

### CS360: AI & Robotics

TTh 9:25 am - 10:40 am

Shereen Khoja shereen@pacificu.edu

### Artificial Intelligence



We call ourselves

# Homo sapiens

What does this mean?

### What is AI?



Systems that think like humans	Systems that think rationally
Systems that act like humans	Systems that act rationally

### Acting Humanly



The Turing Test 0 90-62K  $\bigcirc$ 0 0

## What Things Does a Computer Need to Pass?



- Natural Language Processing
- Knowledge Representation
- Automated Reasoning
- Machine Learning

## **Total Turing Test**



Computer Vision



### **Turing Test**



Still relevant today

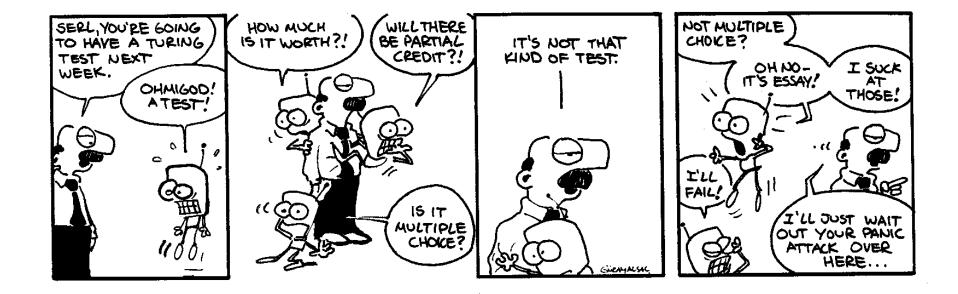
- AI researchers devote little effort to achieving the Turing test
- Why?
  - Underlying principles are more important
  - Wright brothers succeeded in flying after they stopped imitating birds

## Critics of the Turing Test



- Needlessly constrains machine intelligence to fit a human mold
  - Do we really want a machine that is bad at mathematics?
- Does not test abilities requiring perceptual skill or manual dexterity





## Thinking Humanly



- General Problem Solver (GPS) by Newell and Simon
- Compare the trace of its reasoning steps to traces of human subjects solving the same problems
- Field of Cognitive Science
- Get inside the human mind through
  - Introspection
  - Psychological Experiments

## Thinking Rationally



The 'laws of thought' approach

Socrates is a man; all men are moral; therefore, Socrates is mortal"

#### Two problems:

- > Hard to state informal knowledge in formal terms
- Problems with a few dozen facts can exhaust the computational resources of a computer

## Acting Rationally



The rational agent approach

Agent is different from a program

- Operating under autonomous control
- Perceiving their environment
- Persisting over a long period of time
- Adapting to change

Difference between the laws of though approach and this approach

- There are ways of acting rationally that do not involve logic
- Recoiling from a hot stove

### **AI Fundamentals**



- Two fundamental components of AI
  - Knowledge Representation
  - Search

### **AI Application Areas**



- Game Playing
  - State search for tic-tac-toe
- Automated Reasoning
- Expert Systems
  - Knowledge Engineer
  - DENDRAL MYCIN
  - Difficulties include:
    - ✓ Lack of deep knowledge
    - ✓ Lack of flexibility
    - ✓ No deep explanations
    - ✓ Little learning from experience
    - Difficulties in verification

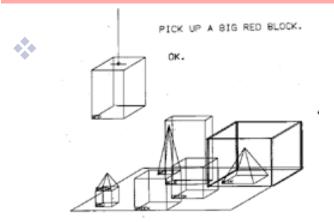
### **AI Application Areas**

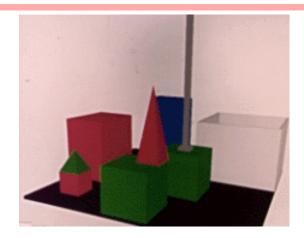


- Natural Language Understanding
  - Parsing sentences
  - Knowing discourse and idioms
  - With none down in the top of the ninth and the go-ahead run at second, the manager called his relief from the bull pen'
  - > SHRDLU (1973)

### SHRDLU







Person: PICK UP A BIG RED BLOCK.

Computer: OK. (does it)

Person: GRASP THE PYRAMID.

Computer: I DON'T UNDERSTAND WHICH PYRAMID YOU MEAN.

Person: FIND A BLOCK WHICH IS TALLER THAN THE ONE YOU ARE HOLDING AND PUT IT INTO THE BOX.

Computer: BY "IT", I ASSUME YOU MEAN THE BLOCK WHICH IS TALLER THAN THE ONE I AM HOLDING.

Computer: OK. (does it)

Person: WHAT DOES THE BOX CONTAIN?

Computer: THE BLUE PYRAMID AND THE BLUE BLOCK.

Person: WHAT IS THE PYRAMID SUPPORTED BY?

Computer: THE BOX.

### **AI Application Areas**



- Planning and Robotics
  - Planning

✓ Robots perform tasks with some flexibility and responsiveness

- Machine Learning
  - Playing Chess

## AI Programming Languages



#### LISP

famous proposal for the Darmouth Summer Research Project on Artificial Intelligence by McCarthy -- dated the 31st of August 1955 - contains a research program for McCarthy which is devoted to this question: "During next year and during the Summer Research Project on Artificial Intelligence, I propose to study the relation of language to intelligence ..."

#### PROLOG

- Prolog invented (about 1972) by the AI researcher Alan Colmeraurer