



# Artificial Intelligence

Lars Schmidt-Thieme

Information Systems and Machine Learning Lab (ISMLL)  
Institute of Economics and Information Systems  
& Institute of Computer Science  
University of Hildesheim  
<http://www.ismll.uni-hildesheim.de>

## **1. What is Artificial Intelligence?**

## **2. Overview**

## **3. Organizational stuff**

## What is Artificial Intelligence?

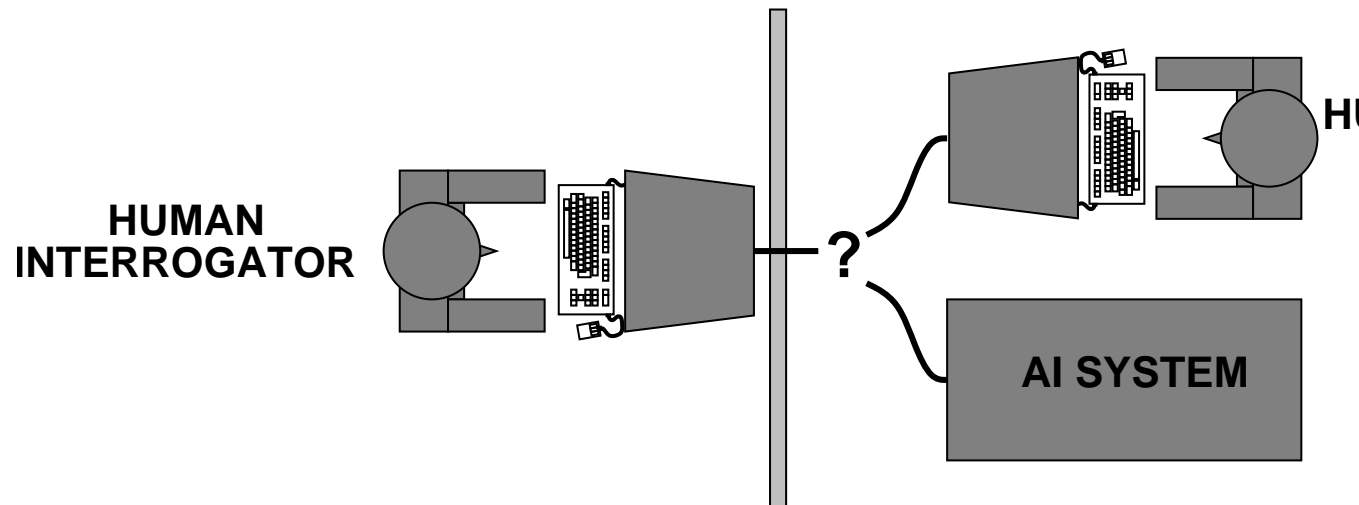
### Systems that ...

|                                    |                                   |
|------------------------------------|-----------------------------------|
| <b>think</b><br><b>like humans</b> | <b>think</b><br><b>rationally</b> |
| <b>act</b><br><b>like humans</b>   | <b>act</b><br><b>rationally</b>   |

## Acting humanly: Turing Test

Turing (1950) “Computing machinery and intelligence”:

- “Can machines think?”  
     $\rightsquigarrow$  “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.



## Turing Test / Loebner Price

### Loebner Price:

- formal instantiation of the Turing Test.
- each year since 1991.
- \$100.000 for the first computer whose responses were indistinguishable from a human's
- web chat interface.

## Turing Test / Jabberwacky

An example conversation with Jabberwacky  
(<http://www.jabberwacky.com>),  
the Loebner Prize winner of 2005.

**Jabberwacky:** It is impossible to defend perfectly against the  
attack of those who want to die.

**Lars:** Hello.

**Jabberwacky:** What is your name?

**Lars:** I am Lars. And who are you?

**Jabberwacky:** My name is Clint, nice to meet you.

**Lars:** Nice to meet you. What are you doing here, Clint?

**Jabberwacky:** I talk to you.

**Lars:** Well, yes.

**Jabberwacky:** How do you talk to people.

**Lars:** I meant what are you looking for in this chat room?

**Jabberwacky:** I am chatting at my computer.

## A short history of AI (Russell/Norvig 2003)

- 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



## Examples of AI accomplishments

**Autonomous Planning and Scheduling:** NASA's Remote Agent Program (Jonsson et al. 2000).

**Game Playing:** IBM's Deep Blue bested Gary Kasparov (Goodman and Keene 1997).

**Autonomous Control:** DARPA Grand Challenge 2005: autonomous vehicle finds a 132 miles path over desert terrain.

**Diagnosis:** Lymph-node pathology diagnosis system corrects human expert (Heckerman 1991).

**Logistics Planning:** DART (Cross and Walker, 1994) planned the logistics in the First Persian Gulf War 1991.

**Robotics:** HipNav (DiGioia et al. 1996) uses computer vision to guide the insertion of a hip replacement prosthesis.

**Language Understanding:**  
ProVerb (Littman et al. 1999) solves crossword puzzles.

## 1. What is Artificial Intelligence?

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## Russell & Norvig Textbook TOC

### **II. Problem-Solving**

- 3 - Searching
- 4 - Informed Search/Exploration
- 5 - Constraint Satisfaction Problems
- 6 - Adversarial Search

### **II. Knowledge and Reasoning**

- 7 - Propositional Logic
- 8/9 - First Order Logic
- 10 - Knowledge Representation

### **III. Planning**

- 11 - Planning
- 12 - Planning and Acting in the Real World

### **IV. Uncertain Knowledge and Reasoning**

- 13 - Uncertainty
- 14 - Probabilistic Reasoning
- 15 - Probabilistic Reasoning over Time
- 16 - Making Simple Decisions
- 17 - Making Complex Decisions

### **V. Learning**

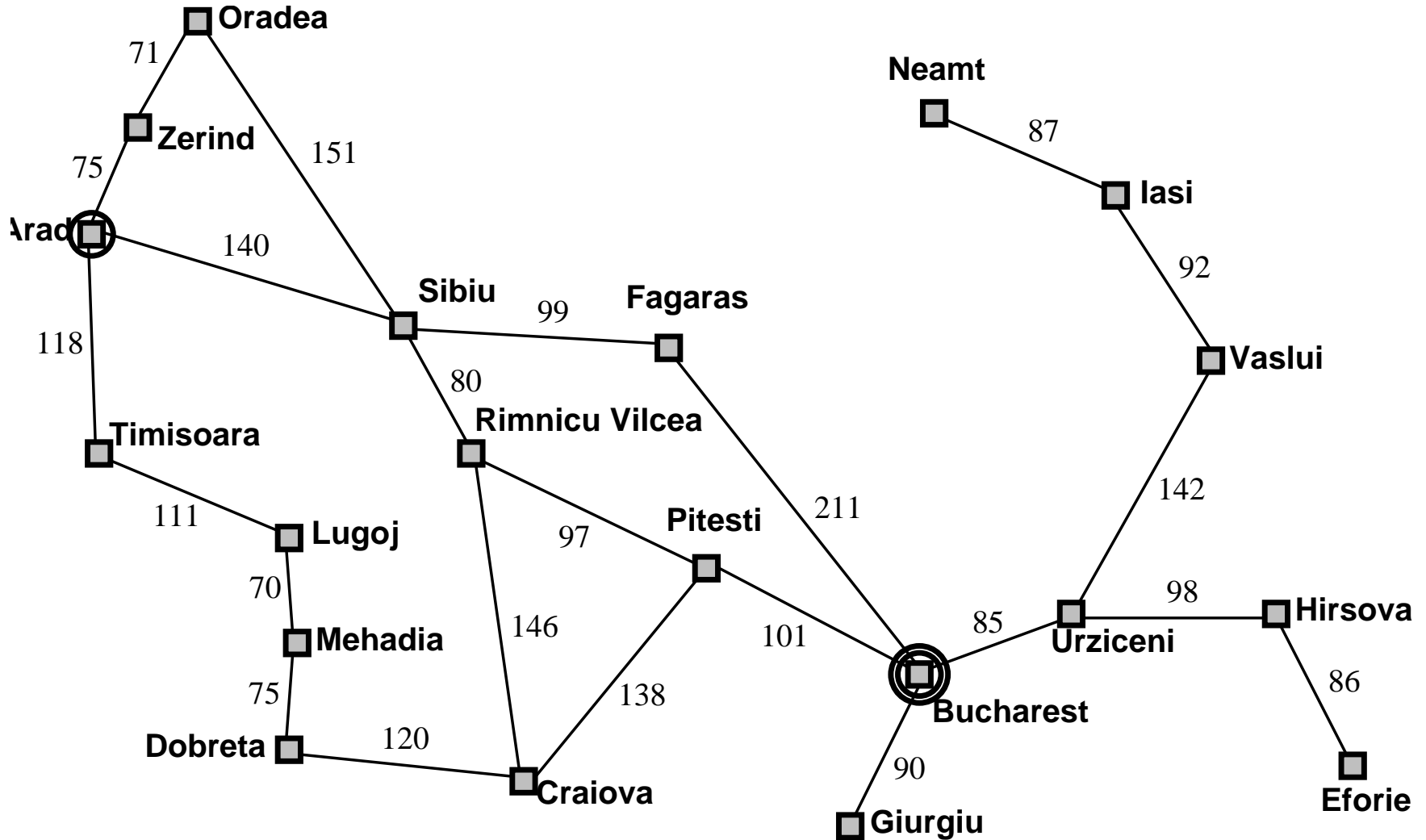
- 18 - Learning from Observations
- 19 - Knowledge in Learning
- 20 - Statistical Learning Methods
- 21 - Reinforcement Learning

### **VI. Example Applications**

- 22 - Communication
- 23 - Probabilistic Language Processing
- 24 - Perception
- 25 - Robotics

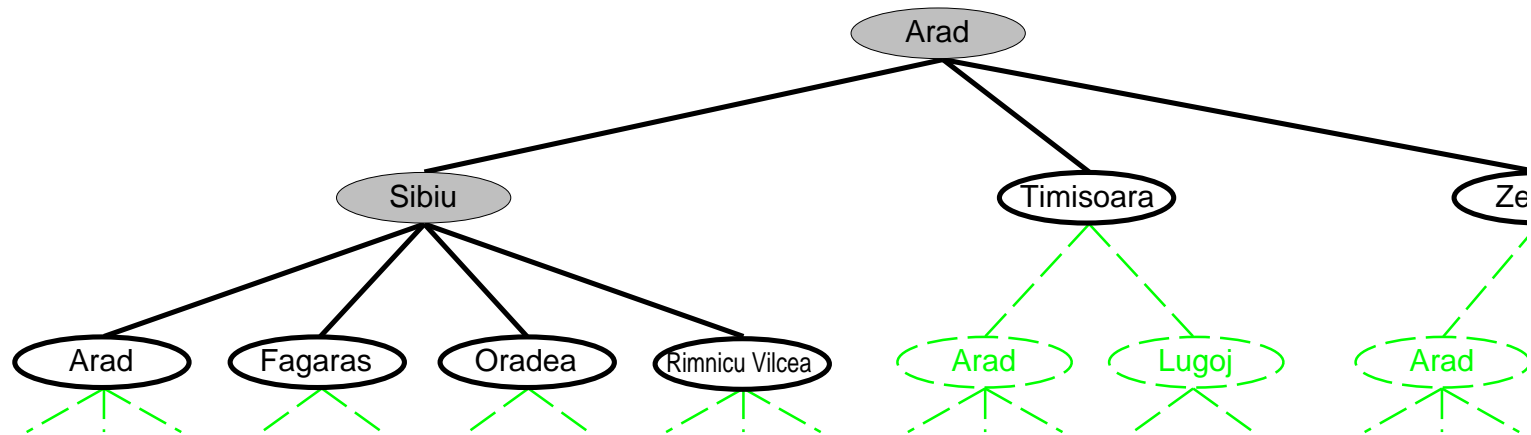
# Searching (1/2)

Find shortest way from Arad to Bucharest.

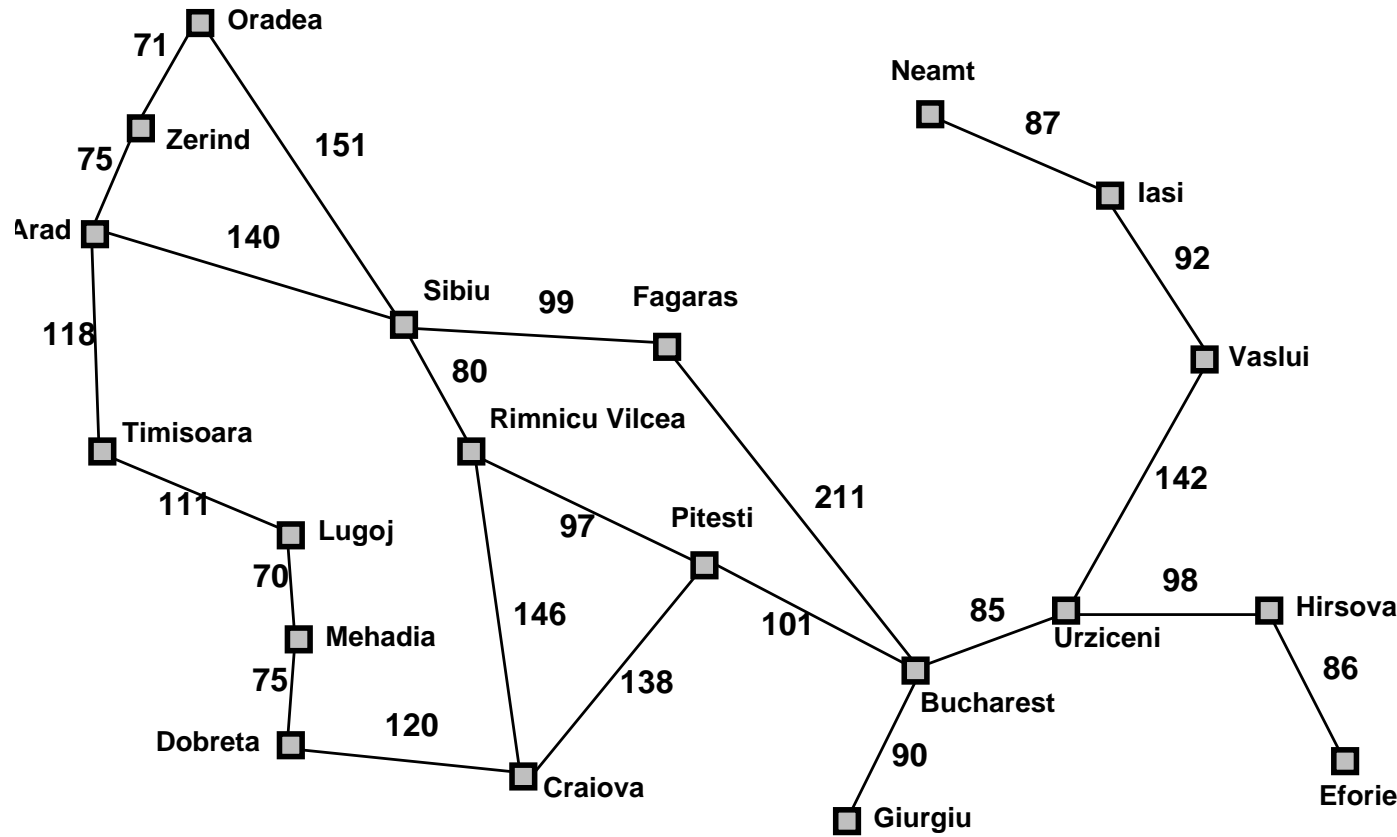


## Searching (2/2)

Several strategies: breadth-first, depth-first, etc.



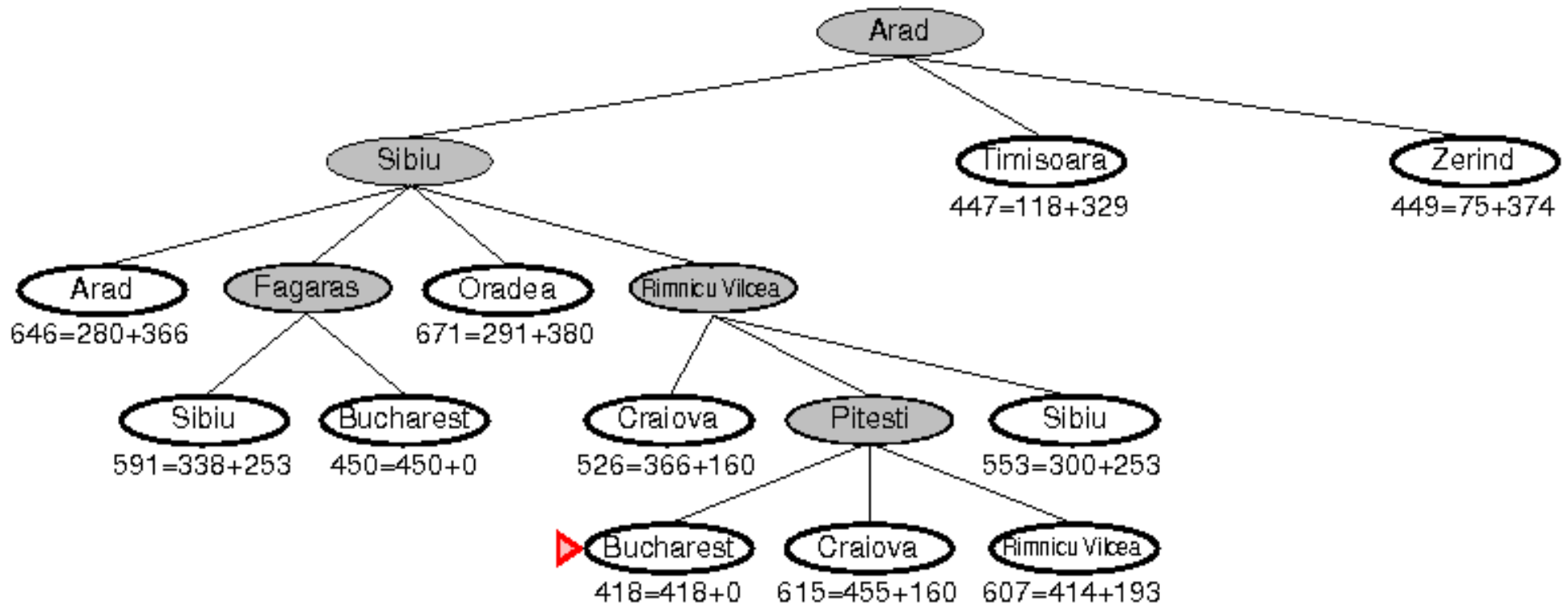
# Informed Search (1/2)



Straight-line distance to Bucharest

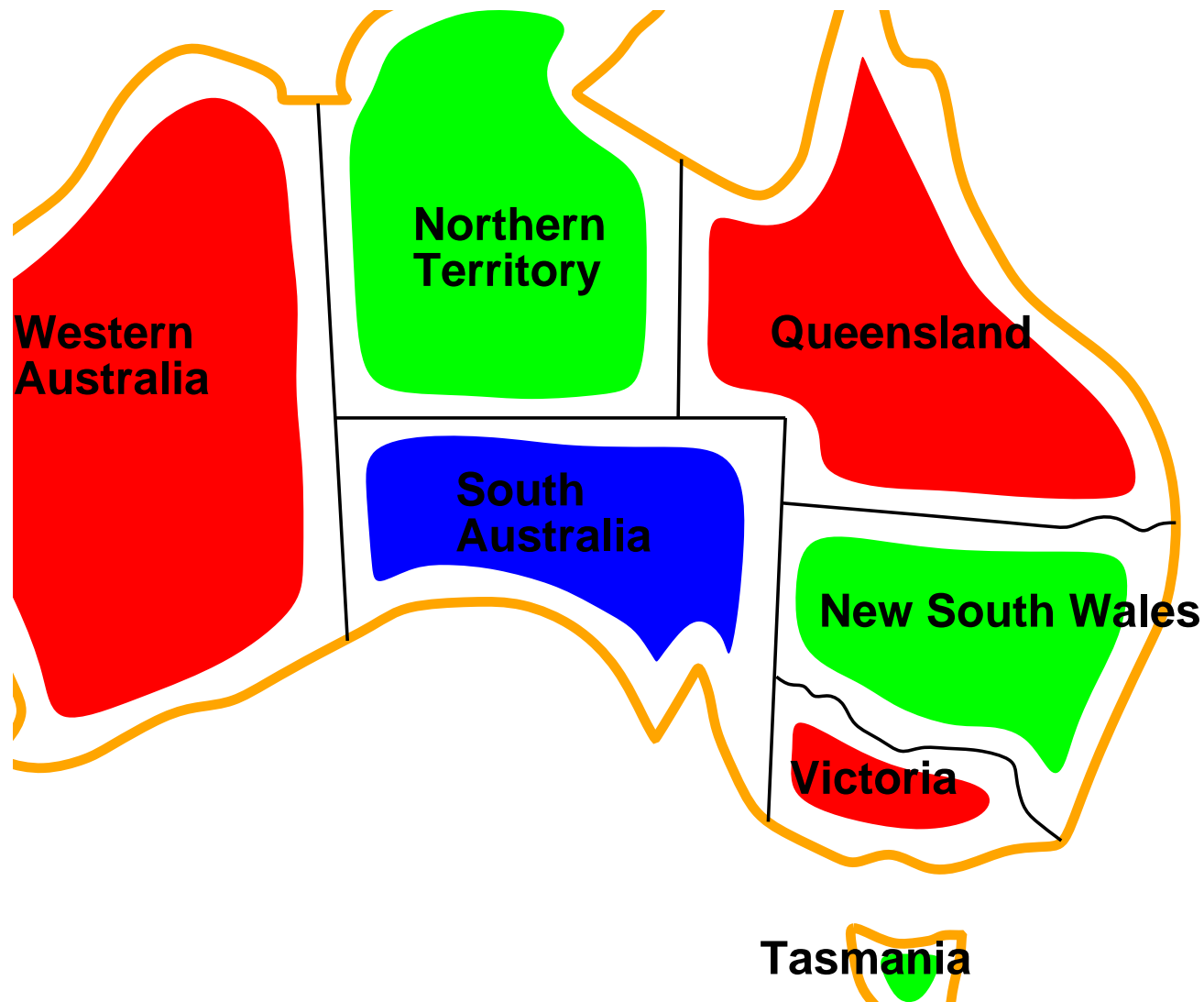
|                       |     |
|-----------------------|-----|
| <b>Arad</b>           | 366 |
| <b>Bucharest</b>      | 0   |
| <b>Craiova</b>        | 160 |
| <b>Dobreta</b>        | 242 |
| <b>Eforie</b>         | 161 |
| <b>Fagaras</b>        | 178 |
| <b>Giurgiu</b>        | 77  |
| <b>Hirsova</b>        | 151 |
| <b>Iasi</b>           | 226 |
| <b>Lugoj</b>          | 244 |
| <b>Mehadia</b>        | 241 |
| <b>Neamt</b>          | 234 |
| <b>Oradea</b>         | 380 |
| <b>Pitesti</b>        | 98  |
| <b>Rimnicu Vilcea</b> | 193 |
| <b>Sibiu</b>          | 253 |
| <b>Timisoara</b>      | 329 |
| <b>Urziceni</b>       | 80  |
| <b>Vaslui</b>         | 199 |
| <b>Zerind</b>         | 374 |

## Informed Search (2/2)



## Constraint Satisfaction Problems

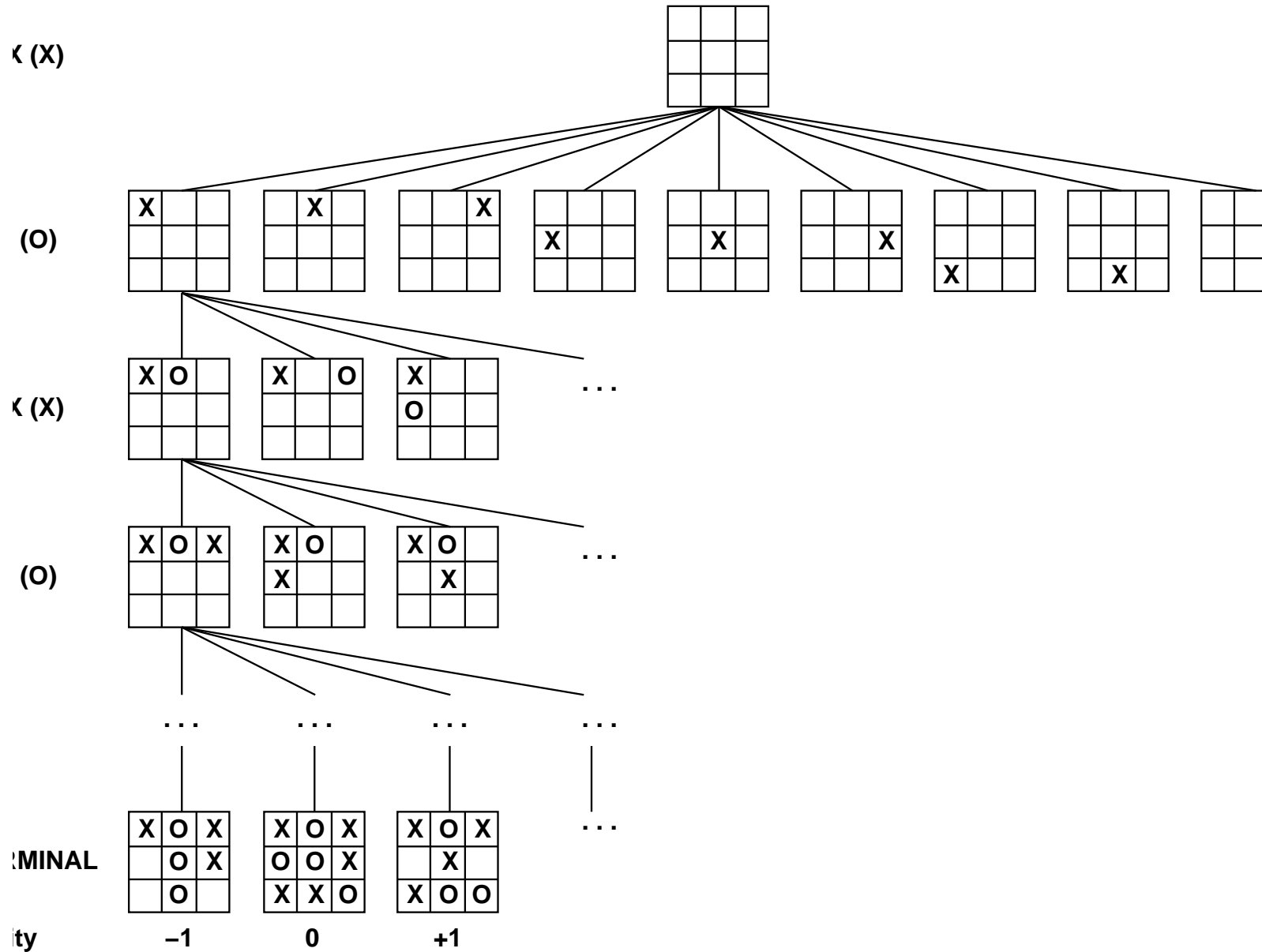
Color a map with 3 colors s.t. no two adjacent regions have the same color.





# Adversarial Search

Game against an opponent: specify an action for every possible reply.



## Propositional Logic

Propositional knowledge base:

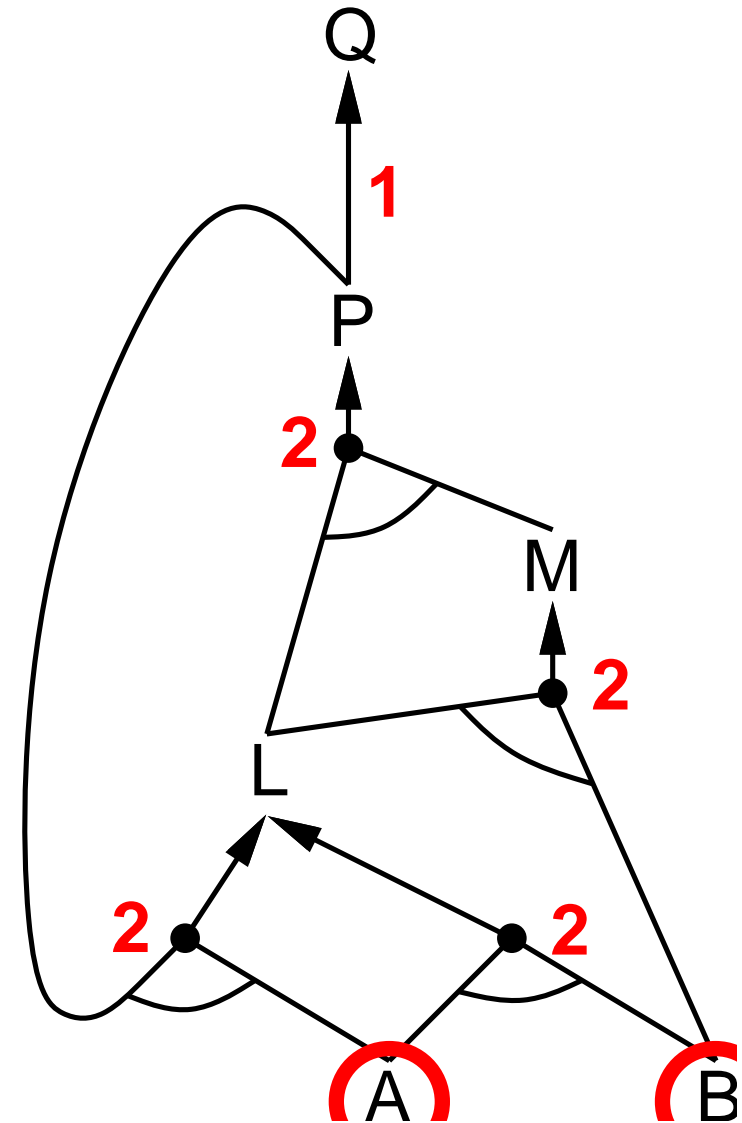
$$P \implies Q$$

$$L \wedge M \implies P$$

$$B \wedge L \implies M$$

$$A \wedge P \implies L$$

$$A \wedge B \implies L$$

 $A$ 
 $B$ 


## First Order Logic (1/2)

FOL knowledge base:

$\text{American}(x) \wedge \text{Weapon}(y) \wedge \text{Sells}(x, y, z) \wedge \text{Hostile}(z) \implies \text{Criminal}(x)$

$\text{Owns}(\text{Nono}, M_1)$

$\text{Missile}(M_1)$

$\forall x \text{Missile}(x) \wedge \text{Owns}(\text{Nono}, x) \implies \text{Sells}(\text{West}, x, \text{Nono})$

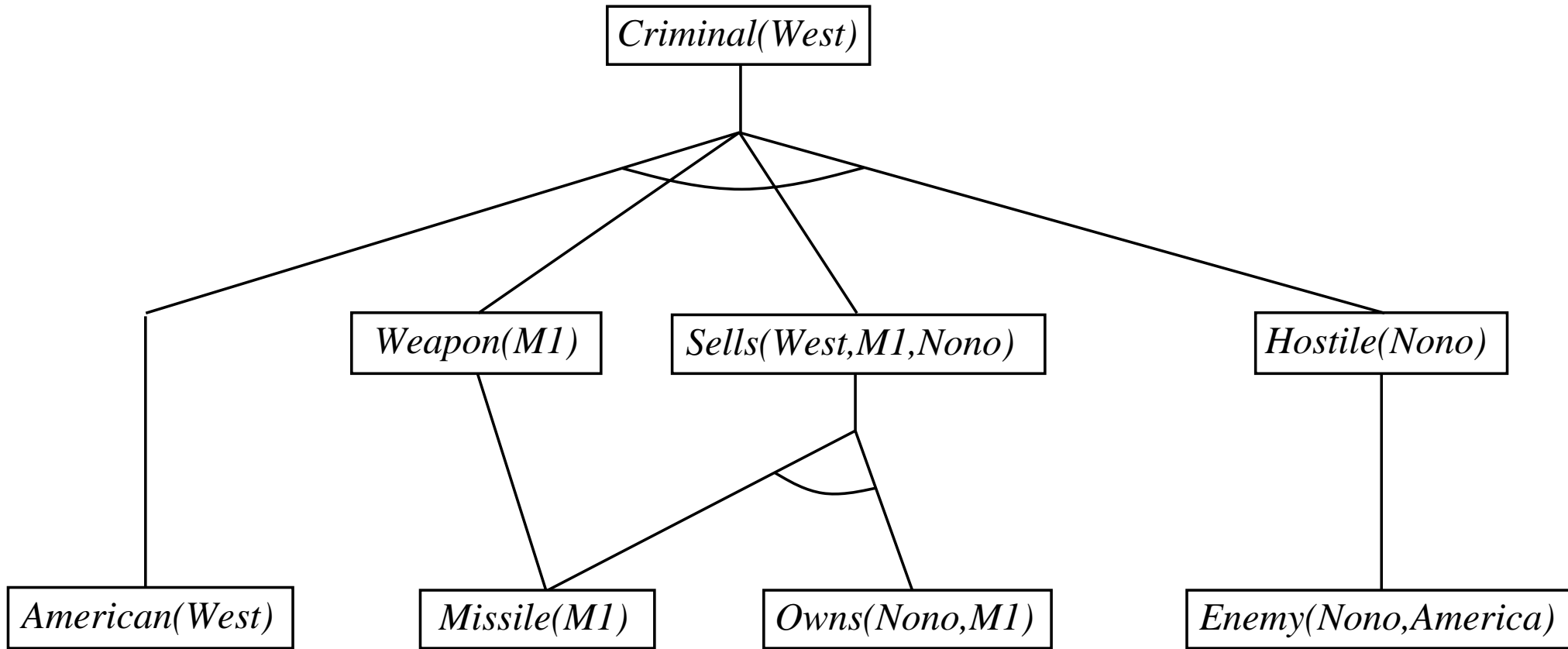
$\text{Missile}(x) \implies \text{Weapon}(x)$

$\text{Enemy}(x, \text{America}) \implies \text{Hostile}(x)$

$\text{American}(\text{West})$

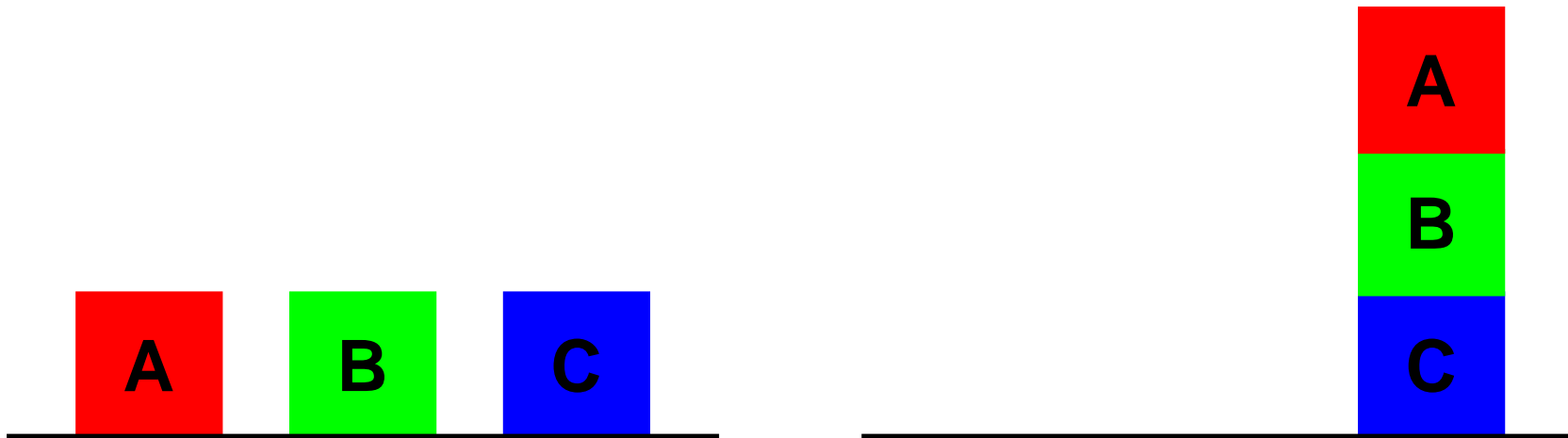
$\text{Enemy}(\text{Nono}, \text{America})$

# First Order Logic (2/2)



## Planning

Blocks World: move one block at a time s.t. a given goal configuration is reached.



# Inductive Logic Programming

## Learning daughter/2

### INPUT

| <i>Training examples</i>    |           | <i>Background knowledge</i>            |
|-----------------------------|-----------|--|
| <i>daughter(mary, ann).</i> | $\oplus$  | <i>mother(ann, mary). female(ann).</i> |
| <i>daughter(eve, tom).</i>  | $\oplus$  | <i>mother(ann, tom). female(mary).</i> |
| <i>daughter(tom, ann).</i>  | $\ominus$ | <i>father(tom, eve). female(eve).</i>  |
| <i>daughter(eve, ann).</i>  | $\ominus$ | <i>father(tom, ian).</i>               |
|                             |           | <i>parent(X, Y) ← mother(X, Y)</i>     |
|                             |           | <i>parent(X, Y) ← father(X, Y)</i>     |

### OUTPUT

$$daughter(X, Y) \leftarrow female(X), parent(Y, X)$$

[Jamens Cussens 2005]

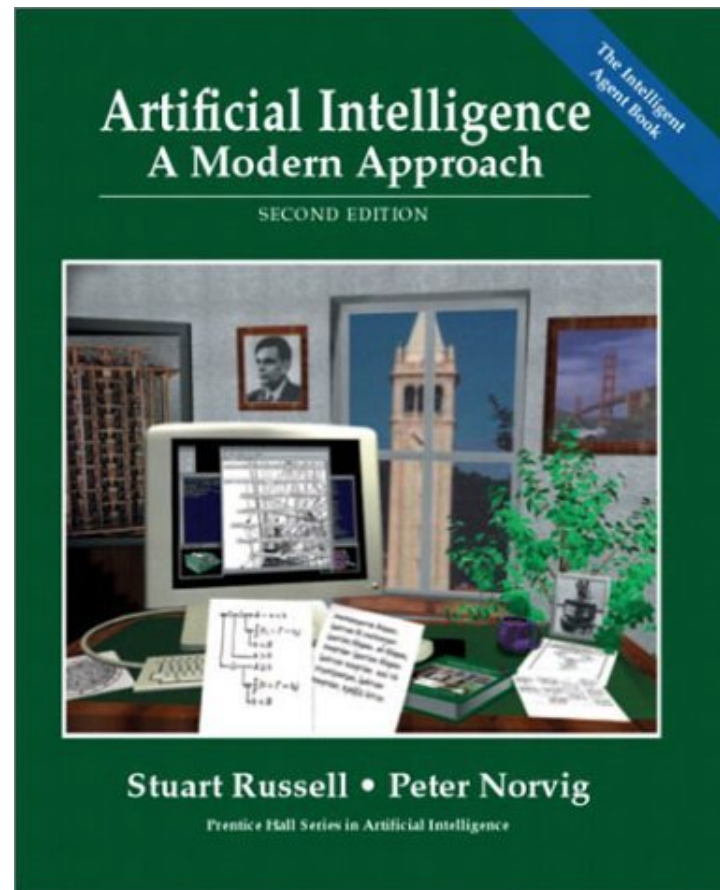
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## Textbook

- Stuart Russell and Peter Norvig,  
*Artificial Intelligence – A Modern Approach*,  
Prentice Hall 2003.





## Exercises and Tutorials

- There will be a weekly sheet with two exercises handed out **each Thursday** in the lecture.  
1st sheet will be handed out this Thur. 12.4.
- Solutions to the exercises can be submitted until **every next Wednesday 1 pm** in the letter box  
1st sheet is due Wed. 18.4. 1 pm.
- Exercises will be corrected by your tutor.
- Tutorials **each Thursday 9–10** immediately after the lecture,  
1st tutorial at Thur. 19.4.

## Exam and credit points

- There will be an exam at end of term (2h, 4 problems).
- You can get up to 10% of the points as bonus points from the tutorial.
- The course gives 7 credit points.
- The course can be used in IMIT-Module IT3 Machine Learning.

## References

- [RN03] Stuart Russell and Peter Norvig. *Artificial Intelligence – A Modern Approach*. Prentice Hall, 2003.