Introduction to Artificial Intelligence

CSE 473

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Administrative Details

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- Course Home Page: https://courses.cs.washington.edu/courses/cse473/23wi
- Text: Artificial Intelligence: A Modern Approach (3-4 edition), Russell and Norvig (recommended for first half)

This Lecture

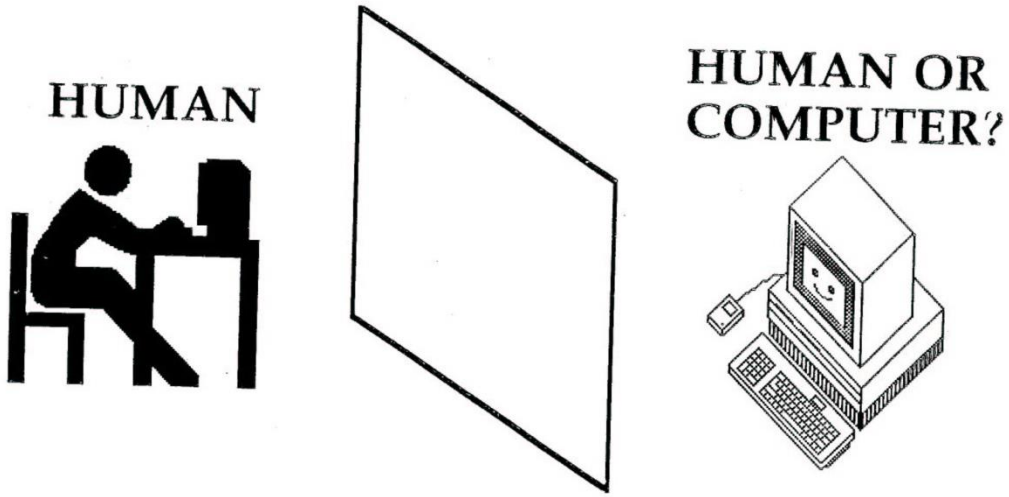
- What is AI all about, roughly from Chapters 1 and 2.

What is intelligence?

- What capabilities should a machine have for us to call it intelligent?

Turing's Test

- If the human cannot tell whether the responses from the other side of a wall are coming from a human or computer, then the computer is intelligent.



Performance vs. Humanlike

- What is more important: how the program performs or how well it mimics a human?
- Can you get a computer to do something that you don’t know how to do? Like what?
- What about creativity?

Mundane Tasks

- Perception
  - Vision
  - Speech
- Natural Language
  - Understanding
  - Generation
  - Translation
- Reasoning
- Robot Control

Formal Tasks

- Games
  - Chess
  - Checkers
  - Kalah, Othello
- Mathematics
  - Logic
  - Geometry
  - Calculus
  - Proving properties of programs

Expert Tasks

- Engineering
  - Design
  - Fault Finding
  - Manufacturing planning
- Medical
  - Diagnosis
  - Medical Image Analysis
- Financial
  - Stock market predictions

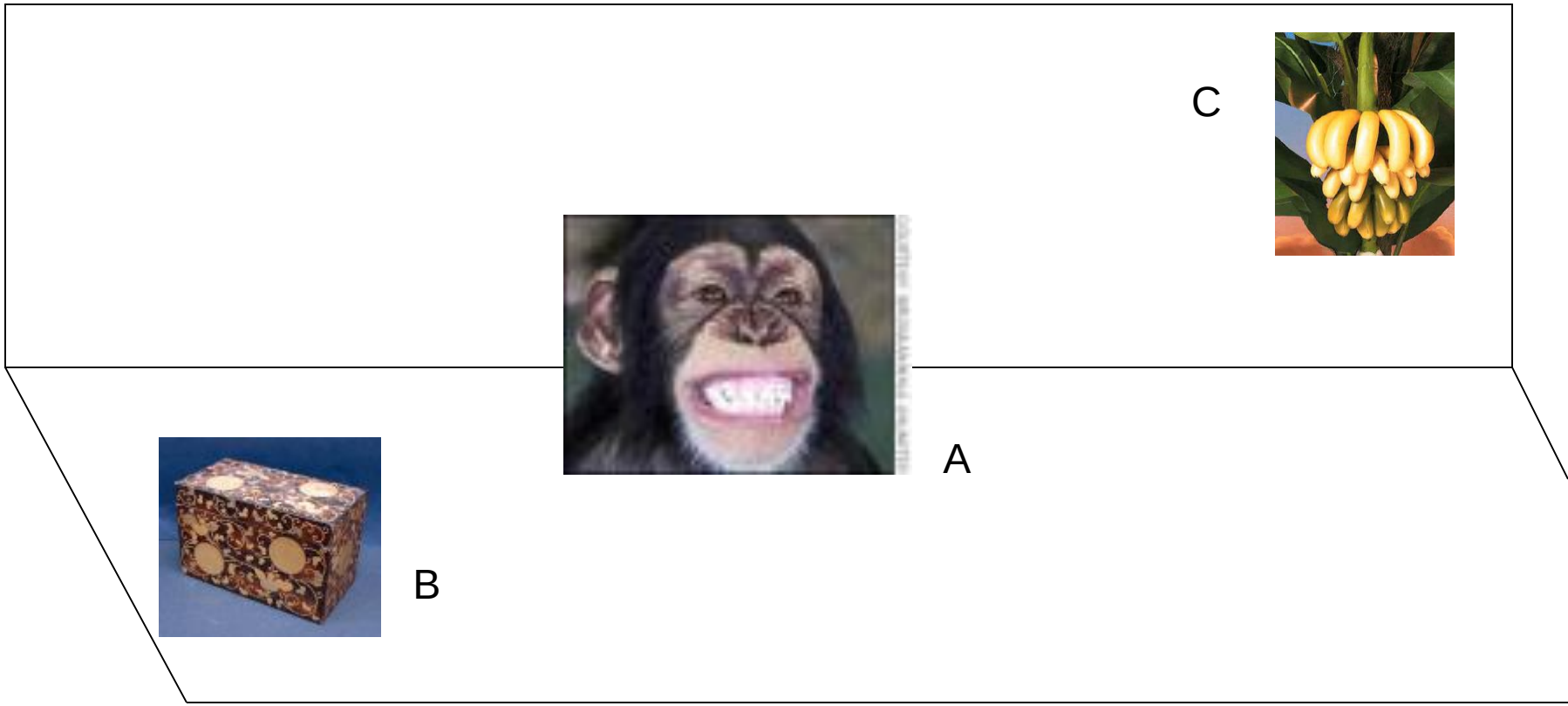
What is an intelligent agent?

- What is an agent?
- What does rational mean?
- Are humans always rational?
- Can a computer always do the right thing?
- What can we substitute for the right thing?

Intelligent Agents

- What kinds of agents already exist today?

Problem Solving



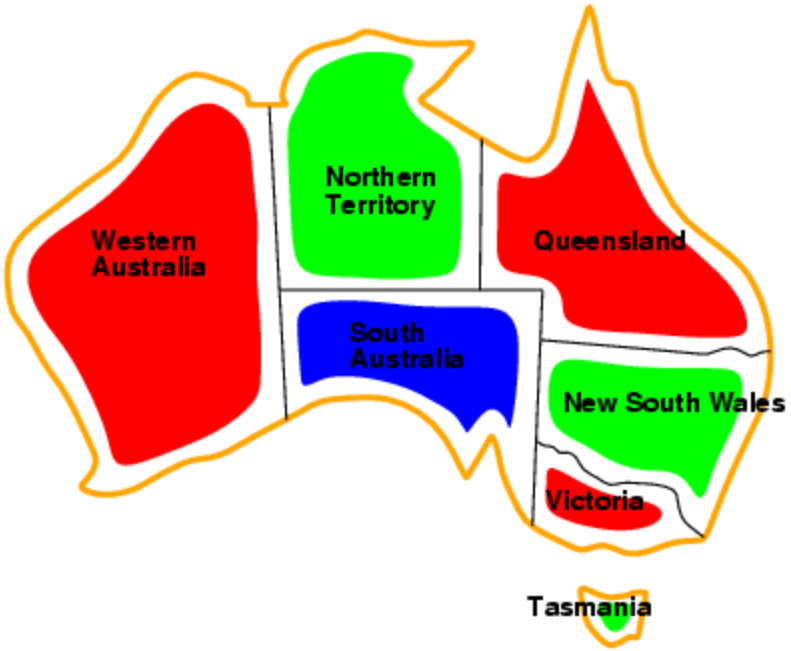
Find a sequence of operations to produce the desired situation from the initial situation.

Game Playing

- Given:
  - An initial position in the game
  - The rules of the game
  - The criteria for winning the game
- WIN!

Constraint Satisfaction

Example: Map Coloring

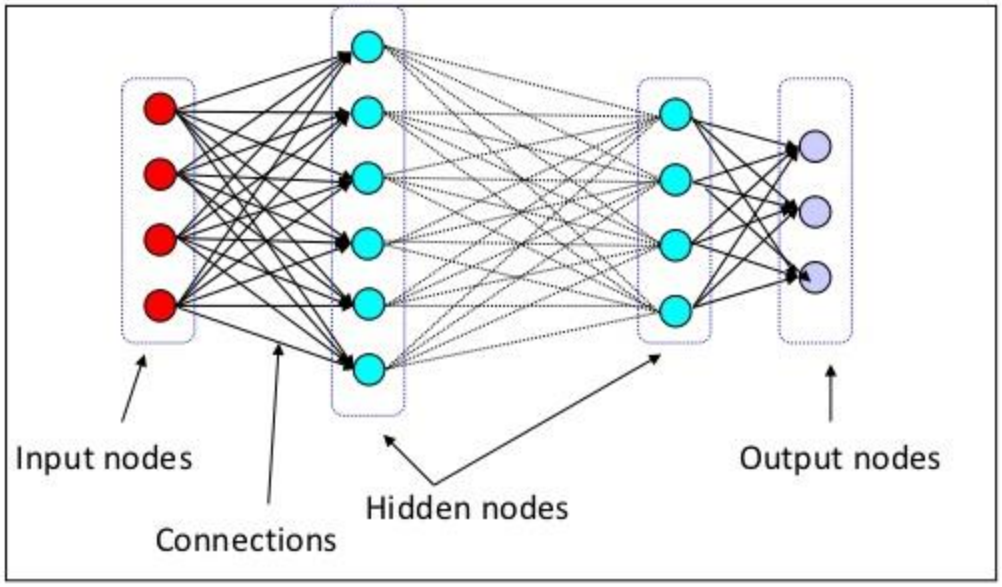


Reasoning

- Given:
  - ∀x (human(x) -> animal(x))
  - ∀x (animal(x) -> (eats(x) & drinks(x)))
- Prove:
  - ∀x (human(x) -> eats(x))

Learning

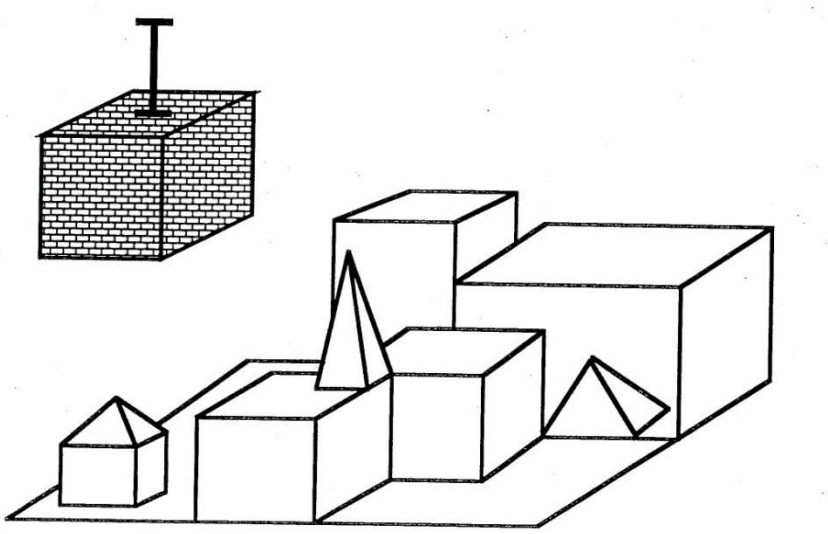
- Example: Neural Network



$$Output: \quad y_i = f(w_i^1 x_1 + w_i^2 x_2 + w_i^3 x_3 + \cdots + w_i^m x_m) = f(\sum_j w_i^j x_j)$$

Natural Language Understanding

- Pick up a big red block.
- OK.
- While hunting in Africa, I shot an elephant in my pajamas.
- I don't understand.



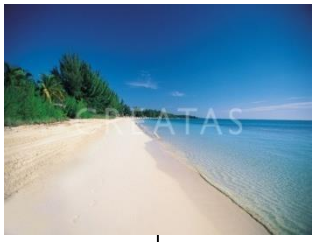
Computer Vision with Machine Learning

Given: Some images and their corresponding descriptions

{trees, grass, cherry trees}

{cheetah, trunk}

{mountains, sky}



{beach, sky, trees, water}

●●●

To solve: What object classes are present in new images

?

?

?

?

●●●

Groundtruth Data Set: Annotation Samples

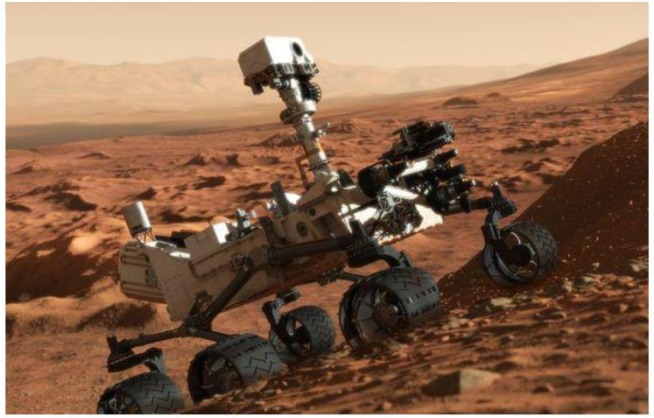
tree(97.3), **bush**(91.6), **spring flowers**(90.3), **flower**(84.4), park(84.3), **sidewalk**(67.5), **grass**(52.5), **pole**(34.1)

sky(99.8), **Columbia gorge**(98.8), lantern(94.2), **street**(89.2), house(85.8), bridge(80.8), car(80.5), hill(78.3), boat(73.1), pole(72.3), **water**(64.3), mountain(63.8), **building**(9.5)

sky(95.1), **Iran**(89.3), house(88.6), **building**(80.1), boat(71.7), bridge(67.0), **water**(13.5), **tree**(7.7)

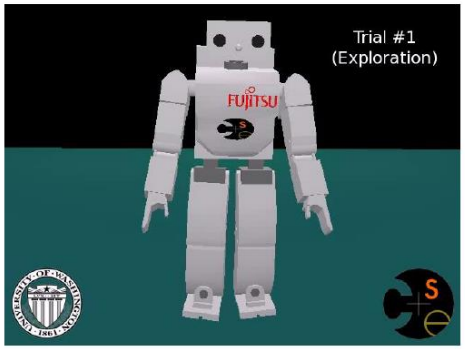
Italy(99.9), grass(98.5), **sky**(93.8), rock(88.8), **boat**(80.1), **water**(77.1), Iran(64.2), stone(63.9), bridge(59.6), **European**(56.3), sidewalk(51.1), **house**(5.3)

Mars Rovers (2003-now)

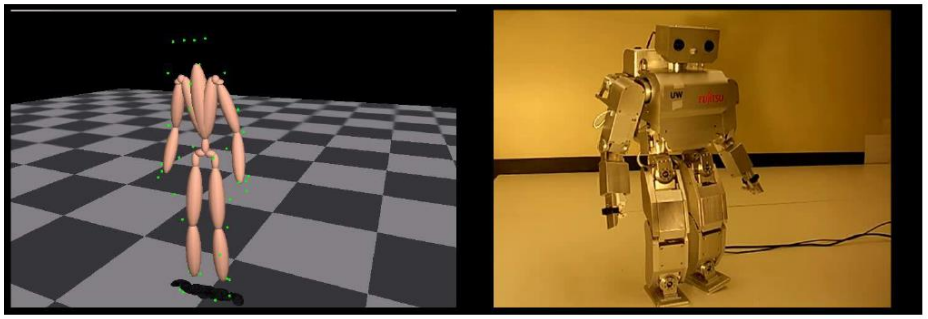


(See NASA website for latest updates) 25

Robots that Learn



Learning



After Learning

(Work by UW CSE PhD David Grimes) 27

Brain-Computer Interfaces

(Work by UW MD-PhD Kai Miller) 29

Stuart Russell's "Potted History of AI"

- 1943 McCulloch & Pitts: neural nets model of the brain
- 1950 Turing's "Computing Machinery and Intelligence"
- 1952-69 Look Ma, no hands
- 1950s Early AI Programs: Logic Theorist, Checker Player, Geom
- 1956 Term "Artificial Intelligence" adopted
- 1965 Robinson's complete algorithm for logical reasoning
- 1966-74 AI discovers computational complexity; neural nets go
- 1969-79 Early development of knowledge-based "expert systems"
- 1980-88 Expert systems boom
- 1988-93 Expert systems bust: "AI Winter"
- 1985-95 Neural networks return
- 1988- AI and Statistics together
- 1995- Agents, agents everywhere
- NOW- PROBABILITY EVERYWHERE!
- NOW- Learning, Learning, Learning
- NOW- DEEP Learning

Overview of Intended Topics

1. Introduction to AI (Chs. 1-2, done)
2. Problem Solving by Search (Ch 3) “Big Chapter”
3. Beyond Classical Search (Ch 4)
4. Adversarial Search (Ch 5) “Game Playing”
5. Constraint Satisfaction Problems (Ch 6)
6. Learning (related to Ch 18 and 20)
7. Computer Vision (not from book)
8. Other Applications

Overview of Intended Assignments

- Blind search (easy Python warmup)
- Heuristic search for robot planning
- Game playing with Kalah game
- A computer vision assignment
- A machine learning assignment