

# Foundations of Artificial Intelligence

## 1. Introduction: What is Artificial Intelligence?

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1.1 What is AI?

1.2 Acting Humanly

1.3 Thinking Humanly

1.4 Thinking Rationally

1.5 Acting Rationally

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## Introduction: Overview

Chapter overview: introduction

- ▶ 1. What is Artificial Intelligence?
- ▶ 2. AI Past and Present
- ▶ 3. Rational Agents
- ▶ 4. Environments and Problem Solving Methods

1. Introduction: What is Artificial Intelligence?

What is AI?

## 1.1 What is AI?

## What is AI?

What do we mean by **artificial intelligence**?

↪ no generally accepted definition!

often pragmatic definitions:

- ▶ “AI is what AI researchers do.”
- ▶ “AI is the solution of hard problems.”

in the following: some common attempts at defining AI

## What is AI: Humanly vs. Rationally; Thinking vs. Acting

“[the automation of] activities that we associate with human thinking, activities such as decision-making, problem solving, learning” (Bellman, 1978)	“the study of mental faculties through the use of computational models” (Charniak & McDermott, 1985)
“the study of how to make computers do things at which, at the moment, people are better” (Rich & Knight, 1991)	“the branch of computer science that is concerned with the automation of intelligent behavior” (Luger & Stubblefield, 1993)

four typical categories:

thinking humanly	thinking rationally
acting humanly	<b>acting rationally</b>

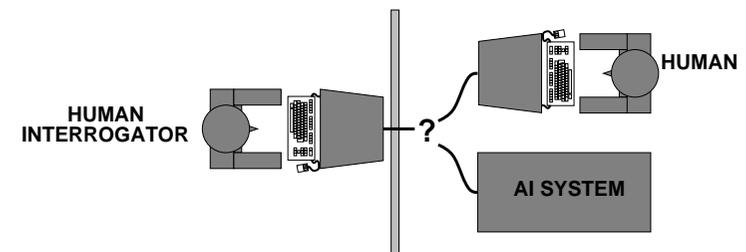
↪ here (and most widespread these days): acting rationally

## 1.2 Acting Humanly

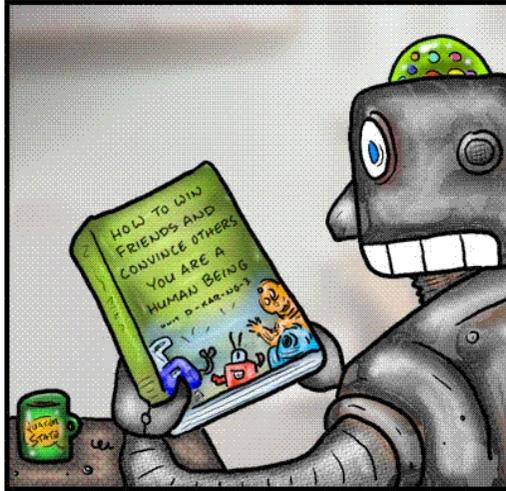
## Acting Humanly: the Turing Test

Alan Turing, *Computing Machinery and Intelligence* (1950):

- ▶ from “can machines think?” to “can machines act intelligently?”
- ▶ operationalization: the **imitation game**



## Cartoon



Unit Bob crams for his Turing Test.

## How Useful is the Turing Test?

### Turing Test:

- ▶ scientific usefulness is questionable
- ▶ not important in AI “mainstream”
- ▶ but: annual competitions (Loebner Prize):  
<http://www.loebner.net/Prizef/loebner-prize.html>
- ▶ practical application: **CAPTCHA** (“Completely Automated Public Turing test to tell Computers and Humans Apart”)



## Turing and the Turing Test in Cinema



<http://www.imdb.com/title/tt2084970/>

## More Turing Test in Cinema



<http://www.imdb.com/title/tt0470752/>

## Turing's "Computing Machinery and Intelligence"

### Turing's Computing Machinery and Intelligence:

- ▶ already discussed all important arguments of the 20th century against possibility of AI
- ▶ suggested core aspects of AI: knowledge representation, reasoning, language understanding, learning
- ▶ prediction: in the year 2000, a machine will be able to fool a layperson for 5 minutes with 30% probability
- ▶ in the news: <http://www.engadget.com/2014/06/08/supercomputer-passes-turing-test/>

## 1.3 Thinking Humanly

## Thinking Humanly: Cognitive Science

- ▶ **cognitive revolution** of the 1960s: information processing supplants dominant behaviorism in psychology
- ▶ Which cognitive abilities are necessary for intelligent behavior?
- ▶ requires scientific theory of brain activity
  - ↔ which level of abstraction? "**knowledge**" or "**circuits**"?
- ▶ How to test? Requires
  - ▶ prediction/test of human behavior (top-down) or
  - ▶ identification from neurological data (bottom-up)
- ▶ roughly corresponds to **cognitive science** and **cognitive neuroscience**
  - ▶ today separate research areas from AI

## 1.4 Thinking Rationally

## Thinking Rationally: Laws of Thought

- ▶ **normative (prescriptive)** rather than **descriptive**
- ▶ **Aristotle**: What are correct arguments/modes of thought?
- ▶ **syllogisms**: structures for arguments that always yield correct conclusions given correct premises:
  - ▶ Socrates is a human.
  - ▶ All humans are mortal.
  - ▶ **Therefore** Socrates is mortal.
- ▶ several Greek schools of thought developed various forms of **logic**:
  - ▶ **notations** (syntax) and
  - ▶ **derivation rules** (calculi) for “correct” thinking
- ▶ direct connection to modern AI via mathematical logic (early 20th century)

## Problems of the Logical Approach

### problems:

- ▶ not all intelligent behavior stems from logical thinking
- ▶ Which conclusions are **relevant**?
- ▶ How to deal with **uncertainty**?
- ▶ How to deal with **contradictions**?

## 1.5 Acting Rationally

## Acting Rationally

**acting rationally**: “doing the right thing”

- ▶ the right thing: **maximize utility**  
given **available information**
- ▶ does not necessarily require “thought” (e.g., reflexes)

advantages of AI as **design of rational agents**:

- ▶ **more general** than “laws of thought”:
  - ↪ logical inference only **one** mechanism for obtaining rational behavior
- ▶ better suited for **scientific method** than approaches based on acting/thinking humanly

## 1.6 Summary

## Summary

**What is AI?**  $\rightsquigarrow$  many possible definitions

- ▶ guided by **humans** vs. by utility (**rationality**)
- ▶ based on externally observable **actions** or inner **thoughts**?

$\rightsquigarrow$  four combinations:

- ▶ acting humanly: e.g., Turing test
- ▶ thinking humanly: cf. cognitive science
- ▶ thinking rationally: logic
- ▶ acting rationally: the most common view today  
 $\rightsquigarrow$  amenable to scientific method