CSE3013 Artificial Intelligence

Module-1: Introduction, Application and Evolution of AI

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SCOPE

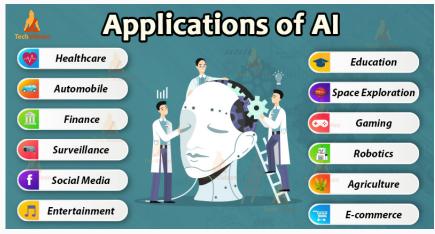
Introduction

Why to study AI?



Source: Data Flair

Applications of AI



Source: Tech Vidvan

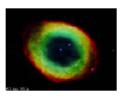
Specific Applications (1/5)

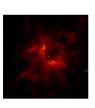
- Autonomous planning and scheduling
 - Autonomous rovers
 - Analysis of data





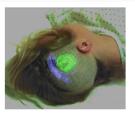


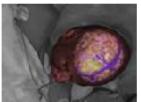




Specific applications (2/5)

- Medicine
 - Image guided surgery





Specific applications (3/5)

- Transportation:
 - Autonomous vehicle control
 - Pedestrian detection:



Specific applications (4/5)

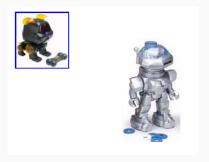
• Gaming





Specific applications (5/5)

• Robotic toys



Importance of AI

- AI automates repetitive learning and discovery through data
 - AI performs frequent, high-volume, computerized tasks, reliably and without fatigue.
- AI analyzes more and deeper data
 - Big data, neural networks, deep learning
- AI adds intelligence to existing products
 - Virtual assistants (Siri, Google assistant, Alexa)
- AI achieves incredible accuracy
- AI adapts through progressive learning algorithms
- AI gets the most out of data.
- Attempts to build intelligent entities

Definitions of AI

Defining AI (1/3)

- AI is a branch of computer science, aim on building machines and software with intelligence similar to humans.
- The aim is that: they can perform similar thinking, reasoning, decision-making, problem solving and natural language processing like human.
- Thinking like humans
 - Machines with minds -(Haugeland, 1985)
 - Automation of "decision making, problem solving, learning..." -(Bellman, 1978)

Defining AI (2/3)

- Acting like humans
 - Functions that require intelligence when performed by people -(Kurzweil, 1990)
 - Making computers do things people currently do better -(Rich & Knight, 1991)
- Thinking rationally
 - Computational models of mental faculties -(Charniak & McDermott, 1985)
 - Computations that make it possible to perceive, reason, and act -(Winston, 1992)

Defining $\overline{\mathrm{AI}\;(2/3)}$

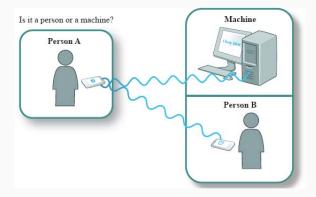
- Acting rationally
 - Explaining, emulating intelligent behavior via computation -(Schalkoff, 1990)
 - Branch of CS: automating intelligent behavior -(Luger, 2005)

Definitions of AI

- 1. Acting humanly
- 2. Thinking humanly
- 3. Thinking rationally
- 4. Acting rationally

The Turing test

- Turing (1950): "Can machines think?"/ "Can machines behave intelligently?"
- Designed Operational test for intelligent behavior: Imitation Game



Acting humanly (1/2)

- The Turing test approach
 - 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.
- The computer would need to possess the following capabilities:
 - natural language processing to enable it to communicate successfully
 - knowledge representation to store what it knows or hears
 - automated reasoning to use the stored information to answer questions and to draw new conclusions
 - machine learning to adapt to new circumstances and to detect and extrapolate patterns

Acting humanly (2/2)

- Turing's test avoids direct physical interaction between the interrogator and the computer
- Because physical simulation of a person is unnecessary for intelligence.
- total Turing Test includes a video signal so that the interrogator can test the subject's perceptual abilities
- It gives the opportunity for the interrogator to pass physical objects to the computer
- To pass the total Turing Test, the computer will need:
 - computer vision to perceive objects, and
 - robotics to manipulate objects and move about
- These six disciplines compose most of AI

Thinking humanly: The cognitive modeling approach

- Programs with cognitive skills- thinking, remembering, reasoning
- Cognitive science
 - The interdisciplinary field
 - Brings together computer models from AI and experimental techniques from psychology to construct precise and testable theories of the human mind.

Thinking rationally: The "laws of thought" approach

- Based on the field of logic
- Syllogism
 - A form of reasoning in which a conclusion is drawn from two given or assumed propositions (premises)
- By 1965, programs existed that could solve any solvable problem described in logical notation.
- If no solution exists, the program might loop forever.
- The so-called logicist tradition within artificial intelligence hopes to build on such programs to create intelligent systems.

Acting rationally: The rational agent approach

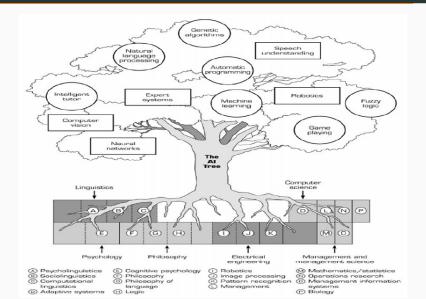
- Agent: just something that acts
- Computer agents are expected to do more
 - operate autonomously
 - perceive their environment
 - persist over a prolonged time period
 - adapt to change
 - create and pursue goals.
- Rational agent is one that acts so as to achieve the best outcome or, when there is uncertainty, the best expected outcome.

Evolution of AI

Fields contributed to AI

- Philosophy: Rationalism, dualism etc.
- Mathematics: Algorithm, tractability, NP-Completeness etc.
- Economics: Game theory, operations research etc.
- Neuroscience: Neurons,
- Psychology: Behaviorism, Cognitive psychology
- Computer engineering
- Linguistics

Disciplines of AI- The AI tree



History of AI

 \bullet Reading assignment

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