

Foundations of Artificial Intelligence

1. Introduction: What is Artificial Intelligence?

Malte Helmert and Gabriele Röger

University of Basel

February 20, 2017

Introduction: Overview

Chapter overview: introduction

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

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

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

four typical categories:

thinking humanly	thinking rationally
acting humanly	acting rationally

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

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

four typical categories:

thinking humanly	thinking rationally
acting humanly	acting rationally

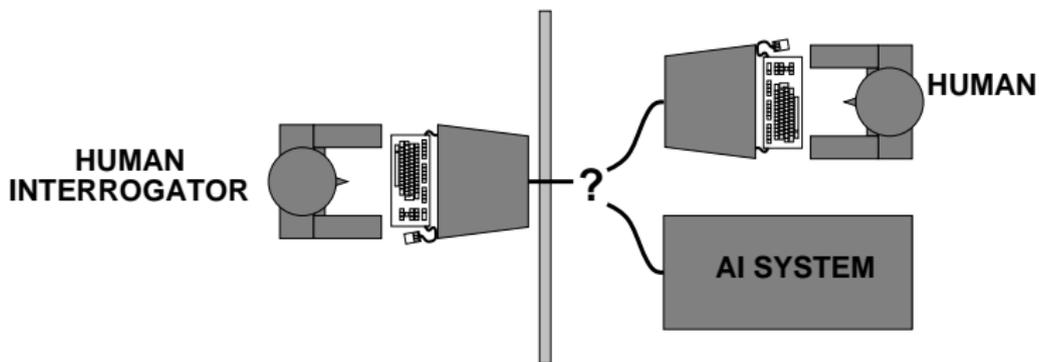
↪ here (and most widespread these days): acting rationally

Acting Humanly

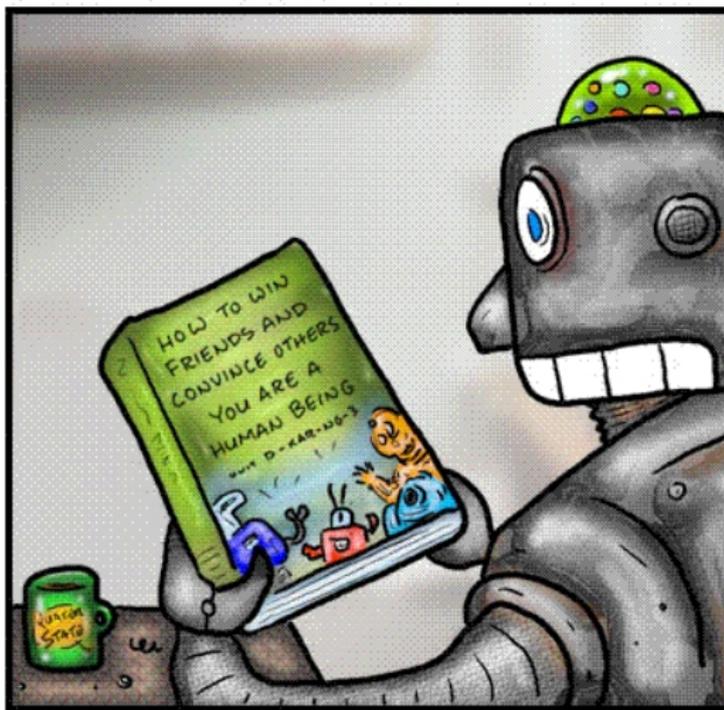
Acting Humanly: the Turing Test

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/>

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

Thinking Rationally

Thinking Rationally: Laws of Thought

- **normative** (**prescriptive**) rather than **descriptive**
- **Aristotle**: What are correct arguments/modes of thought?
- **sylogisms**: 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**?

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

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