Artificial Intelligence By Nils J Nilsson

A classic introduction to artificial intelligence intended to bridge the gap between theory and practice, Principles of Artificial Intelligence describes fundamental AI ideas that underlie applications such as natural language processing, automatic programming, robotics, machine vision, automatic theorem proving, and intelligent data retrieval. Rather than focusing on the subject matter of the applications, the book is organized around general computational concepts involving the kinds of data structures used, the types of operations performed on the data structures, and the properties of the control strategies used. Principles of Artificial Intelligenceevolved from the author's courses and seminars at Stanford University and University of Massachusetts, Amherst, and is suitable for text use in a senior or graduate AI course, or for individual study.

Intelligent agents are employed as the central characters in this new introductory text. Beginning with elementary reactive agents, Nilsson gradually increases their cognitive horsepower to illustrate the most important and lasting ideas in AI. Neural networks, genetic programming, computer vision, heuristic search, knowledge representation and reasoning, Bayes networks, planning, and language understanding are each revealed through the growing capabilities of these agents. The book provides a refreshing and motivating new synthesis of the field by one of AI's master expositors and leading researchers. Artificial Intelligence: A New Synthesis takes the reader on a complete tour of this intriguing new world of AI. An evolutionary approach provides a unifying theme Thorough coverage of important AI ideas, old and new Frequent use of examples and illustrative diagrams Extensive coverage of machine learning methods throughout the text Citations to over 500 references Comprehensive index

What beliefs are, what they do for us, how we come to hold them, and how to evaluate them. Our beliefs constitute a large part of our knowledge of the world. We have beliefs about objects, about culture, about the past, and about the future. We have beliefs about other people, and we believe that they have beliefs as well. We use beliefs to predict, to explain, to create, to console, to entertain. Some of our beliefs we call theories, and we are extraordinarily creative at constructing them. Theories of quantum mechanics, evolution, and relativity are examples. But so are theories about astrology, alien abduction, guardian angels, and reincarnation. All are products (with varying degrees of credibility) of fertile minds trying to find explanations for observed phenomena. In this book, Nils Nilsson examines beliefs: what they do for us, how we come to hold them, and how to evaluate them. We should evaluate our beliefs carefully, Nilsson points out, because they influence so many of our actions and decisions. Some of our beliefs are more strongly held than others, but all should be considered tentative and changeable. Nilsson shows that beliefs can be quantified by probability, and he describes networks of beliefs in which the probabilities of some beliefs affect the probabilities of others. He argues that we can evaluate our beliefs by adapting some of the practices of the scientific method and by consulting expert opinion. And he warns us about "belief traps"—holding onto beliefs that wouldn't survive critical evaluation. The best way to escape belief traps, he writes, is to expose our beliefs to the reasoned criticism of others.

Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

Artificial Intelligence (AI) will change the lives of people and businesses more fundamentally than many people can even imagine today. This book illustrates the importance of AI in an era of digitalization. It introduces the foundations of AI and explains its benefits and challenges for companies and entire industries. In this regard, AI is approached not just as yet another technology, but as a fundamental innovation, which will spread into all areas of the economy and life, and will disrupt business processes and business models in the years to come. In turn, the book assesses the potential that AI holds, and clarifies the framework that is necessary for pursuing a responsible approach to AI. In a series of best-practice cases, the book subsequently highlights a broad range of sectors and industries, from production to services; from customer service to marketing and sales; and in industries like retail, health care, energy, transportation and many more. In closing, a dedicated chapter outlines a roadmap for a specific corporate AI journey. No one can ignore intensive work with AI today - neither as a private person, let alone as a top performer in companies. This book offers a thorough, carefully crafted, and easy to understand entry into the field of AI. The central terms used in the AI ??context are given a very good explanation. In addition, a number of cases show what AI can do today and where the journey is heading. An important book that you should not miss! Professor Dr. Harley Krohmer University of Bern "Inspiring, thought provoking and comprehensive, this book is wittingly designed to be a catalyst for your individual and corporate AI journey." Avo Schönbohm, Professor at the Berlin School of Economics and Law, Enterprise Game Designer at LUDEO and Business Punk

Artificial Intelligence presents a practical guide to AI, including agents, machine learning and problem-solving simple and complex domains.

Futurists are certain that humanlike AI is on the horizon, but in fact engineers have no idea how to program human reasoning. AI reasons from statistical correlations across data sets, while common sense is based heavily on conjecture. Erik Larson argues that hyping existing methods will only hold us back from developing truly humanlike AI.

Intended both as a text for advanced undergraduates and graduate students, and as a key reference work for AI researchers and developers, Logical Foundations of Artificial Intelligence is a lucid, rigorous, and comprehensive account of the fundamentals of artificial intelligence from the standpoint of logic. The first section of the book introduces the logicist approach to AI--discussing the representation of declarative knowledge and featuring an introduction to the process of conceptualization, the syntax and semantics of predicate calculus, and the basics of other declarative representations such as frames and semantic nets. This section also provides a simple but powerful inference procedure, resolution, and shows how it can be used in a reasoning system. The next several chapters discuss nonmonotonic reasoning, induction, and reasoning under uncertainty, broadening the logical approach to deal with the inadequacies of strict logical deduction. The third section introduces modal operators that facilitate representing and reasoning about knowledge. This section also develops the process of writing predicate calculus sentences to the metalevel--to permit sentences about sentences and about reasoning processes. The final three chapters discuss the representation of knowledge about states and actions, planning, and intelligent system architecture. End-of-chapter bibliographic and historical comments provide background and point to other works of interest and research. Each chapter also contains numerous student exercises (with solutions provided in an appendix) to reinforce concepts and challenge the learner. A bibliography and index complete this comprehensive work.

Over the coming decades, Artificial Intelligence will profoundly impact the way we live, work, wage war, play, seek a mate, educate our young, and care for our elderly. It is likely to greatly increase our aggregate wealth, but it will also upend our labor markets, reshuffle our social order, and strain our private and public institutions. Eventually it may alter how we see our place in the universe, as machines pursue goals independent of their creators and outperform us in domains previously believed to be the sole dominion of humans. Whether we regard them as conscious or unwitting, revere them as a new form of life or dismiss them as mere clever appliances, is beside the point. They are likely to play an increasingly critical and intimate role in many aspects of our lives. The emergence of systems capable of

independent reasoning and action raises serious questions about just whose interests they are permitted to serve, and what limits our society should place on their creation and use. Deep ethical questions that have bedeviled philosophers for ages will suddenly arrive on the steps of our courthouses. Can a machine be held accountable for its actions? Should intelligent systems enjoy independent rights and responsibilities, or are they simple property? Who should be held responsible when a self-driving car kills a pedestrian? Can your personal robot hold your place in line, or be compelled to testify against you? If it turns out to be possible to upload your mind into a machine, is that still you? The answers may surprise you.

Are psychometric tests valid for a new reality of artificial intelligence systems, technology-enhanced humans, and hybrids yet to come? Are the Turing Test, the ubiquitous CAPTCHAs, and the various animal cognition tests the best alternatives? In this fascinating and provocative book, José Hernández-Orallo formulates major scientific questions, integrates the most significant research developments, and offers a vision of the universal evaluation of cognition. By replacing the dominant anthropocentric stance with a universal perspective where living organisms are considered as a special case, long-standing questions in the evaluation of behavior can be addressed in a wider landscape. Can we derive task difficulty intrinsically? Is a universal g factor - a common general component for all abilities - theoretically possible? Using algorithmic information theory as a foundation, the book elaborates on the evaluation of perceptual, developmental, social, verbal and collective features and critically analyzes what the future of intelligence might look like.

From Oxford's leading AI researcher comes a fun and accessible tour through the history and future of one of the most cutting edge and misunderstood field in science: Artificial Intelligence The somewhat ill-defined long-term aim of AI is to build machines that are conscious, self-aware, and sentient; machines capable of the kind of intelligent autonomous action that currently only people are capable of. As an AI researcher with 25 years of experience, professor Mike Wooldridge has learned to be obsessively cautious about such claims, while still promoting an intense optimism about the future of the field. There have been genuine scientific breakthroughs that have made AI systems possible in the past decade that the founders of the field would have hailed as miraculous. Driverless cars and automated translation tools are just two examples of AI technologies that have become a practical, everyday reality in the past few years, and which will have a huge impact on our world. While the dream of conscious machines remains, Professor Wooldridge believes, a distant prospect, the floodgates for AI have opened. Wooldridge's A Brief History of Artificial Intelligence is an exciting romp through the history of this groundbreaking field--a one-stop-shop for AI's past, present, and world-changing future.

Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.

Artificial intelligence (AI) is a field within computer science that is attempting to build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries.

The Quest for Artificial IntelligenceCambridge University Press

This book reports on the results of the third edition of the premier conference in the field of philosophy of artificial intelligence, PT-AI 2017, held on November 4 - 5, 2017 at the University of Leeds, UK. It covers: advanced knowledge on key AI concepts, including complexity, computation, creativity, embodiment, representation and superintelligence; cutting-edge ethical issues, such as the AI impact on human dignity and society, responsibilities and rights of machines, as well as AI threats to humanity and AI safety; and cutting-edge developments in techniques to achieve AI, including machine learning, neural networks, dynamical systems. The book also discusses important applications of AI, including big data analytics, expert systems, cognitive architectures, and robotics. It offers a timely, yet very comprehensive snapshot of what is going on in the field of AI, especially at the interfaces between philosophy, cognitive science, ethics and computing.

This new edition provides a comprehensive, colorful, up-to-date, and accessible presentation of AI without sacrificing theoretical foundations. It includes numerous examples, applications, full color images, and human interest boxes to enhance student interest. New chapters on robotics and machine learning are now included. Advanced topics cover neural nets, genetic algorithms, natural language processing, planning, and complex board games. A companion DVD is provided with resources, applications, and figures from the book. Numerous instructors' resources are available upon adoption. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Includes new chapters on robotics and machine learning and new sections on speech understanding and metaphor in NLP • Provides a comprehensive, colorful, up to date, and accessible presentation of AI without sacrificing theoretical foundations • Uses numerous examples, applications, full color images, and human interest boxes to enhance student interest • Introduces important AI concepts e.g., robotics, use in video games, neural nets, machine learning, and more thorough practical applications • Features over 300 figures and color images with worked problems detailing AI methods and solutions to selected exercises • Includes DVD with resources, simulations, and figures from the book • Provides numerous instructors' resources, including: solutions to exercises, Microsoft PP slides, etc.

"The authors' clear visual style provides a comprehensive look at what's currently possible with artificial neural networks as well as a glimpse of the magic that's to come." –Tim Urban, author of Wait But Why Fully Practical, Insightful Guide to Modern Deep Learning Deep learning is transforming software, facilitating powerful new artificial intelligence capabilities, and driving unprecedented algorithm performance. Deep Learning Illustrated is uniquely intuitive and offers a complete introduction to the discipline's techniques. Packed with full-color figures and easy-to-follow code, it sweeps away the complexity of building deep learning models, making the subject approachable and fun to learn. World-class instructor and practitioner Jon Krohn–with visionary content from Grant Beyleveld and beautiful illustrations by Aglaé Bassens–presents straightforward analogies to explain what deep learning is, why it has become so popular, and how it relates to other machine learning approaches. Krohn has created a practical reference and tutorial for developers, data scientists, researchers, analysts, and students who want to start applying it. He illuminates theory with hands-on Python code in accompanying Jupyter notebooks. To help you progress quickly, he focuses on the versatile deep learning library Keras to nimbly construct efficient TensorFlow models; PyTorch, the leading alternative library, is also covered. You'll gain a pragmatic understanding of all major deep learning approaches and their uses in applications ranging from machine vision and natural language processing to image generation and game-playing algorithms. Discover what makes deep learning systems unique, and the implications for practitioners Explore new tools that make deep learning models easier to build, use, and improve Master essential theory: artificial neurons, training, optimization, convolutional nets, recurrent nets, generative adversarial networks (GANs), deep reinforcement learning, and more Walk through building interactive deep learning applications, and move forward with your own artificial intelligence projects Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Neural networks research is unified by contributions from computer science, electrical engineering, physics, statistics, cognitive science and neuroscience. Author Nilsson is recognized for his presentation of intuitive geometric and statistical theories. Annotation copyrighted by Book News, Inc., Portland, OR

The concept of Artificial Intelligence (AI) & Machine Learning (ML) has been in practice for over years with the advent of technological progress. Over time, it has blended our lives through nearly every narration of learning, teaching, enjoyment, normal routine operations and what not. The aspect delivers a common understanding of the topics with reference to it making an impact on our lives, with a better framework of technology affecting our lives in particular. Let us look up to science for a change to be brought about in us. Let us create awareness of making technology available to people, in a broader sense. As that happens, people who are responsible need to be told about the use and misuse of the same. As we lead our lives, we come across the fact that AI, Robotics and Learning Machines seem to be the household topic of discussion. Earlier, AI was perceived to be reserved for only 'Geniuses' or 'Researchers' or the 'computer' community, but it very aptly integrates and impacts each and every aspect of our lives. Knowingly or unknowingly, it has become intellectually influential in shaping our thoughts, actions and the day-to-day chores.

The notion of artificial intelligence (AI) often sparks thoughts of characters from science fiction, such as the Terminator and HAL 9000. While these two artificial entities do not exist, the algorithms of AI have been able to address many real issues, from performing medical diagnoses to navigating difficult terrain to monitoring possible failures of spacecrafts. Exploring these algorithms and applications, Contemporary Artificial Intelligence presents strong AI methods and algorithms for solving challenging problems involving systems that behave intelligently in specialized domains such as medical and software diagnostics, financial decision making, speech and text recognition, genetic analysis, and more. One of the first AI texts accessible to students, the book focuses on the most useful problem-solving strategies that have emerged from AI. In a student-friendly way, the authors cover logic-based methods; probability-based methods; emergent intelligence, including evolutionary computation and swarm intelligence; data-derived logical and probabilistic learning models; and natural language understanding. Through reading this book, students discover the importance of AI techniques in computer science. This new book, by one of the most respected researchers in Artificial Intelligence, features a radical new 'evolutionary' organization that begins with low level intelligent behavior and develops complex intelligence as the book progresses.

Advances in artificial intelligence (AI) highlight the potential of this technology to affect productivity, growth, inequality, market power, innovation, and employment. This volume seeks to set the agenda for economic research on the impact of AI. It covers four broad themes: AI as a general purpose technology; the relationships between AI, growth, jobs, and inequality; regulatory responses to changes brought on by AI; and the effects of AI on the way economic research is conducted. It explores the economic influence of machine learning, the branch of computational statistics that has driven much of the recent excitement around AI, as well as the economic impact of robotics and automation and the potential economic consequences of a still-hypothetical artificial general intelligence. The volume provides frameworks for understanding the economic impact of AI and identifies a number of open research questions. Contributors: Daron Acemoglu, Massachusetts Institute of Technology Philippe Aghion, Collège de France Ajay Agrawal, University of Toronto Susan Athey, Stanford University James Bessen, Boston University School of Law Erik Brynjolfsson, MIT Sloan School of Management Colin F. Camerer, California Institute of Technology Judith Chevalier, Yale School of Management Iain M. Cockburn, Boston University Tyler Cowen, George Mason University Jason Furman, Harvard Kennedy School Patrick Francois, University of British Columbia Alberto Galasso, University of Toronto Joshua Gans, University of Toronto Avi Goldfarb, University of Toronto Austan Goolsbee, University of Chicago Booth School of Business Rebecca Henderson, Harvard Business School Ginger Zhe Jin, University of Maryland Benjamin F. Jones, Northwestern University Charles I. Jones, Stanford University Daniel Kahneman, Princeton University Anton Korinek, Johns Hopkins University Mara Lederman, University of Toronto Hong Luo, Harvard Business School John McHale, National University of Ireland Paul R. Milgrom, Stanford University Matthew Mitchell, University of Toronto Alexander Oettl, Georgia Institute of Technology Andrea Prat, Columbia Business School Manav Raj, New York University Pascual Restrepo, Boston University Daniel Rock, MIT Sloan School of Management Jeffrey D. Sachs, Columbia University Robert Seamans, New York University Scott Stern, MIT Sloan School of Management Betsey Stevenson, University of Michigan Joseph E. Stiglitz. Columbia University Chad Syverson, University of Chicago Booth School of Business Matt Taddy, University of Chicago Booth School of Business Steven Tadelis, University of California, Berkeley Manuel Trajtenberg, Tel Aviv University Daniel Trefler, University of Toronto Catherine Tucker, MIT Sloan School of Management Hal Varian, University of California, Berkeley

"Moral Machines is a fine introduction to the emerging field of robot ethics. There is much here that will interest ethicists, philosophers, cognitive scientists, and roboticists." ---Peter Danielson, Notre Dame Philosophical Reviews --

A comprehensive introduction to new approaches in artificial intelligence and robotics that are inspired by self-organizing biological processes and structures. New approaches to artificial intelligence spring from the idea that intelligence emerges as much from cells, bodies, and societies as it does from evolution, development, and learning. Traditionally, artificial intelligence has been concerned with reproducing the abilities of human brains; newer approaches take inspiration from a wider range of biological structures that that are capable of autonomous self-organization. Examples of these new approaches include evolutionary computation and evolutionary electronics, artificial neural networks, immune systems, biorobotics, and swarm intelligence—to mention only a few. This book offers a comprehensive introduction to the emerging field of biologically inspired artificial intelligence that can be used as an upper-level text or as a reference for researchers. Each chapter presents computational approaches inspired by a different biological system; each begins with background information about the biological system and then proceeds to develop computational models that make use of biological concepts. The chapters cover evolutionary computation and electronics; cellular systems; neural systems, including neuromorphic engineering; developmental systems; immune systems; behavioral systems—including several approaches to robotics, including behavior-based, bio-mimetic, epigenetic, and evolutionary robots; and collective systems, including swarm robotics as well as cooperative and competitive co-evolving systems. Chapters end with a concluding overview and suggested reading.

Learning to perform complex action strategies is an important problem in the fields of artificial intelligence, robotics, and machine learning. Filled with interesting new experimental results, Learning in Embedded Systems explores algorithms that learn efficiently from trial-and error experience with an external world. It is the first detailed exploration of the problem of learning action strategies in the context of designing embedded systems that adapt their behavior to a complex, changing environment; such systems include mobile robots, factory process controllers, and long-term software databases. Kaelbling investigates a rapidly expanding branch of machine learning known as reinforcement learning, including the important problems of controlled exploration of the environment, learning in highly complex environments, and learning from delayed reward. She reviews past work in this area and presents a number of significant new results. These include the intervalestimation algorithm for exploration, the use of biases to make learning more efficient in complex environments, a generate-and-test algorithm that combines symbolic and statistical processing into a flexible learning method, and some of the first reinforcement-learning experiments with a real robot.

Robotic systems consist of object or scene recognition, vision-based motion control, vision-based mapping, and dense range sensing, and are used for identification and navigation. As these computer vision and robotic connections continue to develop, the benefits of vision technology including savings, improved quality, reliability, safety, and productivity are revealed. Robotic Vision: Technologies for Machine Learning and Vision Applications is a comprehensive collection which highlights a solid framework for understanding existing work and planning future research. This book includes current research on the fields of robotics, machine vision, image processing and pattern recognition that is important to applying machine vision methods in the real world.

This book is a collection of scientific papers published during the last five years, showing a broad spectrum of actual research topics and techniques used to solve challenging problems in the areas of computer vision and image analysis. The book will appeal to researchers, technicians and graduate students.

Memory-based language processing - a machine learning and problem solving method for language technology - is based on the idea that the direct reuse of examples using analogical reasoning is more suited for solving language processing problems than the application of rules extracted from those examples. This book discusses the theory and practice of memory-based language processing, showing its comparative strengths over alternative methods of language modelling. Language is complex, with few generalizations, many sub-regularities and exceptions, and the advantage of memory-based language processing is that it does not abstract away from this valuable low-frequency information. By applying the model to a range of benchmark problems, the authors show that for linguistic areas ranging from phonology to semantics, it produces excellent results. They also describe TiMBL, a software package for memory-based language processing. The first comprehensive overview of the approach, this book will be invaluable for computational linguists, psycholinguists and language engineers.

State-space representations. State-space methods. Problem-representations. Problem-reduction search methods. Theorem-proving in the predicate calculus. Applications of the predicate calculus in problem solving. Predicate-calculus proof-finding methods. Index.

This Festschrift volume, published in celebration of the 50th Anniversary of Artificial Intelligence, includes 34 refereed papers written by leading researchers in the field of Artificial Intelligence. The papers were carefully selected from the invited lectures given at the 50th Anniversary Summit of AI, held at the Centro Stefano Franscini, Monte Verità, Ascona, Switzerland, July 9-14, 2006. The summit provided a venue for discussions on a broad range of topics.

The first book to present the common mathematical foundations of big data analysis across a range of applications and technologies. Today, the volume, velocity, and variety of data are increasing rapidly across a range of fields, including Internet search, healthcare, finance, social media, wireless devices, and cybersecurity. Indeed, these data are growing at a rate beyond our capacity to analyze them. The tools—including spreadsheets, databases, matrices, and graphs—developed to address this challenge all reflect the need to store and operate on data as whole sets rather than as individual elements. This book presents the common mathematical foundations of these data sets that apply across many applications and technologies. Associative arrays unify and simplify data, allowing readers to look past the differences among the various tools and leverage their mathematical similarities in order to solve the hardest big data challenges. The book first introduces the concept of the associative array in practical terms, presents the associative array manipulation system D4M (Dynamic Distributed Dimensional Data Model), and describes the application of associative arrays to graph analysis and machine learning. It provides a mathematically rigorous definition of associative arrays and describes the properties of associative arrays that arise from this definition. Finally, the book shows how concepts of linearity can be extended to encompass associative arrays. Mathematics of Big Data can be used as a textbook or reference by engineers, scientists, mathematicians, computer scientists, and software engineers who analyze big data.

This book explains why AI is unique, what legal and ethical problems it could cause, and how we can address them. It argues that AI is unlike any other previous technology, owing to its ability to take decisions independently and unpredictably. This gives rise to three issues: responsibility--who is liable if AI causes harm; rights--the disputed moral and pragmatic grounds for granting AI legal personality; and the ethics surrounding the decision-making of AI. The book suggests that in order to address these questions we need to develop new institutions and regulations on a cross-industry and international level. Incorporating clear explanations of complex topics, Robot Rules will appeal to a multi-disciplinary audience, from those with an interest in law, politics and philosophy, to computer programming, engineering and neuroscience.