CSCI 101 Connecting with Computer Science Artificial Intelligence I



Jetic Gū 2020 Fall Semester (S3)



Overview

- Focus: Artificial Intelligence
- Readings: -
- Core Ideas:
 - 1. What is Artificial Intelligence?
 - 2. History
 - 3. Challenges
 - 4. Discussion



What is Artificial Intelligence?



What? What is Artificial Intelligence?

- Robotics
- Virtual Assistant
- Autonomous Vehicles

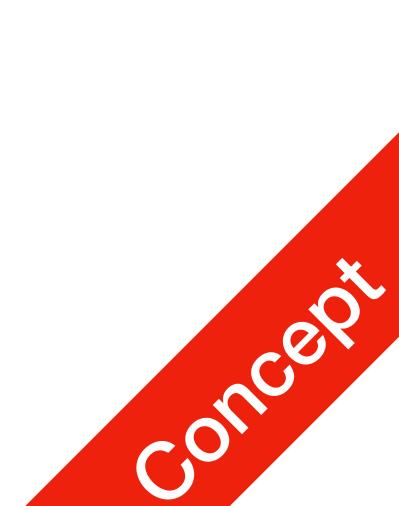
• It's more!

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What? What is Artificial Intelligence?

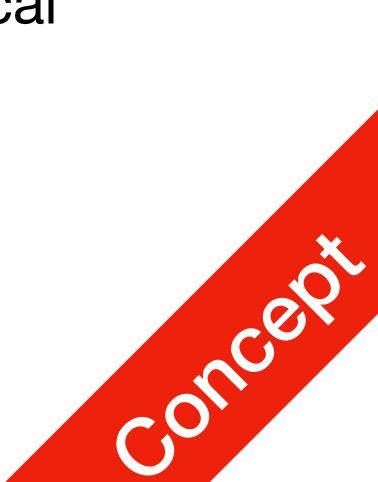
- Core: Statistics and Biology
 - Perception: interpret input
 - Take Actions: execution through commands and motor functions
 - Maximise The Goal: accomplish objective



What? Artificial Intelligence Areas

- Computer vision: Image processing
- Natural Language Processing: Processing Human Language
- Signal Processing: Audio, etc.
- Reasoning
- Social Intelligence, Creativity

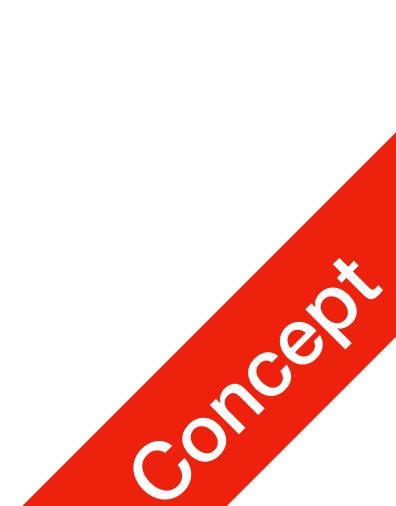
• Knowledge base, Reasoning: Logical representation of knowledge, Logical



Modern Al Research

P1 What?

- Infancy, 1 month old child
 - Model: Statistics models, focusing on pattern recognition
 - We cannot yet do reasoning
 - We cannot yet process human language well
 - We cannot yet even recognise objects in a picture
 - Our models are way too simple





History of Al Research Let's go back



History of Al Research

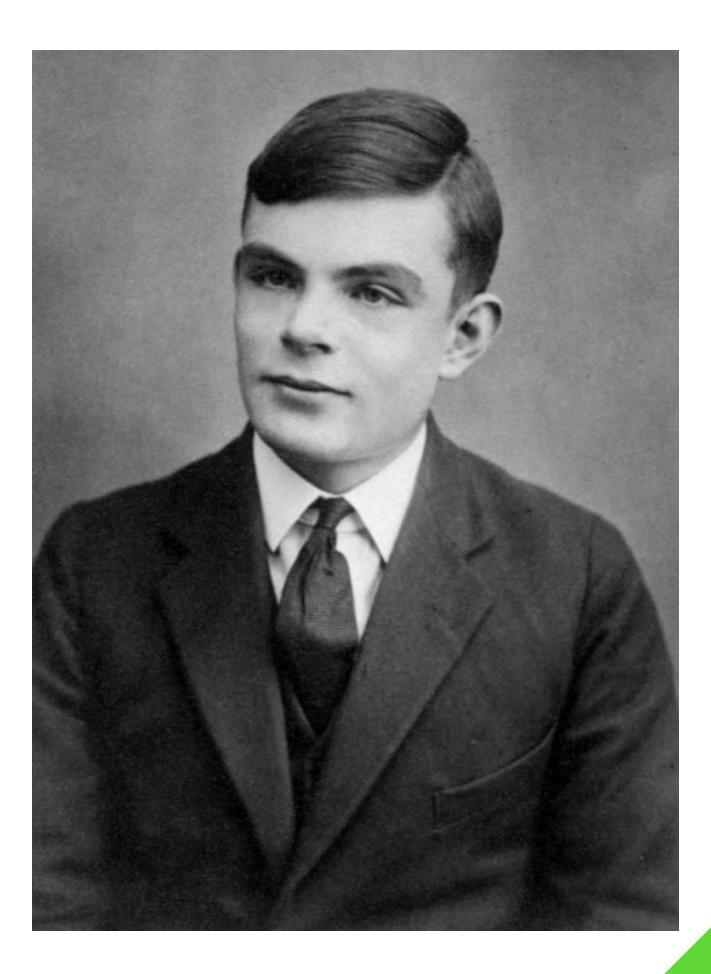
• Alan Turing: Imitation Game¹ (a.k.a Turing test)

P2

History

- A human asks the same questions to a Machine and another Human
- Can he/she tell which responses are from a human, which are from the machine?
- What is the key? Language!

1. Turing, Alan M. "Computing machinery and intelligence." Parsing the turing test. Springer, Dordrecht, 2009. 23-65.





History of Al Research

- Direction 1: Linguistics and Logic
 - Universal Grammar

P2

History

- Formal Logic Inference
- Direction 2: Biology
 - Machine Learning and Pattern Recognition
 - Computer Vision

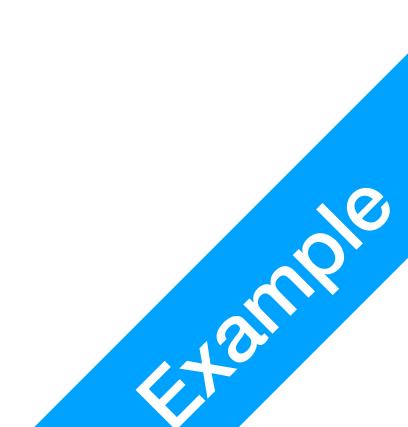


- Noam Chomsky: Universal Grammar¹
 - Chomsky is a linguist
 - There should be structural rules to languages, applicable to all human languages
 - If such rules exist, we can convert all human languages to logical representations (Formal Logic)!
- 1. Hauser, Marc D., Noam Chomsky, and W. Tecumseh Fitch. "The faculty of language: what is it, who has it, and how did it evolve?." science 298.5598 (2002): 1569-1579.



History History of Al Research: Ling If I give her my heart, she will love me. I give her my heart. She loves me.

- Formal logic
 - Assume p_1 : I give her my heart, p_2 : She loves me
 - Known
 - $p_1 \rightarrow p_2$
 - *p*₁
 - Inference: p_2 , she loves me!
- 1. Example here is first-order logic



- Problem with Universal Grammar and Formal Logic

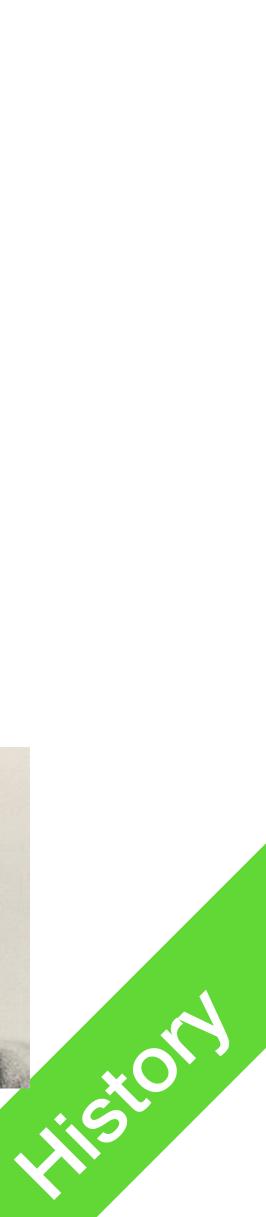
 - world (Naming problem)
 - Wittgenstein whereof one cannot speak, thereof one must be silent¹

1. Wittgenstein, Ludwig. "Tractatus Logico-Philosophicus (trans. Pears and McGuinness)." (1961).

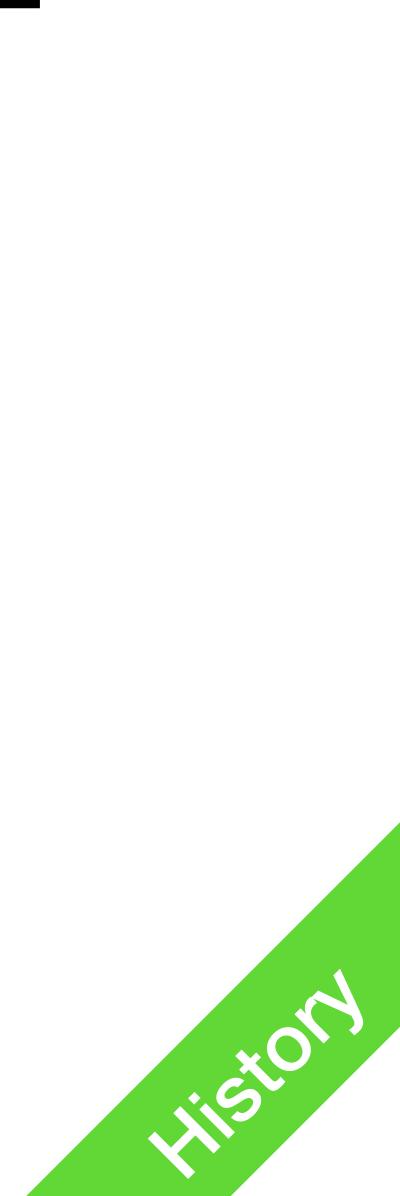
1. Human language is too complex, Universal Grammar cannot be achieved

2. Formal Logic (first-order or higher-order) cannot establish link to physical





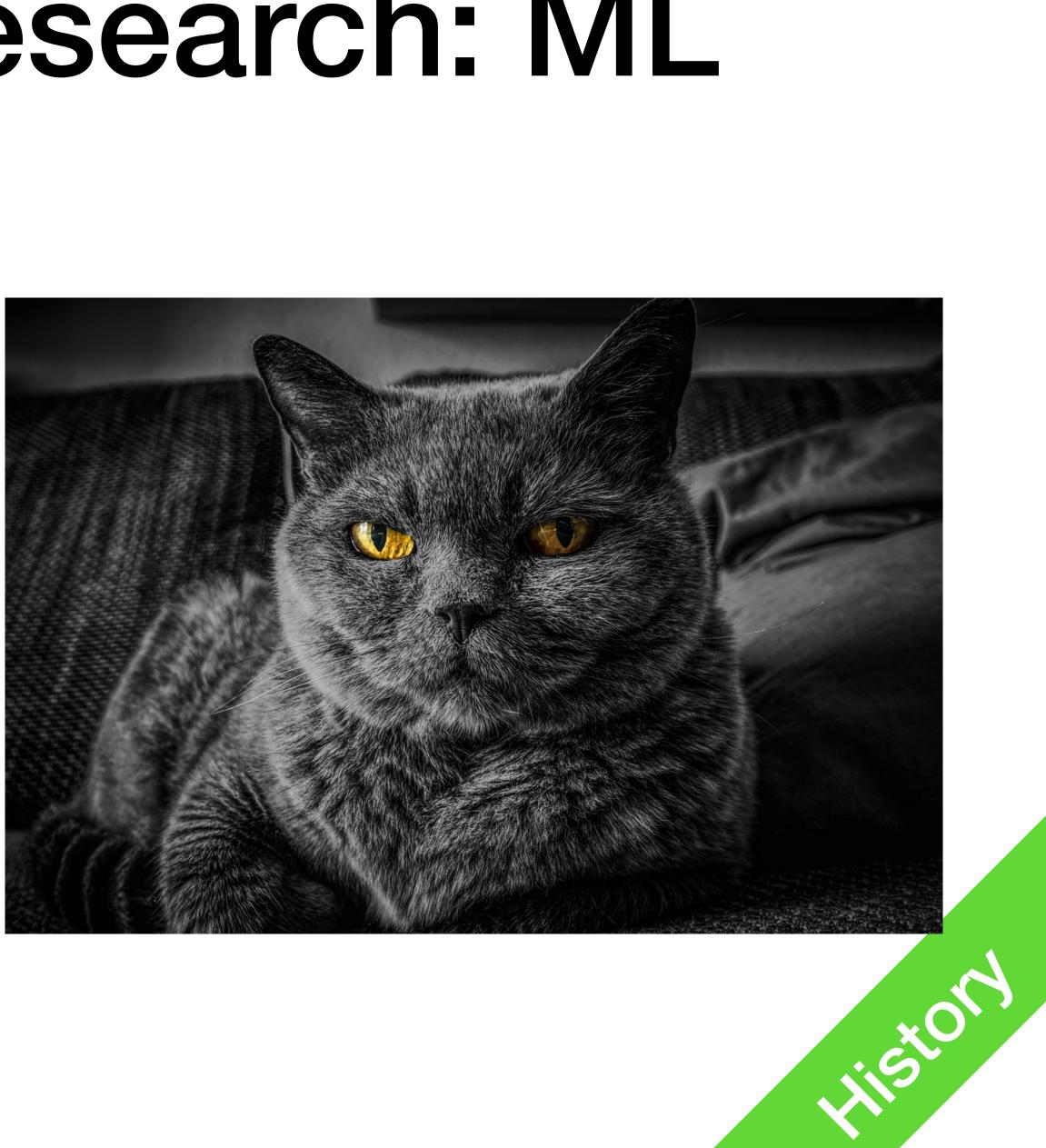
- Machine Learning
 - Not AI research, but based in Statistics
 - "When it is sunny, people are 90% more likely to buy ice cream"
 - Statistics: Empirical observation of facts
 - Fact: it is sunny, Model prediction: buy ice cream



- Machine Learning
 - Gathering evidence/features $F = x_0, x_1, \ldots, x_n$
 - How does an ML model tell if it is a dog?
 - x_0 : "It is fluffy"
 - x_1 : "It has oval eyes"

1. Similar to a Perceptron Model

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- Machine Learning
 - Summing up features and learned weights
 - $P(L = \operatorname{cat} | F) = \sum_{i} (w_i x_i)$
 - e.g.: picture on the right, P(L = cat | F) = 0.98





- Machine Learning
 - Features: we define the features
 - Weight: learned using MATH and a large number of examples
 - This process is called machine learning
 - You need a lot of training data

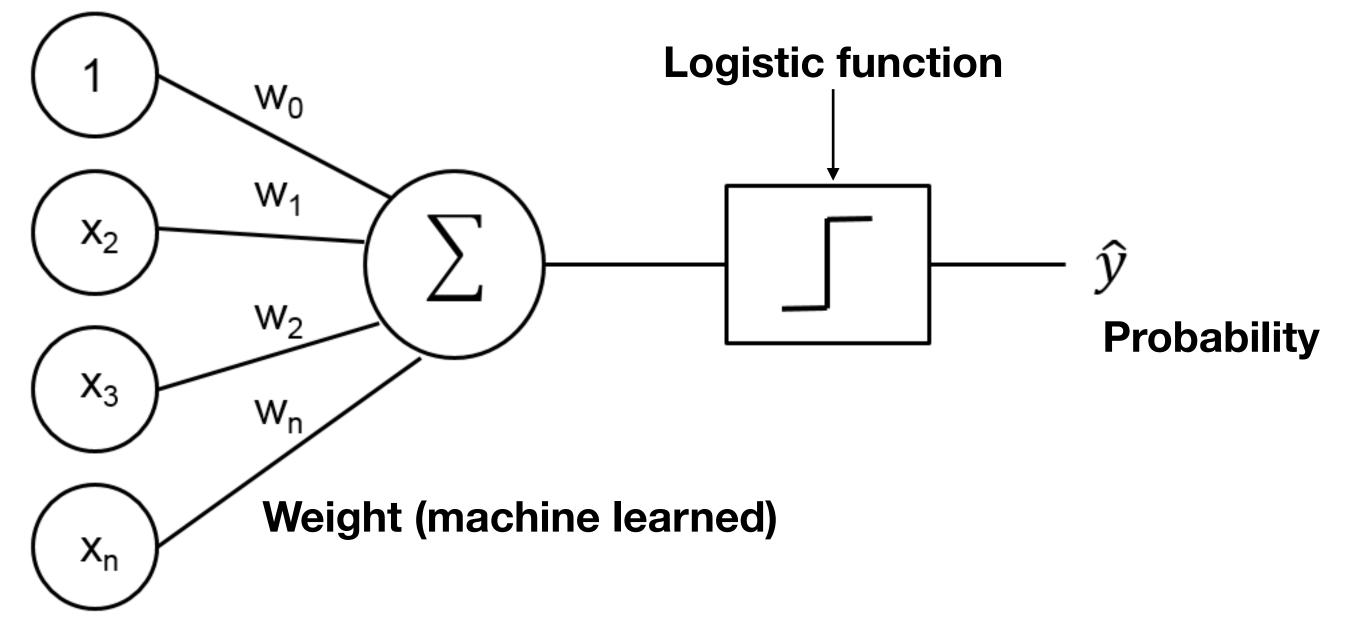
- F = (0,1,0,....) L=cat
- F = (1, 1, 0,) L=not cat
- F = (0, 1, 0, ...,) L=cat
- F = (1, 1, 0, ...,) L=not cat
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F = (1, 1, 0, ...,) L=not cat



Evidence/Feature

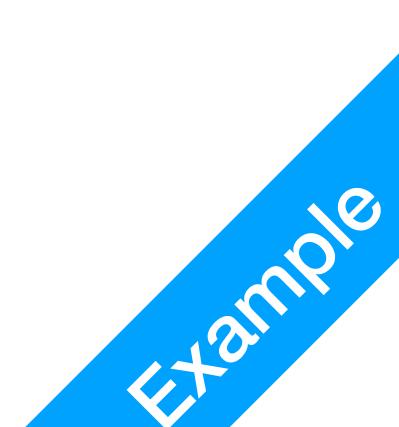


Any Machine Learning Model is a Probability Model!

1. Perceptron Model



- Probability Model
 - Recognise Handwritten Digit from Image X
 - P(L = 9 | X) + P(L = 8 | X) + ... + P(L = 0 | X) = 1
 - Sentiment Analysis for Sentence X
 - P(L = Positive | X) + P(L = Negative | X) + P(L = Neutral | X) = 1
 - Voice Recognition from audio clip X
 - $P(L = \text{Open my door} | X) + P(L = \text{Get weather report} | X) + \dots$



P3 Challenges

What are the challenges for AI?



All Al Models Now Are **Probabilistic Models**

- P(L | X)

 - Heavily dependent on training data
 - $\langle x, l \rangle$ is an observation of Input and Correct label
 - set
 - Our best ML model cannot do 100% accuracy on all seen data

• The set L is finite, but the real world is not finite, possibilities are infinite

• There is no way we can expose the model to all possible input/correct label



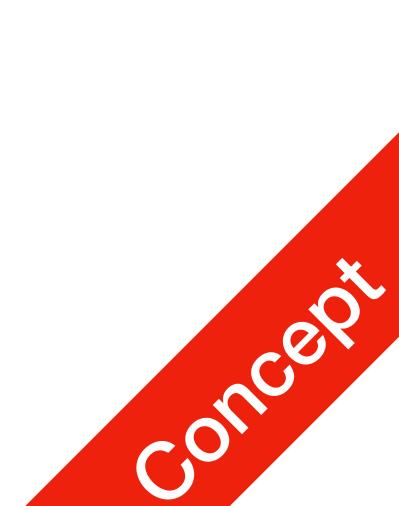
Our Probabilistic Models are WAAYYYY too Simple

Neural Network

P3

Challenges

- More complex than the Perceptron Model we've seen before
- Best we can do: tens of thousands of "Artificial Neurons"
- Human Brain: 86 billion
- Rabbit: 0.5 billion
- Snail: 11,000, our AI might be less complicated as Snails



We don't know anything about **P**3 Challenges the real world

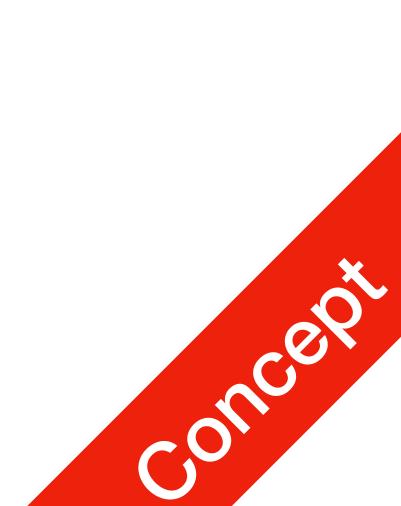
- Naming and Identity: The Ship of Theseus
- What do I mean by "chair" in "bring me the chair next door"?
 - In the physical world, there is a chair next door.
 - In my mind, there is a chair next door.

In an infinite possible worlds, there is one in which there is a chair next door.



Challenges Al is a Philosophical Problem

And we've just started



P4 Discussions

What are the questions you have about AI?



P4 Discussions

What I will discuss

- Wednesday
 - Brief introduction to Neural Networks
- Thursday
 - A list of modern problems in AI and their solutions
- I want to know what you want to know!

