Summary of Introductory Lecture: What It's All About

☐ What is AI?

Operational definition:

Architectures that employ
Methods enabled by
Constraints exposed by
Representations that support
Models of perception, thinking, action

Examples:

Physical models and representations: molecule (caffeine), built structure (Farnsworth)
Computational model: river crossing problem
Architecture: Generate and Test, e.g., with wood samples

What for:

Engineering: build programs
Science: understand human intelligence, build computational models of human intelligence

☐ History

Foundations from philosophy, mathematics, economics, computers, control theory, neuroscience, psychology, linguistics

AI, 1956 to present (see Wikipedia "history of AI" for good summary)

☐ Class Info

★ Representation right = almost done

Rumplestiltskin principle

Simple ≠ trivial