# Introduction to Artificial Intelligence

# AΤ

### What is intelligence?

### From the dictionary...

- · The capacity to acquire and apply knowledge
- The faculty of thought and reason
- Superior powers
- Information (especially secret information)

Let's observe some intelligent behaviors

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What are some examples of intelligence displayed by Joshua, the WOPR?

Learn fr. mistake, comm/lmgnage Suggestions evaluate 1 then act interpret data

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#### Intelligent behaviors (by Joshua)

- Game playing (tic-tac-toe, global thermonuclear war)
- Natural language understanding
- Dialogue management
- Learning ("Learn, dammit!")
- ..

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# What are some examples of intelligence displayed by C3PO & R2D2?



Take instruction, act

[collaboration]
have emotions
personalities
speech
sense of self

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#### Intelligent behaviors (by C3PO & R2D2)

- Vision/perception
- Grasping/manipulation
- Navigation
- Speech recognition
- Emotion (e.g., fear)

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#### How do you know if an entity is intelligent?

#### The Turing Test

- · "Can a machine think?" "If a machine could think, how could we tell?"
- · Based on the "the imitation game" http://www.cnet.com/videos/what-is-the-turing-test/
- The Loebner prize awards the "most human-like" computer, the first formal implementation of the Turing Test.
- · Roots of the field of Natural Language Processing

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- CAPTCHA
- Completely Automated Public Turing Test for Telling Computers and Humans Apart



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#### What is the goal of research in artificial intelligence?

- Not to create C3PO 🙁
- · Engineering: create artifacts that display useful intelligent behavior
- Science (I): understand intelligence
- Science (2): understand human intelligence

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#### Some questions AI might try to answer

- Given these symptoms, what illness do I have?
- Diagnosis, general analysis
  - · Is the next hurricane/earthquake/... the big
- Prediction
- How can this team of robots work with me?
- Adaptation and learning

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#### Real AI (right now)

- · Robots! (Mars rovers, DARPA grand challenge, Roomba, ...)
- · Game playing (world-class chess, Jeopardy,
- Language technology (speech recognition, machine translations, ...)
- Information retrieval (search, constructing meaning out of the retrieved data, ,,,)

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#### Extremely brief history of Al

- Alan Turing's 1950 paper "Computing Machinery and Intelligence"
- · "Artificial Intelligence"—coined in 1956
  - Use of computers for modeling certain problemsolving tasks that were, prior to the invention of the computer, thought to be uniquely human.
- Classic AI: (60s-80s) models of intelligence, search, games, knowledgement representation
- Empirical AI: (90s-present) learning, datadriven, probabilistic/statistical

## Al topics in this course

(There's not enough time for all of Al!)

- Natural language understanding (Computational linguistics, machine translation)
- Information retrieval
- Reinforcement learning in robotics
- Historical, cultural, and ethical issues

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What are some ethical issues with Al?

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