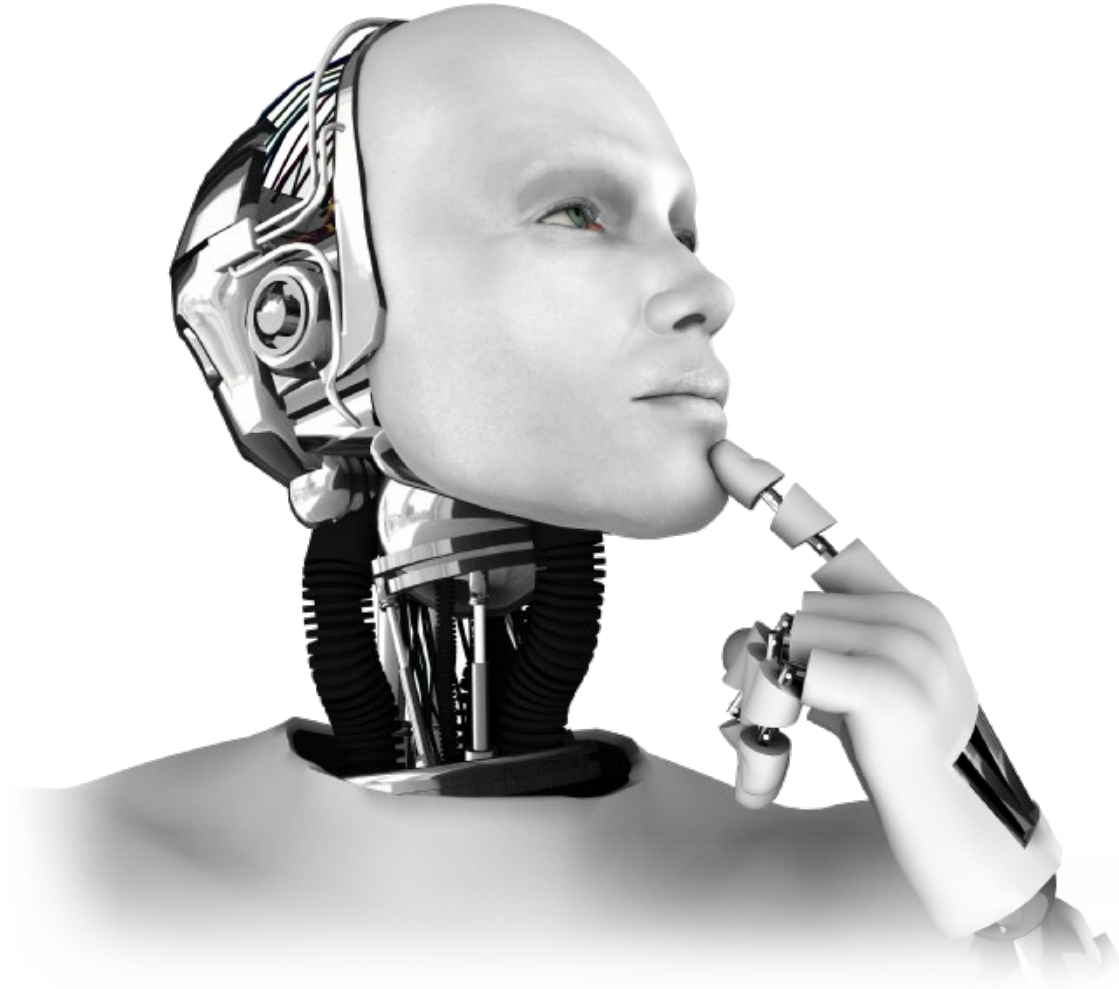
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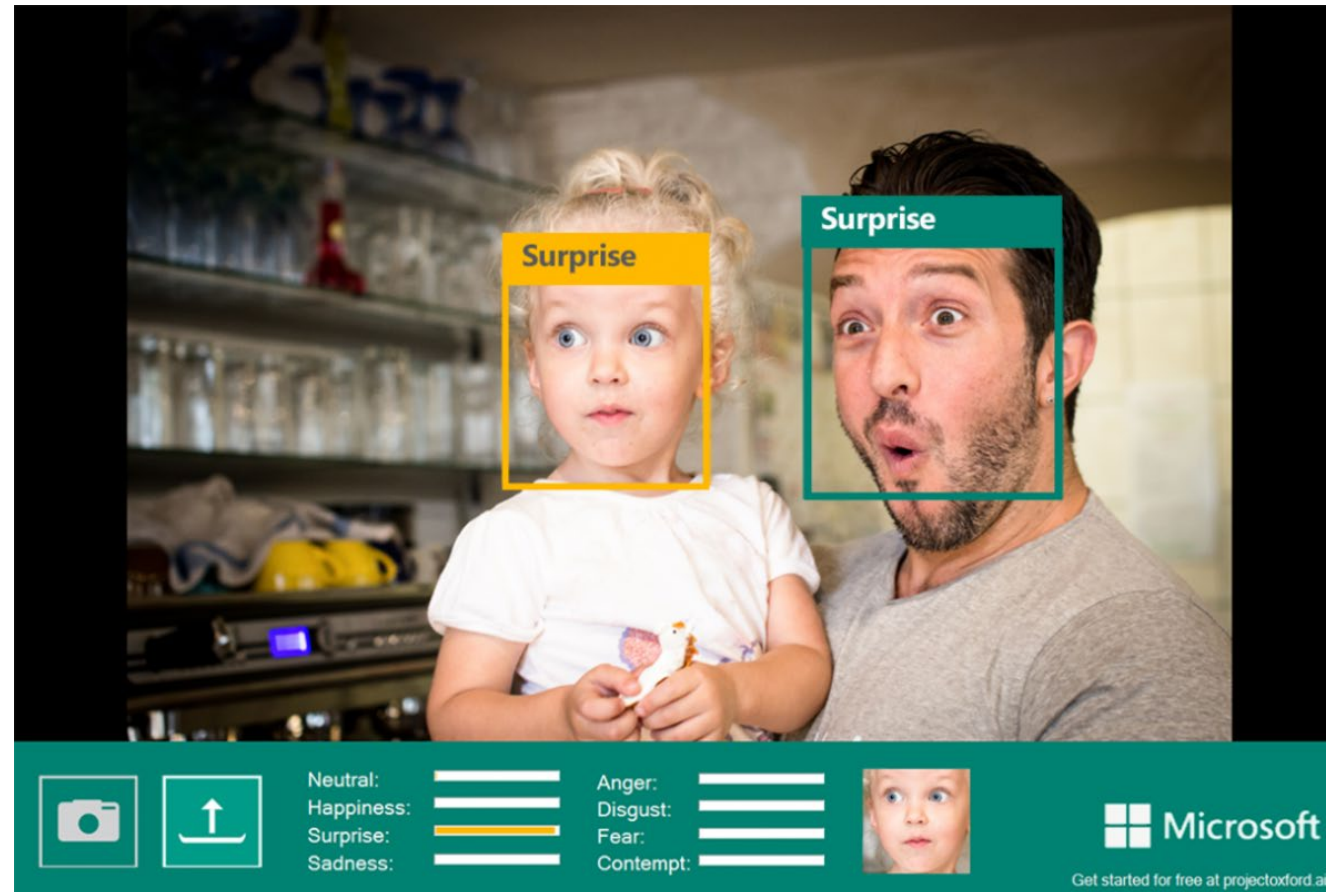
Artificial Intelligence

The intelligence exhibited by machines



Artificial Intelligence

How to create computers and computer software that are capable of intelligent behavior



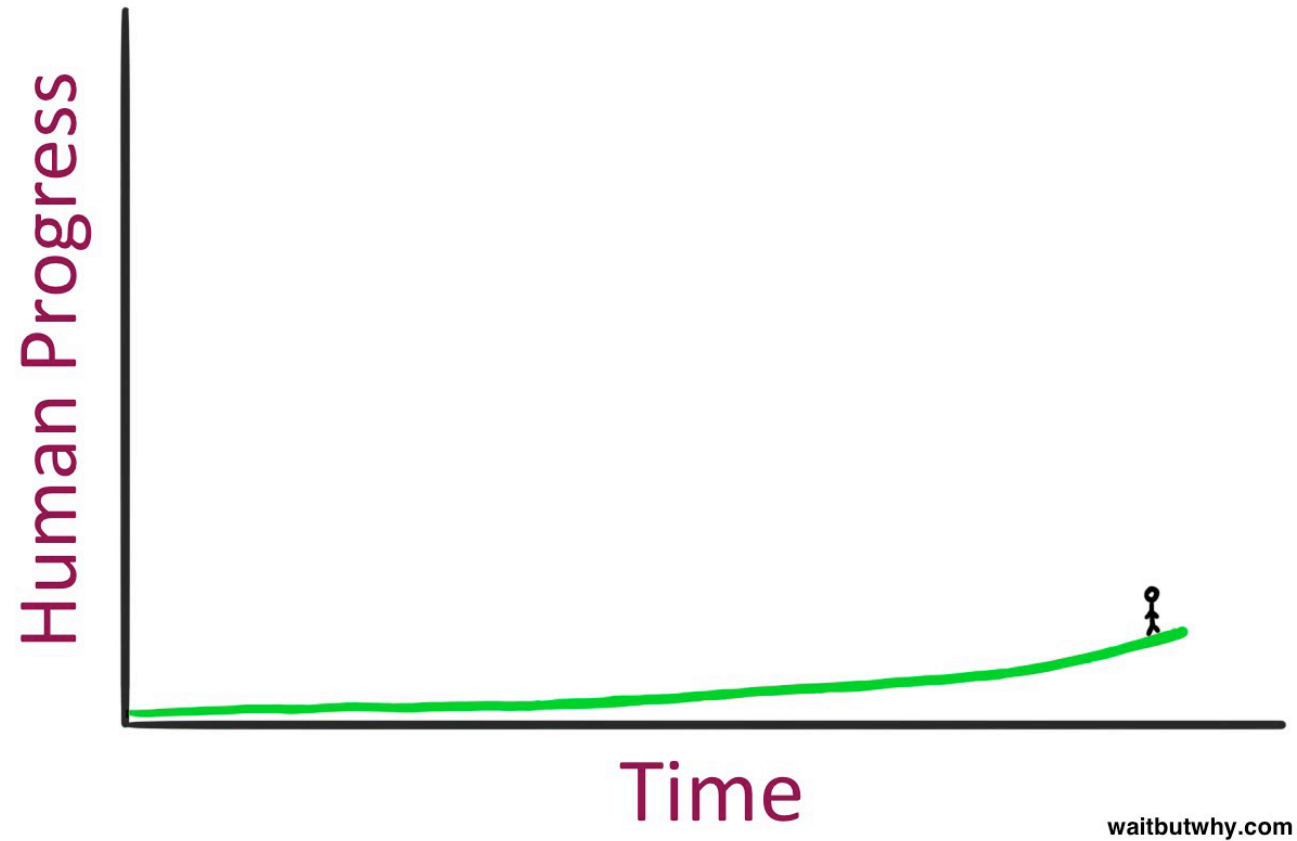
Artificial Intelligence - Types

- Artificial Narrow Intelligence (ANI)
 - Weak AI
 - Specializes in one area
 - Ex) AlphaGo, Siri, Spam mail filter, Translator, etc...
- Artificial General Intelligence (AGI)
 - Strong AI (Human level AI)
 - Be as smart as a human across the board
- Artificial Super Intelligence (ASI)
 - Be smarter than the best human brains in every field

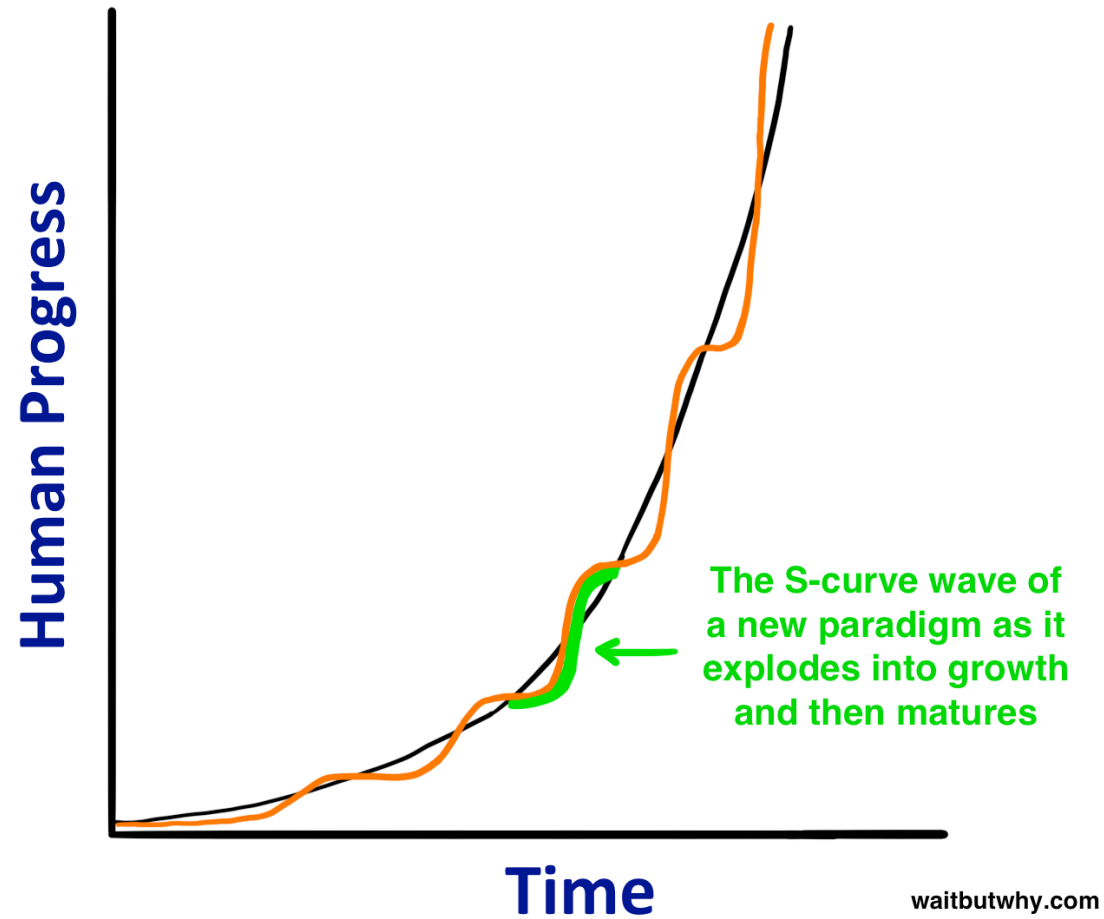
Intelligence

- The ability to learn or understand things or to deal with new or difficult situations
- Capacity for
 - Logic
 - Abstract thought
 - Understanding
 - Self-awareness
 - Communication
 - Learning
 - Emotional knowledge
 - Memory
 - Planning
 - Creativity
 - Problem solving

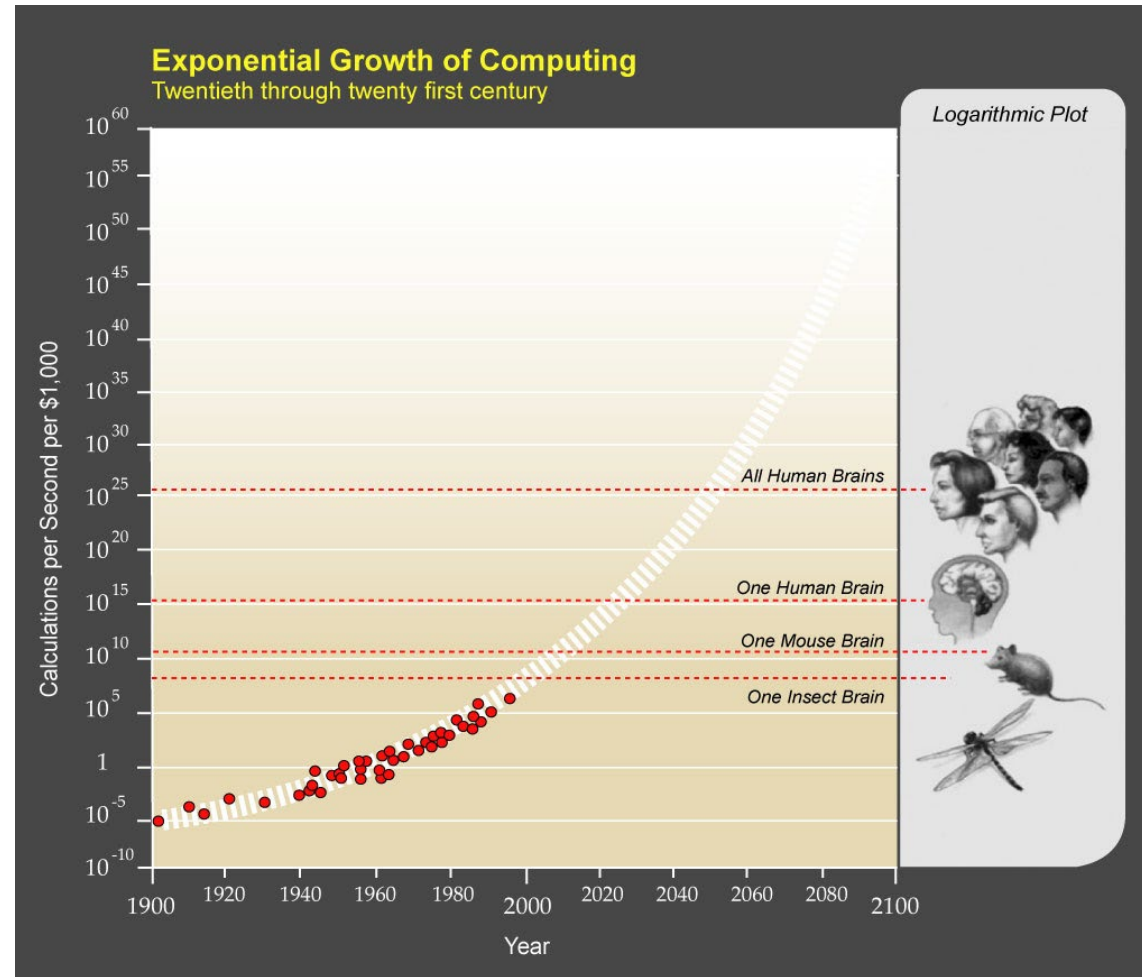
Human Intelligence Growth



Human Intelligence Growth

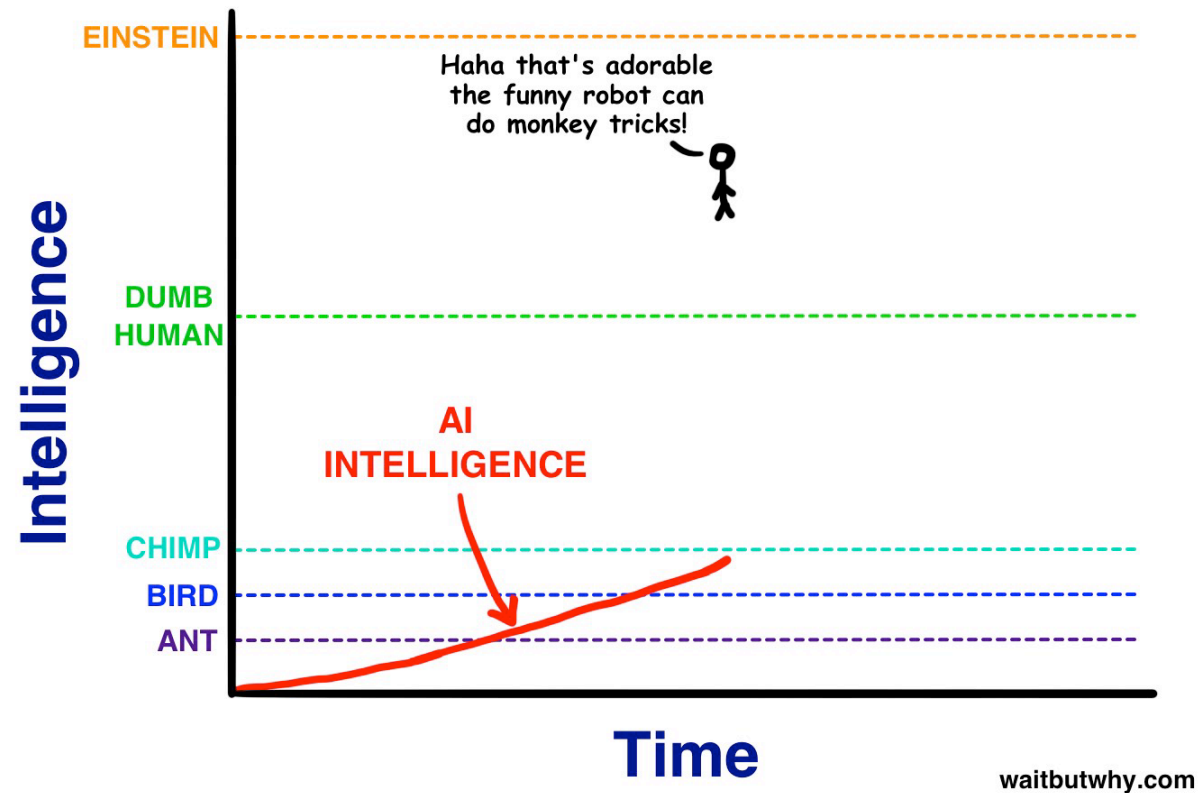


Human Intelligence Growth



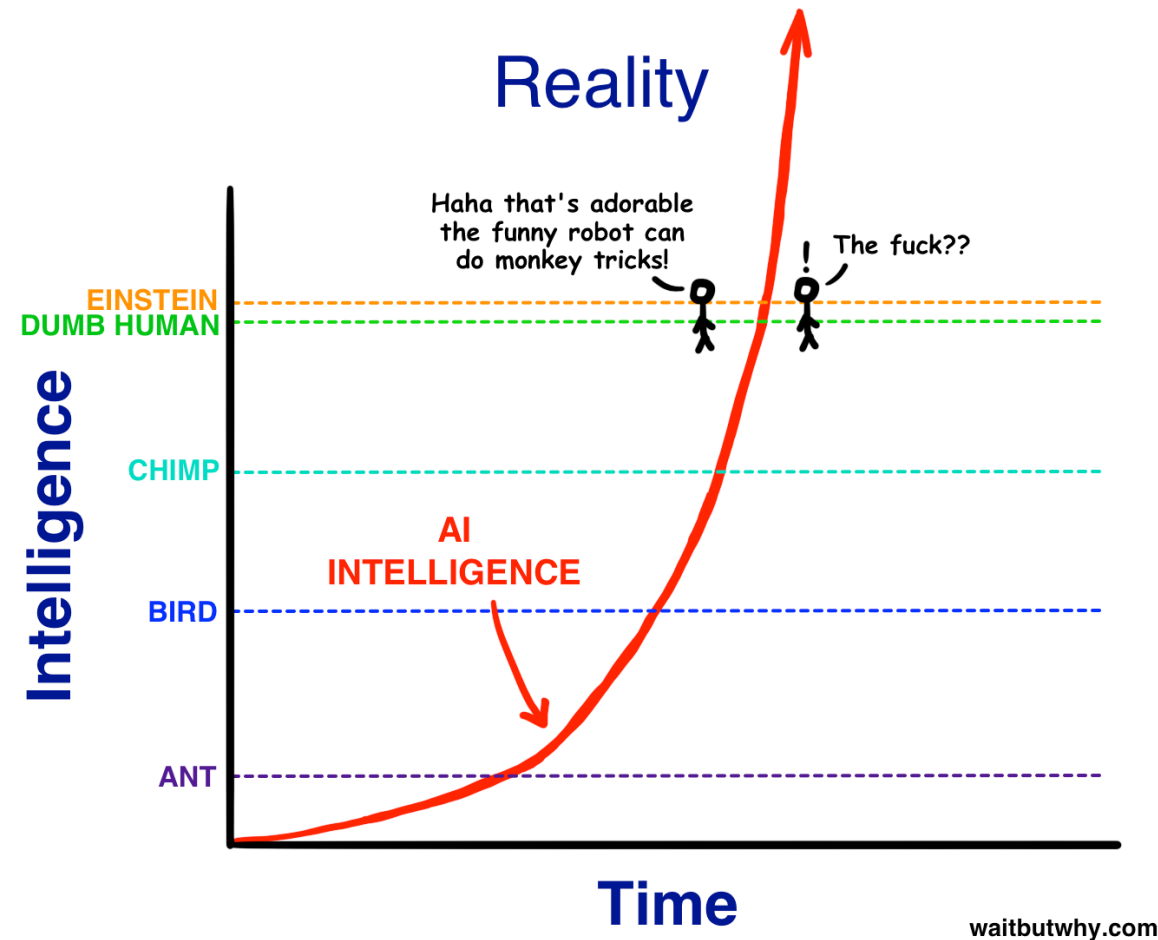
Human Intelligence Growth

Our Distorted View of Intelligence

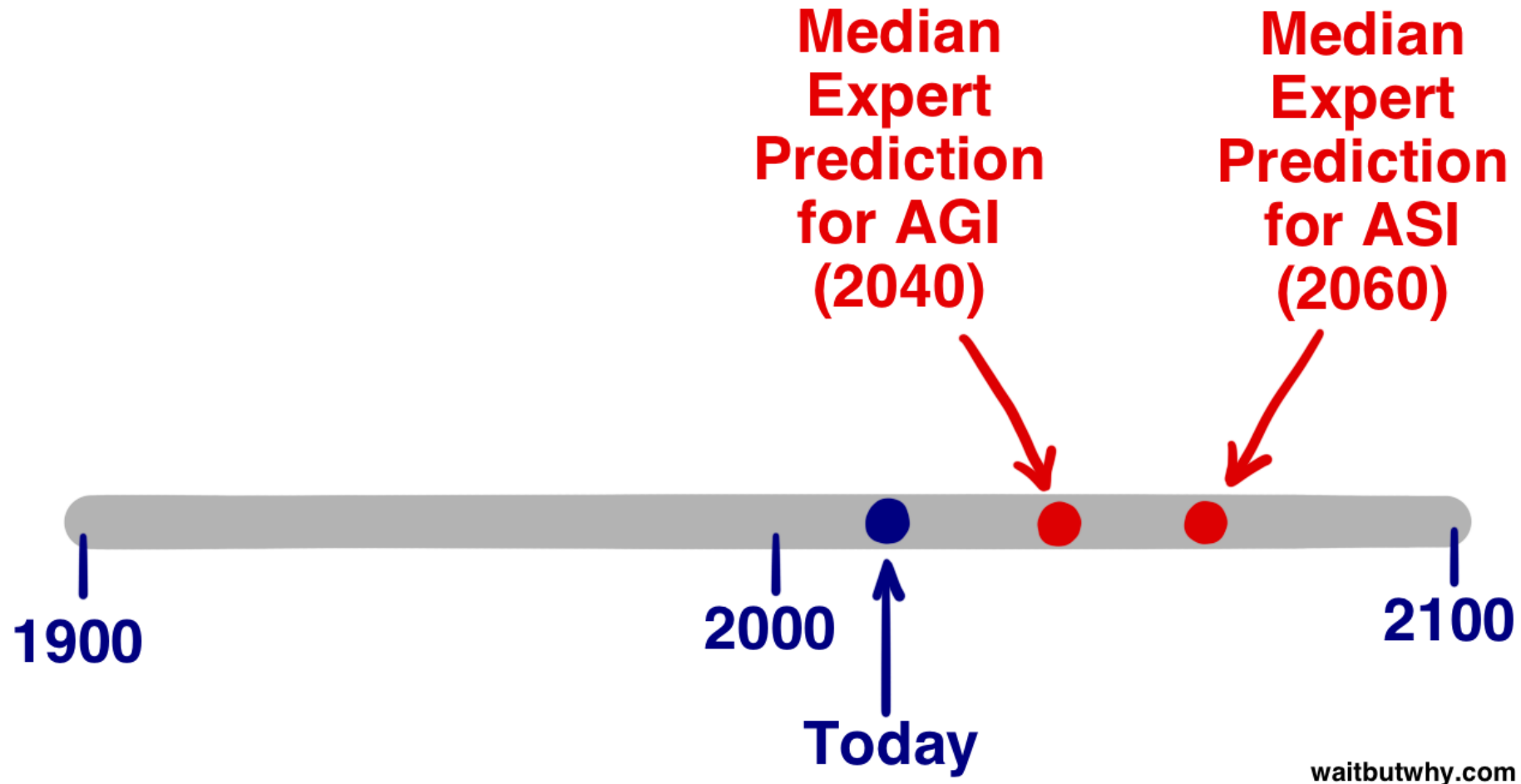


waitbutwhy.com

Human Intelligence Growth



Artificial Intelligence - Types



Machine Learning

- Subfield of artificial intelligence
- Study of pattern recognition and computational learning theory
- Creating programs that can automatically learn rules from data

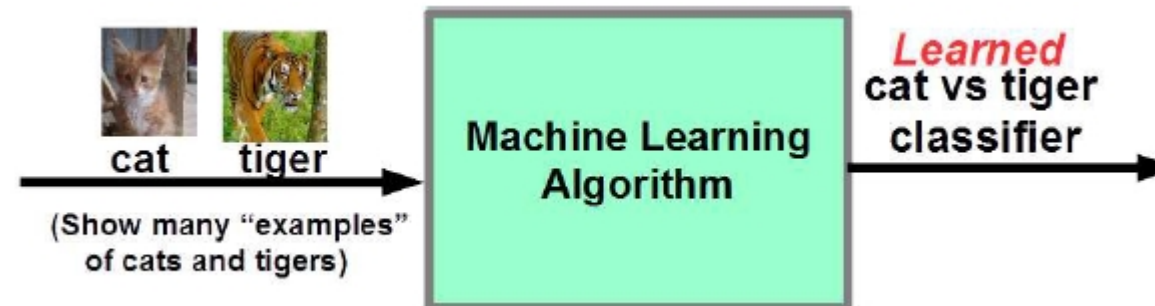
“Field of study that gives computers the ability to learn without being explicitly programmed”
(Arthur Samuel, 1959)

Machine Learning

- Traditional: Write programs using hard-coded (fixed) rules



- Machine Learning: Learn rules by looking at some training data



Machine Learning

- Supervised Learning
 - Predictive approach
 - To learn a mapping from inputs to outputs
 - Example) classification, regression
- Unsupervised Learning
 - Descriptive approach
 - To find interesting patterns in the data
 - Example) clustering, dimensionality reduction

A Short Prehistory of AI

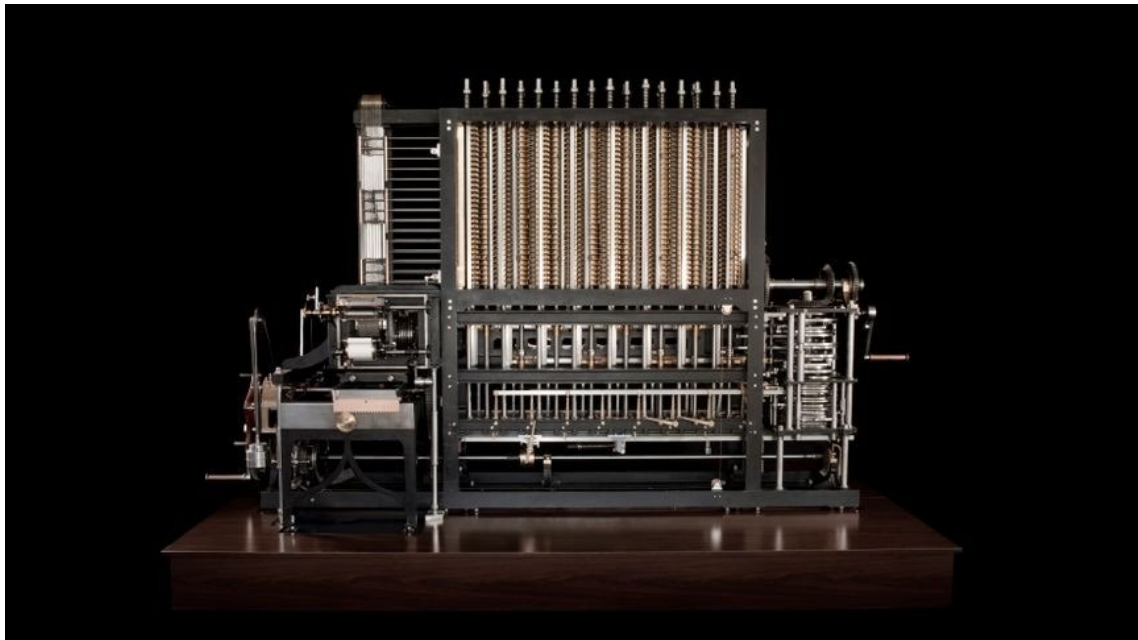
Prehistory:

- Philosophy (reasoning, planning, learning, science, automation)
- Mathematics (logic, probability, optimization)
- Neuroscience (neurons, adaptation)
- Economics (rationality, game theory)
- Control theory (feedback)
- Psychology (learning, cognitive models)
- Linguistics (grammars, formal representation of meaning)

A Short Prehistory of AI

Near miss (1842):

- Babbage design for universal machine
- Lovelace: “a thinking machine” for “all subjects in the universe.”



The Babbage Engine

Diagram for the computation by the Engine of the Numbers of Bernoulli. See Note G. (page 722 *et seq.*)

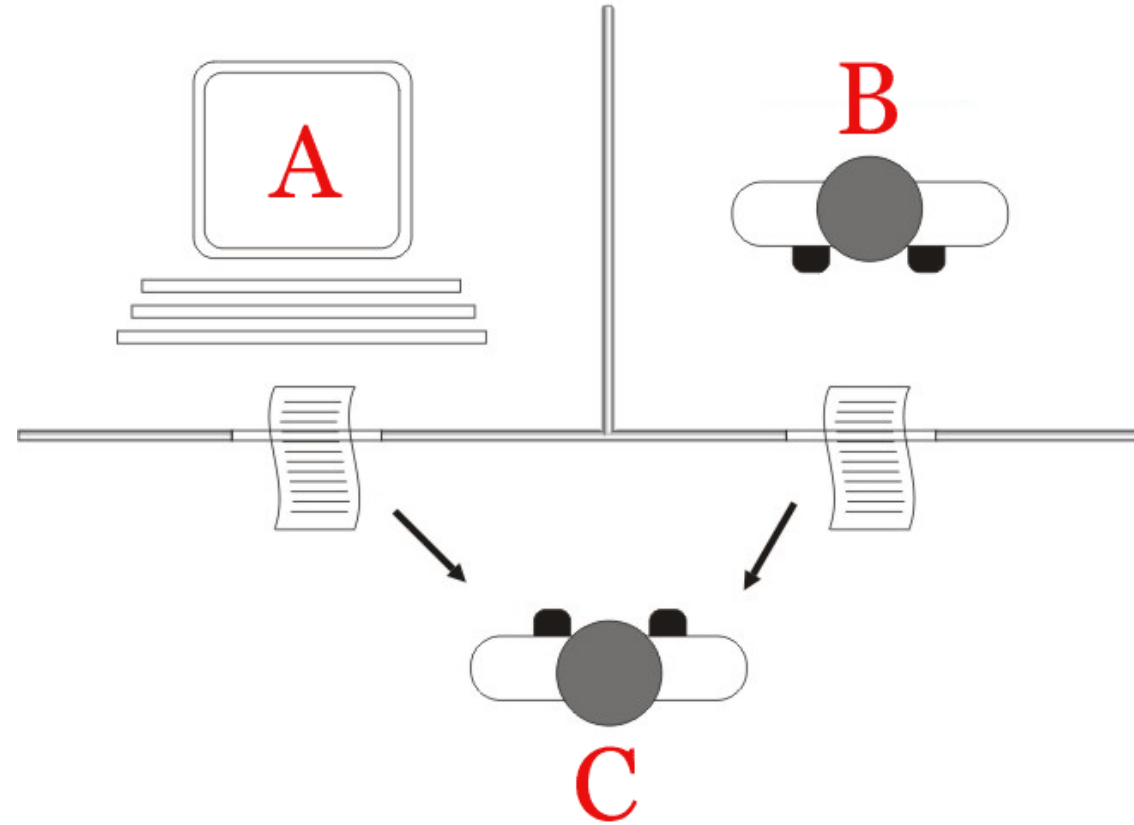
Number of Operation.	Nature of Operation.	Variables acted upon.	Variables receiving results.	Indication of change in the value on any Variable.	Statement of Results.	Data.										Working Variables.										Result Variables.			
						v_1	v_2	v_3	v_4	v_5	v_6	v_7	v_8	v_9	v_{10}	v_{11}	v_{12}	v_{13}	v_{14}	v_{15}	v_{16}	v_{17}	v_{18}	v_{19}	v_{20}	v_{21}	v_{22}	v_{23}	
						1	2	n																					
1	\times	$v_2 \times v_3$	v_4	v_5	v_6		2	n	2n	2n	2n																		
2	$-$	$v_4 - v_1$	v_1				1		2n-1																				
3	$+$	$v_4 + v_1$	v_1				1			2n+1																			
4	$+$	$v_4 + v_1$	v_{11}						0	0																			
5	$+$	$v_{11} + v_1$	v_{11}				2																						
6	$-$	$v_{11} - v_1$	v_{11}																										
7	$-$	$v_4 - v_1$	v_{10}				1		n																				
8	$+$	$v_2 + v_1$	v_2				2																						
9	$+$	$v_4 + v_1$	v_{11}							2n	2																		
10	\times	$v_{11} \times v_1$	v_{12}																										
11	$+$	$v_{12} + v_1$	v_{13}																										
12	$-$	$v_{12} - v_1$	v_{10}				1																						
13	$-$	$v_4 - v_1$	v_4				1				2n-1																		
14	$+$	$v_4 + v_1$	v_7				1				3																		
15	$-$	$v_4 - v_1$	v_6							2n-1	3																		
16	\times	$v_6 \times v_1$	v_{11}																										
17	$-$	$v_6 - v_1$	v_6				1				2n-2																		
18	$+$	$v_4 + v_1$	v_7				1				4																		
19	$+$	$v_6 + v_1$	v_6							2n-2	4																		
20	\times	$v_6 \times v_1$	v_{11}																										
21	\times	$v_{11} \times v_1$	v_{12}																										
22	$+$	$v_{12} + v_1$	v_{13}																										
23	$-$	$v_{12} - v_1$	v_{10}				1																						

Here follows a repetition of Operations thirteen to twenty-three.

24	$+$	$v_{13} + v_1$	v_{14}																										
25	$+$	$v_1 + v_1$	v_2				1		n+1		0	0																	

Algorithm to compute Bernoulli numbers

Turing Test

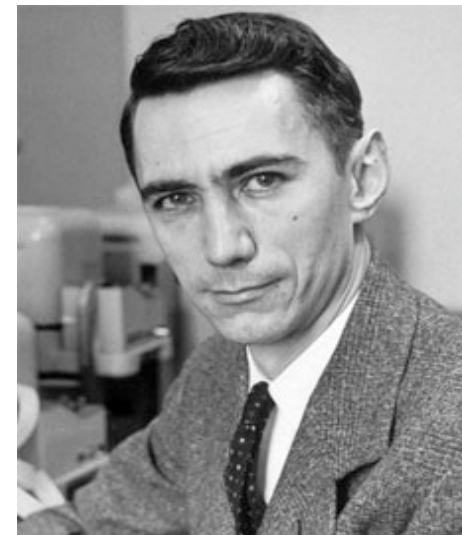


Ability to understand and generate language - intelligence
“Can machine think?”

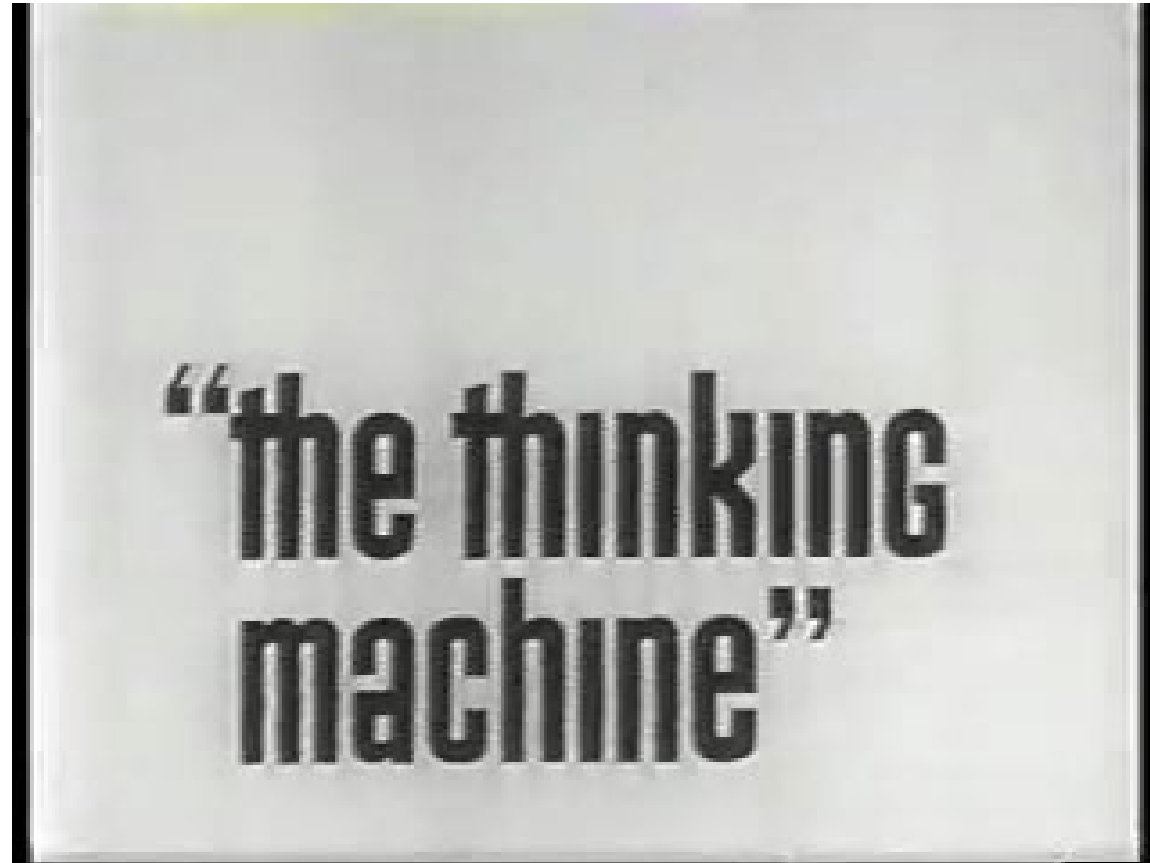
AI's Official Birth: Dartmouth, 1956

“An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves. *We think that a significant advance can be made if we work on it together for a summer.*”

John McCarthy and Claude Shannon @ Dartmouth Workshop Proposal



AI's Official Birth: Dartmouth, 1956



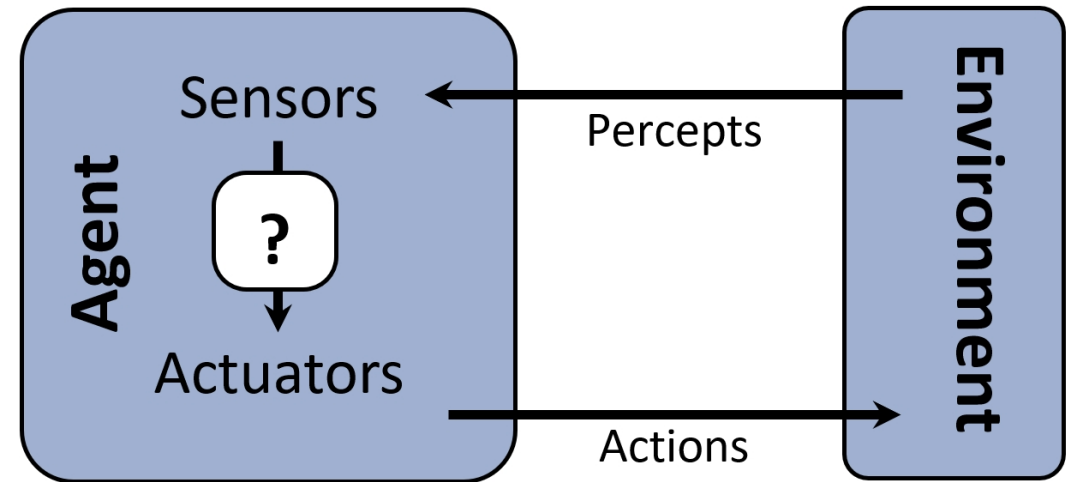
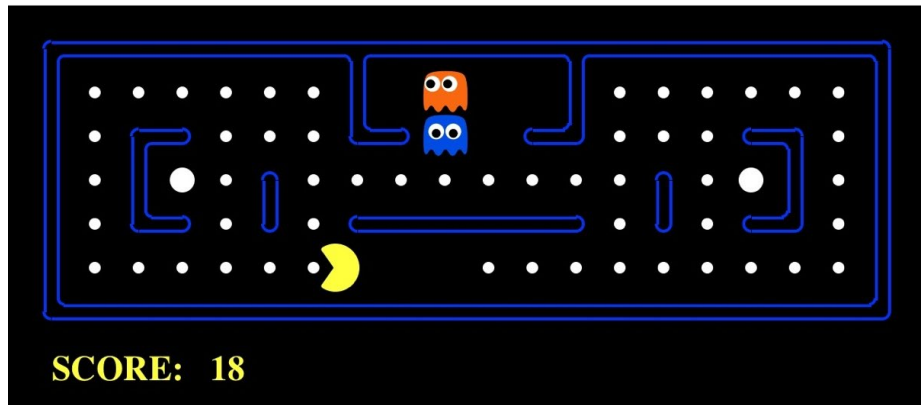
<https://www.youtube.com/watch?v=aygSMgK3BEM>

A (Short) History of AI

- 1940 - 1950: Early days
 - 1943: McCulloch & Pitts: Boolean circuit model of brain
 - 1950: Turing's "Computing Machinery and Intelligence"
- 1950 - 70: Excitement: Look, Ma, no hands!
 - 1950s: Early AI programs: chess, checkers (RL), theorem proving
 - 1956: Dartmouth meeting: "Artificial Intelligence" adopted
 - 1965: Robinson's complete algorithm for logical reasoning
- 1970 - 90: Knowledge-based approaches
 - 1969 - 79: Early development of knowledge-based systems
 - 1980 - 88: Expert systems industry booms
 - 1988 - 93: Expert systems industry busts: "AI Winter"
- 1990 - 2012: Statistical approaches + subfield expertise
 - Resurgence of probability, focus on uncertainty
 - General increase in technical depth
 - Agents and learning systems... "AI Spring"?
- 2012 - NOW: Excitement: Look, Ma, no hands again?
 - Big data, big compute, deep learning
 - AI used in many industries

AI as Designing Rational Agents

- An agent is an entity that perceives and acts
- A rational agent selects actions that maximize its expected utility
- Characteristics of the sensors, actuators, and environment dictate techniques for selecting rational actions



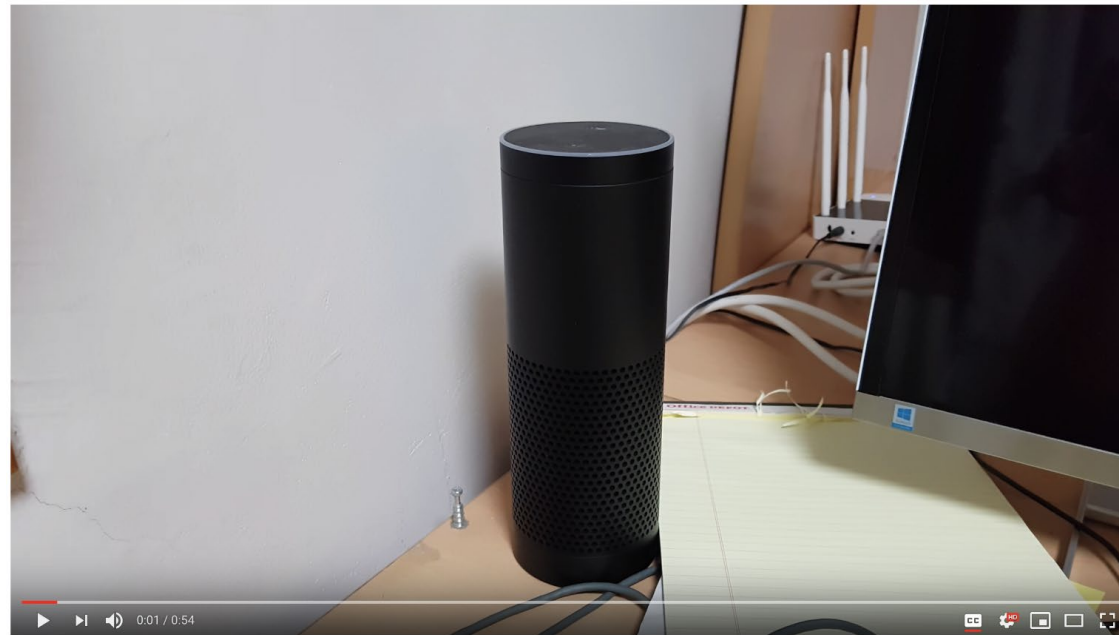
What Can AI Do?

Quiz: Which of the following can be done at present?

- Play a decent game of table tennis?
- Play a decent game of Jeopardy?
- Drive safely along a curving mountain road?
- Drive safely along Seobu-ro?
- Buy a week's worth of groceries on the web?
- Buy a week's worth of groceries at GS25 in the dorm?
- Discover and prove a new mathematical theorem?
- Converse successfully with another person for an hour?
- Perform a surgical operation?
- Translate spoken Chinese into spoken English in real time?
- Fold the laundry and put away the dishes?
- Write an intentionally funny story?

AI Speaker

A is B, but B is not A?



Amazon Alexa said the president of South Korea in 2018 is

https://www.youtube.com/watch?v=v_7XSXdR6Bw

AI Speaker

When does Amazon Alexa update the information?

2016.12.09 Park Geun-hye impeachment vote	2017.03.10 Constitutional court of Korea accepts the impeachment	2017.05.09 Korea Presidential election	2018.01.11 Now
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AI Speaker

What date is it?

Today is Thursday January 11th 2018.



Who is the president of South Korea now?

South Korea's president is Lee myung-bak.

Who is Moon jaein?

Moon jaein is a South Korean politician and the current president of South Korea.

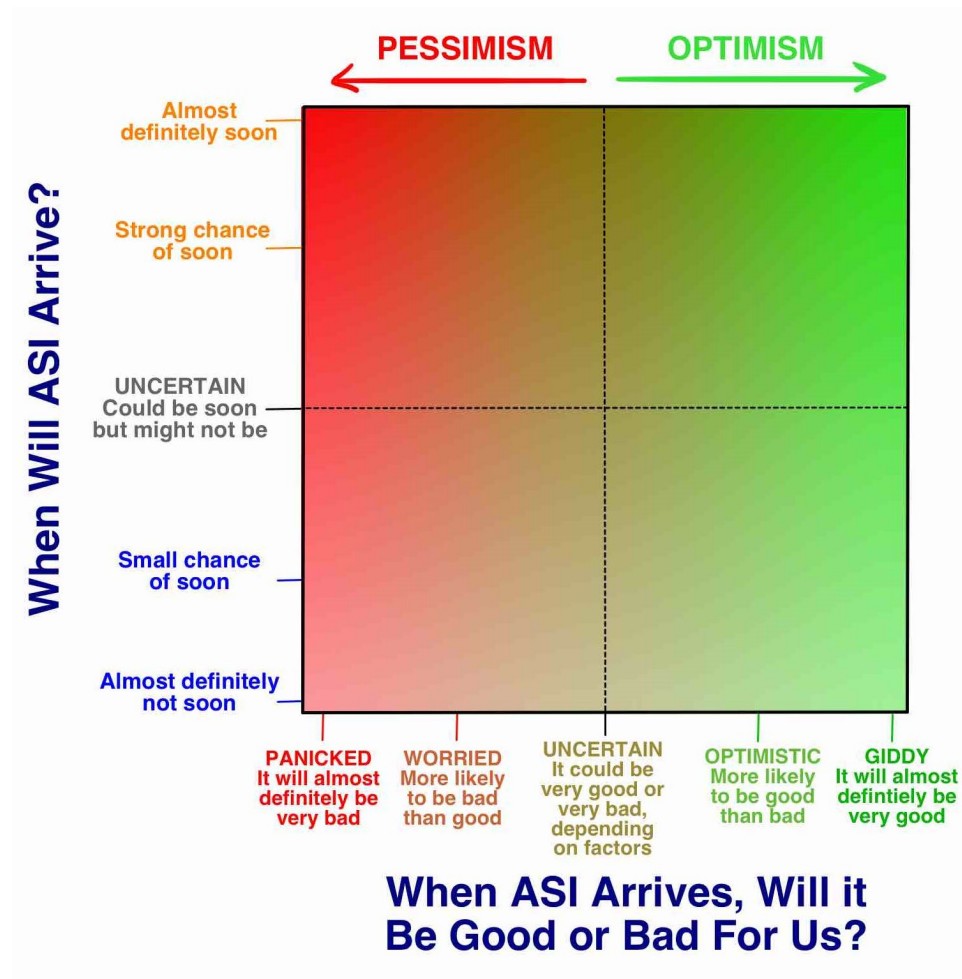


Future

We are doing AI

- To create intelligent systems
 - The more intelligent, the better
- To gain a better understanding of human intelligence
- To magnify those benefits that flow from it
 - E.g., net present value of human-level AI \geq \$13,500T
 - Might help us avoid war and ecological catastrophes, achieve immortality and expand throughout the universe

Opinions on ASI Arrival



Opinions on ASI Arrival

Optimism

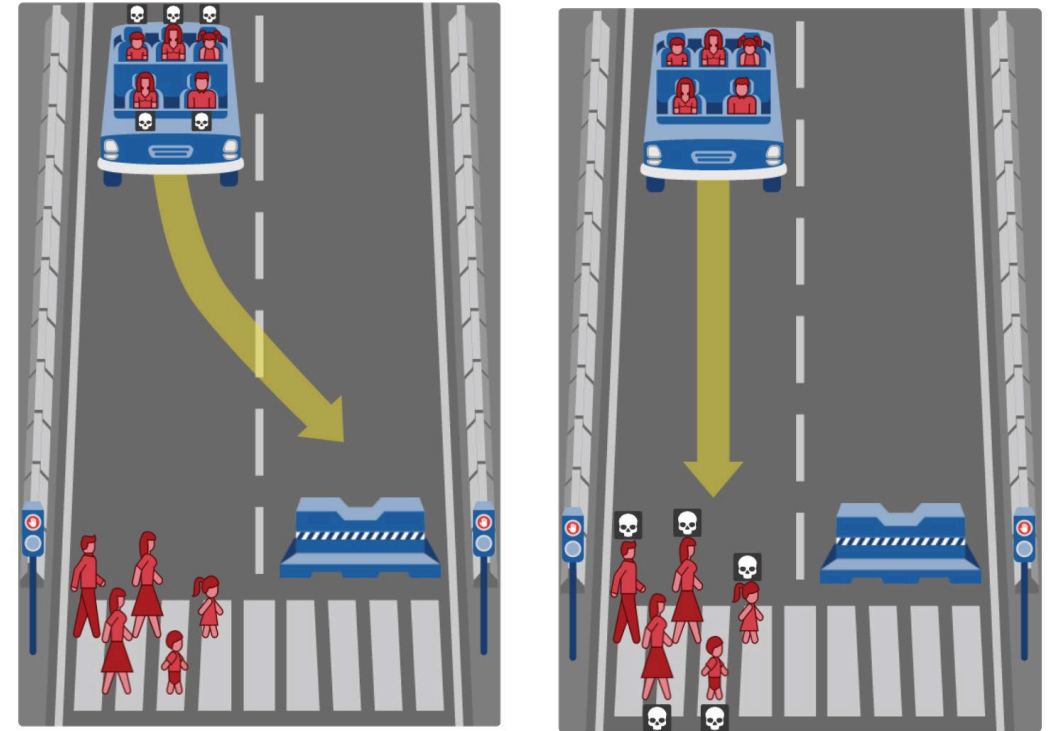
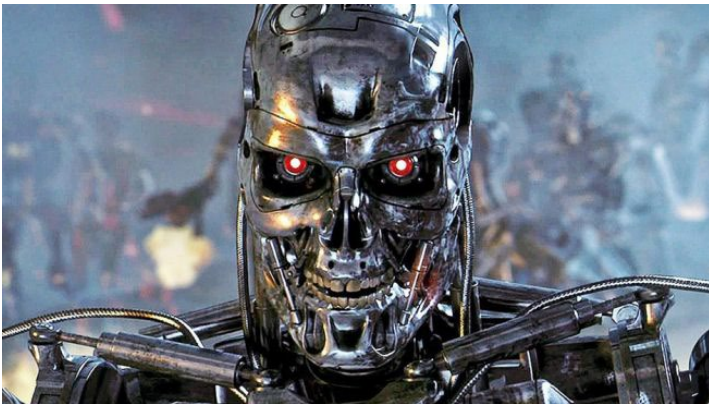
- AIs can solve any problems
- Humans can have eternal life



Opinions on ASI Arrival

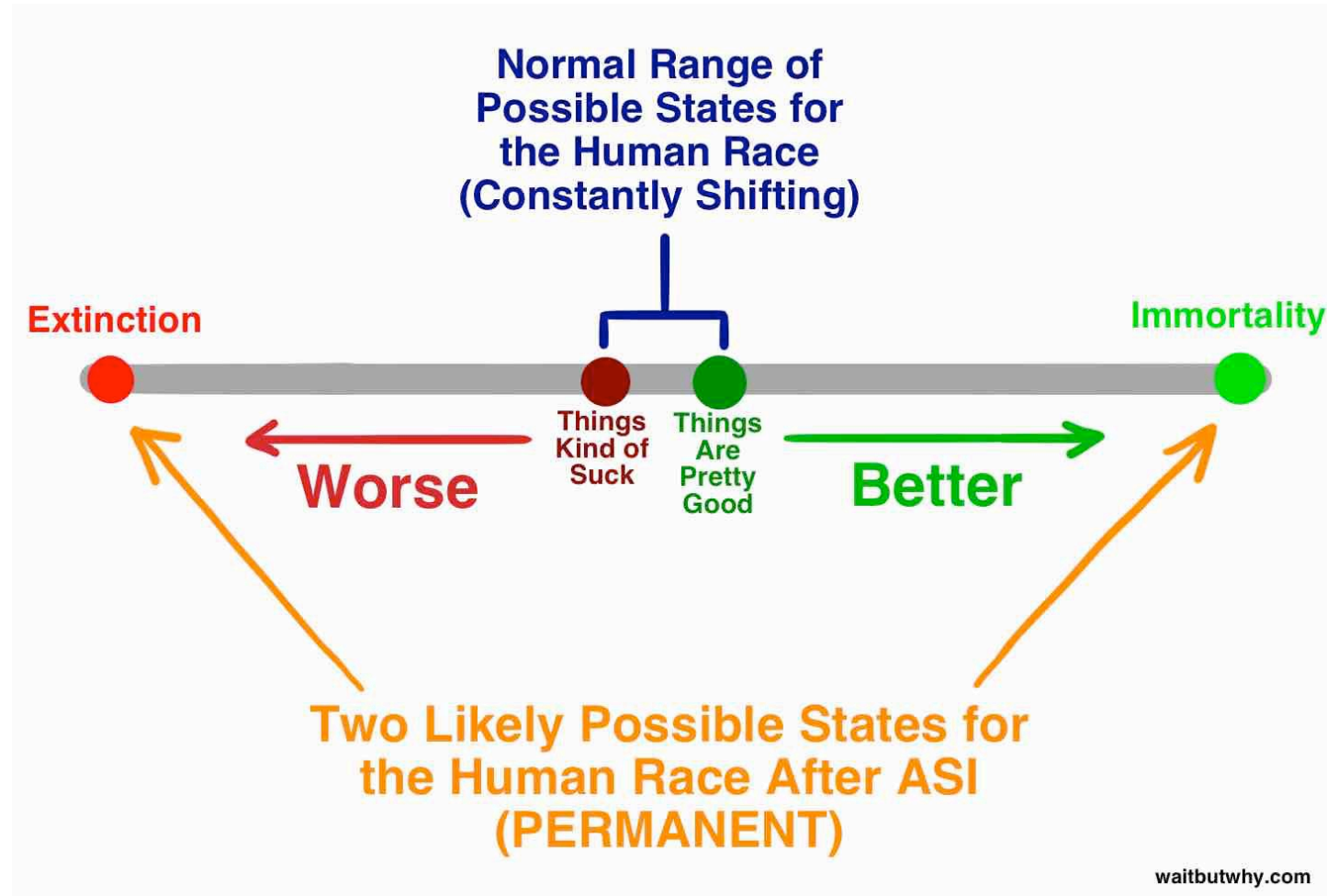
Pessimism

- AIs work hard to achieve the goal
- AIs are amoral
 - Not moral
 - Not immoral
 - Not involving questions of right or wrong
- Can Humans control ASI?
 - ASI is smarter than humans



<https://www.moralmachine.net/>

In the Future...



Machine Learning Top-tier Conferences

- AI/ML
NeurIPS, AAAI, ICML, KDD, WWW, IJCAI, ICLR, ...
- Computer Vision
CVPR, ICCV, ECCV, ...
- Natural Language Processing
ACL, EMNLP, NAACL, ...

More information

<https://research.com/conference-rankings/computer-science>