**Moravec’s paradox**

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1 Introduction

Moravec’s paradox is the observation that, contrary to traditional assumptions,  
reasoning requires very little computation, but sensorimotor skills require enor-  
mous computational resources. The principle was articulated by Hans Moravec,  
Rodney Brooks, Marvin Minsky and others in the 1980s. It is Comparatively  
easy to make computers exhibit adult level performance on intelligence tests or  
playing checkers, and difficult or impossible to give them the skills of a one-  
year-old when it comes to perception.

2 The biological basis of human skills

All human skills are implemented biologically, using machinery deigned by the  
process of natural selections. The older a skill is, the more time natural selection  
has had to improve he design. He says we should expect skills that appear  
effortless to be difficult to reverse-engineer, but skills that require effort may  
not necessarily be hard to engineer at all.

3 Historical influence on artificial intelligence

In the early days of artificial intelligence research, leading researchers often pre-  
dicted that they would be able to create thinking machines in just a few decades.  
They had seen successful at writing programs that used logic, solved algebra and  
geometry problems and played games like checkers and chess. Rodney Brooks  
decided to build intelligent machines that had no cognition. Just sensing and  
action. This new direction, which he called Nouvelle AI was highly influential  
on robotics research and AI.  
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