

Mark's Fav Definitions of AI

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- “The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it” (McCarthy, Minsky, Rochester, & Shannon, 1955)
- “The field of research concerned with making machines do things that people consider to require intelligence” (Minsky, 1988).
- “...a field of study that encompasses computational techniques for performing tasks that apparently require intelligence when performed by humans” (Tanimoto, 1990).
- “...the study of ideas that enable computers to be intelligent” (Winston, 1984).
- “...the study of computations that make it possible to perceive, reason, and act” (Winston, 1992).
- “...the study of mental faculties through the use of computational models” (Charniak & McDermott, 1985).
- “The branch of computer science that is concerned with the automation of intelligent behavior” (Luger & Stubblefield, 1992).
- “The study of how to make computers do things at which, at the moment, people are better” (Rich & Knight, 2009; Rich, Knight, & Nair, 2009).
- “The exciting new effort to make computers think...machines with minds, in the full and literal sense” (Haugeland, 1985).
- “Artificial intelligence is the design and study of computer programs that behave intelligently” (Dean, Allen, & Aloimonos, 1995).
- “Artificial intelligence, broadly (and somewhat circularly) defined, is concerned with intelligent behavior in artifacts. Intelligent behavior, in turn, involves perception, reasoning, learning, communicating, and acting in complex environments” (Nilsson, 1998).
- A goal of computer science is to build software systems that help people. Would it be useful for these software systems to reason, learn, see, and understand? Hopefully, the answer is ‘yes’. Therefore, AI is the branch of computer science that deals with building software systems that reason, learn, see, and understand.

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