


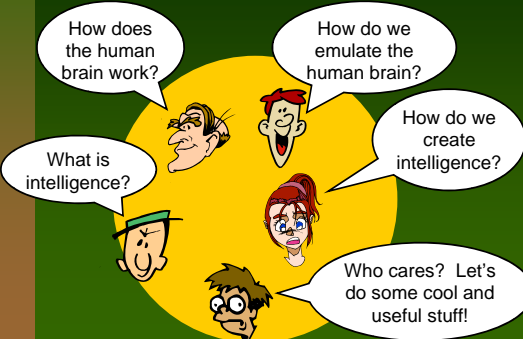
Artificial Intelligence

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1

What is AI?



How does the human brain work?

How do we emulate the human brain?

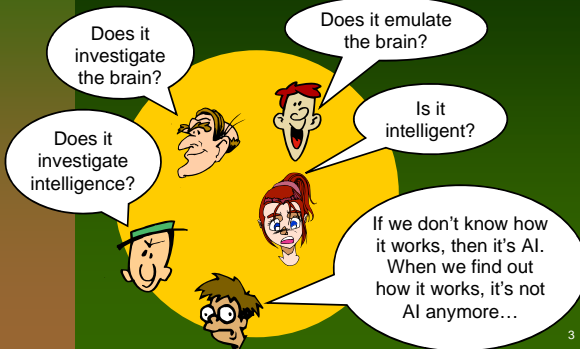
How do we create intelligence?

What is intelligence?

Who cares? Let's do some cool and useful stuff!

2

How do we classify research as AI?



Does it investigate the brain?

Does it emulate the brain?

Does it investigate intelligence?

Is it intelligent?

If we don't know how it works, then it's AI. When we find out how it works, it's not AI anymore...

3

Approaches to AI

- Learning
- Rule-Based Systems
- Search
- Planning
- Ability-Based Areas
- Robotics
- Agents

4

Learning

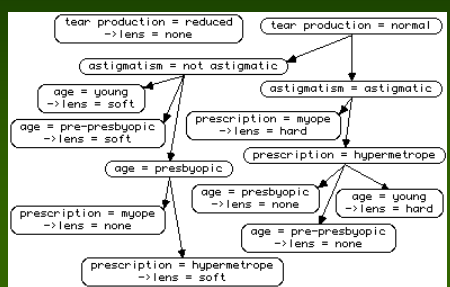
- Explanation
 - Discovery
 - Data Mining
- No Explanation
 - Neural Nets
 - Case Based Reasoning



5

Learning: Explanation

- Cases to rules



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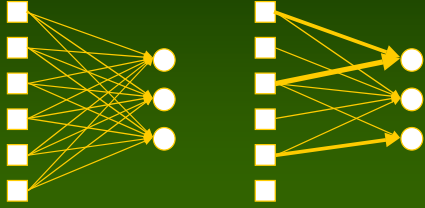
graph TD
    A["tear production = reduced  
->lens = none"]
    B["tear production = normal"]
    C["astigmatism = not astigmatic"]
    D["astigmatism = astigmatic"]
    E["age = young  
->lens = soft"]
    F["age = pre-presbyopic  
->lens = soft"]
    G["prescription = myope  
->lens = hard"]
    H["prescription = hypermetropie"]
    I["age = presbyopic"]
    J["age = presbyopic  
->lens = none"]
    K["age = young  
->lens = hard"]
    L["prescription = myope  
->lens = none"]
    M["age = pre-presbyopic  
->lens = none"]
    N["prescription = hypermetropie  
->lens = soft"]

    B --> C
    B --> D
    C --> E
    C --> F
    D --> G
    D --> H
    I --> J
    I --> K
    L --> N
    M --> N
  
```

6

Learning: No Explanation

- Neural nets



7

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8

Rule-Based Systems

- Logic Languages
 - Prolog, Lisp
- Knowledge bases
- Inference engines

9

Rule-Based Languages: Prolog

Father(abraham, isaac). Male(isaac).
 Father(haran, lot). Male(lot).
 Father(haran, milcah). Female(milcah).
 Father(haran, yiscah). Female(yiscah).

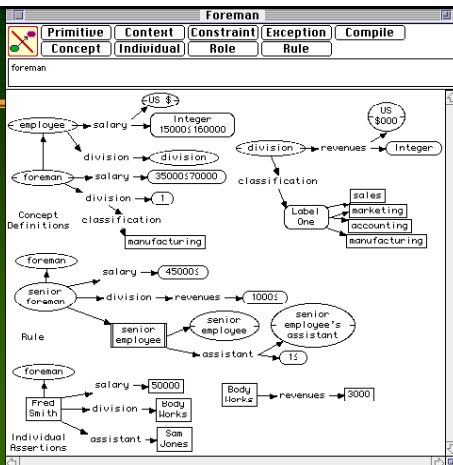
Son(X,Y) ← Father(Y,X), Male(X).
 Daughter(X,Y) ← Father(Y,X), Female(X).

Son(lot, haran)?

10

Rule Based Systems

- KRS



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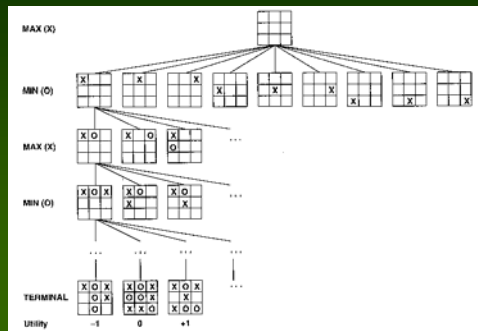
12

Search

- “All AI is search”
 - Game theory
 - Problem spaces
- Every problem is a “virtual” tree of all possible (successful or unsuccessful) solutions.
- The trick is to find an efficient search strategy.

13

Search: Game Theory



$9!+1 = 362,880$ ¹⁴

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15

Approaches to AI

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16

Ability-Based Areas

- Computer vision
- Natural language recognition
- Natural language generation
- Speech recognition
- Speech generation
- Robotics



17

Natural Language: Translation

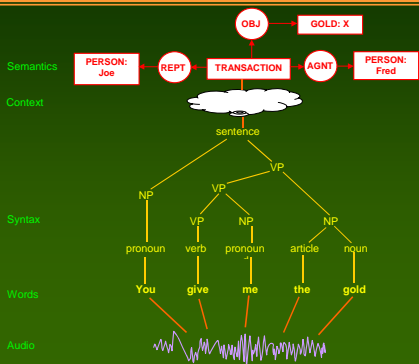
“The spirit is strong, but the flesh is weak.”

→ Translate to Russian
← Translate back to English

“The vodka is great, but the meat is rancid!”

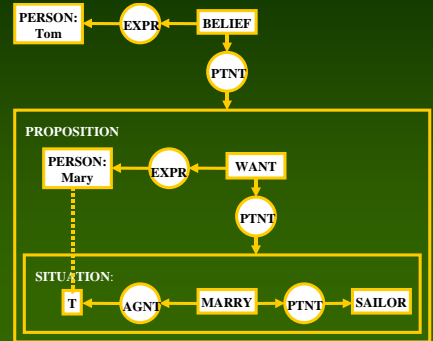
18

Natural Language Recognition



Natural Language Recognition

"Tom believes Mary wants to marry a sailor."



Approaches to AI

- Learning
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 - Robotics
 - Agents
- RoboCup Challenge RoboCup Game

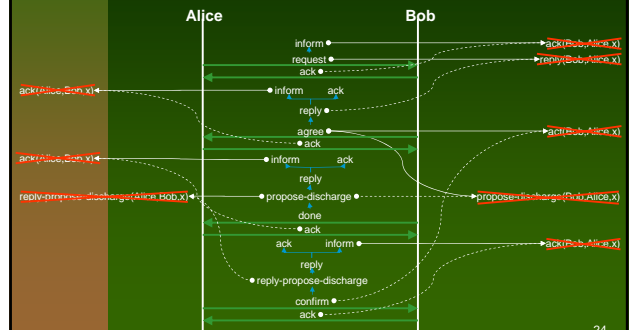
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Agent Communication



Agent Communication



Intelligence



- *Turing Test*: A human communicates with a computer via a teletype. If the human can't tell he is talking to a computer or another human, it passes.
 - Natural language processing
 - knowledge representation
 - automated reasoning
 - machine learning



- Add vision and robotics to get the total Turing test.

25

Weak and Strong AI Claims

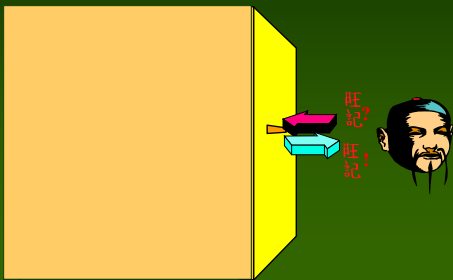


- Weak AI:
 - Machines can be made to act *as if* they were intelligent.
- Strong AI:
 - Machines that act intelligently have real, conscious minds.

26

What is Intelligence?

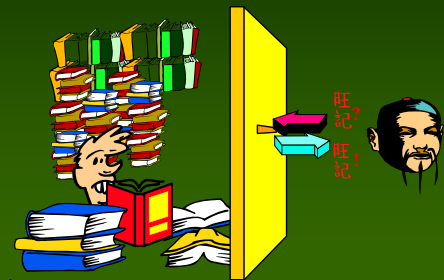
- The Chinese Room



27

What is Intelligence?

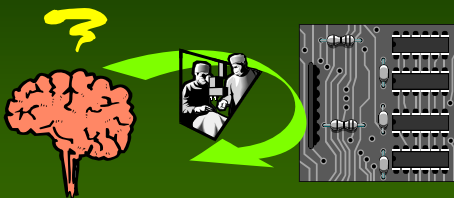
- The Chinese Room



28

What is Intelligence?

- Replacing the brain



29

How far have we got?

- Our best systems have the intelligence of a frog



- Mind you, how many frogs spend all their intelligence controlling a nuclear power plant?