

# ARTIFICIAL INTELLIGENCE

## CHAPTER 1

# Outline

- ◇ Course overview
- ◇ What is AI?
- ◇ A brief history
- ◇ The state of the art

# Administrivia

Class home page: <http://inst.eecs.berkeley.edu/~cs188>  
for lecture notes, assignments, exams, grading, office hours, etc.

## **Assignment 0 (lisp refresher) due 1/27**

account forms from 727 Soda.

Book: Russell & Norvig Artificial Intelligence: A Modern Approach 2<sup>nd</sup> Ed.  
See syllabus: Chapter 1 for today's material, Chapter 2 for Thursday.

Code: integrated lisp implementation for AIMA at [aima.cs.berkeley.edu](http://aima.cs.berkeley.edu)  
Updated version posted locally (see class page)

## **Lisp/emacs/AIMA tutorial:**

Online, or in person 1–3 on Fri 1/21 and 10–12 on Mon 1/24, 271  
Soda

## **Discussion section this week: Lisp refreshment**

Prerequisites: CS 61A, and Math55/CS70

Sections 105 and 106 are primarily intended for non-CS majors

# Course overview

- ◇ intelligent agents
- ◇ search and game-playing
- ◇ logical systems
- ◇ planning systems
  
- ◇ uncertainty—probability and decision theory
- ◇ learning
  
- ◇ language
- ◇ perception
- ◇ robotics
- ◇ philosophical issues

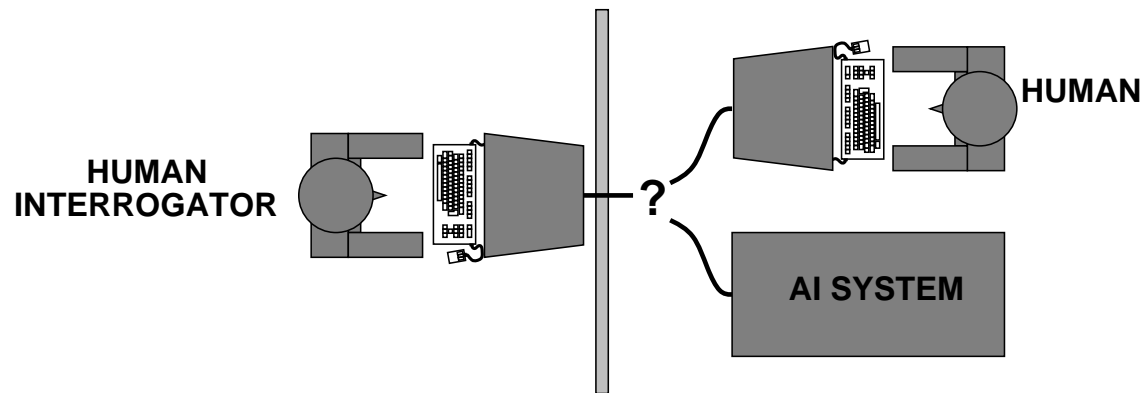
# What is AI?

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

# Acting humanly: The Turing test

Turing (1950) “Computing machinery and intelligence”:

- ◇ “Can machines think?” → “Can machines behave intelligently?”
- ◇ Operational test for intelligent behavior: the **Imitation Game**



- ◇ Predicted that by 2000, a machine might have a 30% chance of fooling a lay person for 5 minutes
- ◇ Anticipated all major arguments against AI in following 50 years
- ◇ Suggested major components of AI: knowledge, reasoning, language understanding, learning

Problem: Turing test is not **reproducible**, **constructive**, or amenable to **mathematical analysis**

# Thinking humanly: Cognitive Science

1960s “cognitive revolution”: information-processing psychology replaced prevailing orthodoxy of behaviorism

Requires scientific theories of internal activities of the brain

- What level of abstraction? “Knowledge” or “circuits”?
- How to validate? Requires

- 1) Predicting and testing behavior of human subjects (top-down)
- or 2) Direct identification from neurological data (bottom-up)

Both approaches (roughly, Cognitive Science and Cognitive Neuroscience) are now distinct from AI

Both share with AI the following characteristic:

**the available theories do not explain (or engender)  
anything resembling human-level general intelligence**

Hence, all three fields share one principal direction!

# Thinking rationally: Laws of Thought

Normative (or prescriptive) rather than descriptive

Aristotle: what are correct arguments/thought processes?

Several Greek schools developed various forms of logic:

**notation** and **rules of derivation** for thoughts;  
may or may not have proceeded to the idea of mechanization

Direct line through mathematics and philosophy to modern AI

Problems:

- 1) Not all intelligent behavior is mediated by logical deliberation
- 2) **What is the purpose of thinking?** What thoughts **should** I have out of all the thoughts (logical or otherwise) that I **could** have?



# Acting rationally

**Rational** behavior: doing the right thing

The right thing: that which is expected to maximize goal achievement, given the available information

Doesn't necessarily involve thinking—e.g., blinking reflex—but thinking should be in the service of rational action

Aristotle (Nicomachean Ethics):

**Every art and every inquiry, and similarly every action and pursuit, is thought to aim at some good**

# Rational agents

An **agent** is an entity that perceives and acts

This course is about designing **rational agents**

Abstractly, an agent is a function from percept histories to actions:

$$f : \mathcal{P}^* \rightarrow \mathcal{A}$$

For any given class of environments and tasks, we seek the agent (or class of agents) with the best performance

Caveat: **computational limitations make perfect rationality unachievable**

→ design best **program** for given machine resources

# AI prehistory

Philosophy	logic, methods of reasoning mind as physical system foundations of learning, language, rationality
Mathematics	formal representation and proof algorithms, computation, (un)decidability, (in)tractability probability
Psychology	adaptation phenomena of perception and motor control experimental techniques (psychophysics, etc.)
Economics	formal theory of rational decisions
Linguistics	knowledge representation grammar
Neuroscience	plastic physical substrate for mental activity
Control theory	homeostatic systems, stability simple optimal agent designs

## Potted history of AI

- 1943 McCulloch & Pitts: Boolean circuit model of brain
- 1950 Turing's "Computing Machinery and Intelligence"
- 1952–69 Look, Ma, no hands!
- 1950s Early AI programs, including Samuel's checkers program, Newell & Simon's Logic Theorist, Gelernter's Geometry Engine
- 1956 Dartmouth meeting: "Artificial Intelligence" adopted
- 1965 Robinson's complete algorithm for logical reasoning
- 1966–74 AI discovers computational complexity  
Neural network research almost disappears
- 1969–79 Early development of knowledge-based systems
- 1980–88 Expert systems industry booms
- 1988–93 Expert systems industry busts: "AI Winter"
- 1985–95 Neural networks return to popularity
- 1988– Resurgence of probability; general increase in technical depth  
"Nouvelle AI": ALife, GAs, soft computing
- 1995– Agents, agents, everywhere . . .
- 2003– Human-level AI back on the agenda

## State of the art

Which of the following can be done at present?

- ◇ Play a decent game of table tennis

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Which of the following can be done at present?

- ◇ Play a decent game of table tennis
- ◇ Drive safely along a curving mountain road

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Which of the following can be done at present?

- ◇ Play a decent game of table tennis
- ◇ Drive safely along a curving mountain road
- ◇ Drive safely along Telegraph Avenue

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Which of the following can be done at present?

- ◇ Play a decent game of table tennis
- ◇ Drive safely along a curving mountain road
- ◇ Drive safely along Telegraph Avenue
- ◇ Buy a week's worth of groceries on the web



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- ◇ Buy a week's worth of groceries at Berkeley Bowl
- ◇ Play a decent game of bridge

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- ◇ Buy a week's worth of groceries at Berkeley Bowl
- ◇ Play a decent game of bridge
- ◇ Discover and prove a new mathematical theorem

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- ◇ Play a decent game of bridge
- ◇ Discover and prove a new mathematical theorem
- ◇ Design and execute a research program in molecular biology

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- ◇ Write an intentionally funny story

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- ◇ Give competent legal advice in a specialized area of law

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- ◇ Write an intentionally funny story
- ◇ Give competent legal advice in a specialized area of law
- ◇ Translate spoken English into spoken Swedish in real time

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- ◇ Converse successfully with another person for an hour



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- ◇ Perform a complex surgical operation

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- ◇ Give competent legal advice in a specialized area of law
- ◇ Translate spoken English into spoken Swedish in real time
- ◇ Converse successfully with another person for an hour
- ◇ Perform a complex surgical operation
- ◇ Unload any dishwasher and put everything away

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- ◇ Perform a complex surgical operation
- ◇ Unload any dishwasher and put everything away

## Unintentionally funny stories

One day Joe Bear was hungry. He asked his friend Irving Bird where some honey was. Irving told him there was a beehive in the oak tree. Joe threatened to hit Irving if he didn't tell him where some honey was. The End.

Henry Squirrel was thirsty. He walked over to the river bank where his good friend Bill Bird was sitting. Henry slipped and fell in the river. Gravity drowned. The End.

Once upon a time there was a dishonest fox and a vain crow. One day the crow was sitting in his tree, holding a piece of cheese in his mouth. He noticed that he was holding the piece of cheese. He became hungry, and swallowed the cheese. The fox walked over to the crow. The End.

## Unintentionally funny stories

Joe Bear was hungry. He asked Irving Bird where some honey was. Irving refused to tell him, so Joe offered to bring him a worm if he'd tell him where some honey was. Irving agreed. But Joe didn't know where any worms were, so he asked Irving, who refused to say. So Joe offered to bring him a worm if he'd tell him where a worm was. Irving agreed. But Joe didn't know where any worms were, so he asked Irving, who refused to say. So Joe offered to bring him a worm if he'd tell him where a worm was . . .

## Hard questions

Will machines surpass human intelligence? Should they?

What will we do with superintelligent machines?

Do such machines have conscious existence? Rights?

Should we replace the human race with superhuman machines?

Can human minds exist indefinitely within machines?