

Contents

Preface	xiii
1 Introduction	1
1 What is ‘artificial intelligence’?	2
2 Artificial intelligence – a brief history	3
3 The goals of AI research	8
4 AI and psychology	11
1 <i>AI as a source of psychological theories</i>	12
Cognitive science	15
2 <i>Interactions between people and artificial intelligences</i>	15
5 AI research tools	16
1 <i>Computers</i>	16
2 <i>Programming languages</i>	18
3 <i>Programming environments</i>	21
6 Summary	22
2 Knowledge representation	24
1 Explicit and implicit knowledge	25
2 Methods of representing knowledge	27
1 <i>Programming languages</i>	27
2 <i>Procedural vs. declarative representations of knowledge</i>	28
3 <i>Predicate calculus</i>	29
The indexing problem	32
4 <i>Non-monotonic logics</i>	33
5 <i>Semantic networks</i>	35
Quillian’s nets	37
Representing facts about the world	38

Brachman's KL-ONE	40
Fahlman's NETL	41
Hendrix's partitioned networks	43
Other approaches to semantic networks	44
6 <i>Schemata, frames, scripts</i>	45
7 <i>Production systems</i>	48
8 <i>Knowledge representation languages</i>	51
3 Two general issues	52
1 <i>Semantic primitives</i>	52
2 <i>Parallel architecture</i>	53
4 Summary	56
3 Vision	58
1 Marr	59
1 <i>Four principles</i>	63
2 <i>An outline of Marr's theory</i>	65
2 Low-level visual processes	66
1 <i>The primal sketch</i>	67
From grey-level representation to raw primal sketch	68
From raw primal sketch to full primal sketch	71
2 <i>Identifying surfaces: from primal sketch to 2½-D sketch</i>	72
Stereopsis	73
Structure from motion	78
Shape from shading	80
3 Higher-level visual processes: object recognition	81
1 <i>Recognising prismatic solids – the BLOCKSWORLD</i>	82
2 <i>Marr's approach</i>	90
4 Summary	93
4 Thinking and reasoning	96
1 Problem solving	97
1 <i>The ANALOGY program</i>	98
2 <i>Adversary and non-adversary problems</i>	99
3 <i>Search</i>	101
The size of search spaces	102

Representing problems so their solutions can be searched for	102
Control strategies	105
Game playing	109
Chess-playing programs	113
2 Theorem proving	116
1 <i>The Logic Theory Machine</i>	116
2 <i>Resolution</i>	118
3 <i>Rule-based inference systems and chaining</i>	121
4 <i>The relation between resolution and rule-based inference</i>	123
5 <i>Non-uniform proof procedures</i>	123
Gelernter's Geometry Machine	125
Mathematical induction	126
Meta-level reasoning	127
3 Planning	128
1 <i>Planning systems</i>	130
PLANNER and related languages	131
STRIPS and its successors	132
4 Summary	134
5 Language	137
1 Speech	138
1 <i>Automatic speech recognition</i>	141
2 <i>Speech synthesis</i>	144
2 Parsing	146
1 <i>General parsing methods</i>	148
2 <i>Augmented transition networks</i>	149
Applications of ATNs	153
3 <i>Chart parsers</i>	153
4 <i>Marcus parsing</i>	155
5 <i>'Semantic' parsers</i>	157
Formal autonomy	158
Processing autonomy	159
3 Comprehension of text and dialogue	160
1 <i>Winograd's SHRDLU</i>	161
2 <i>Schank's MARGIE</i>	164
3 <i>Current research issues</i>	166
Dialogue	166

Non-literal language	168
Discourse models and focusing	169
4 Summary	172
6 Learning	176
1 Learning by being told	177
2 Samuel's Checkers program	177
3 Sussman's HACKER – learning from mistakes	180
4 Induction – learning from examples	182
1 Winston's program	184
2 Michalski's AQ11 and INDUCE 1.2	187
5 Lenat's AM and EURISKO – learning by exploring	187
6 Learning language	189
7 Learning by connection machines	192
8 Summary	193
7 Applications	195
1 Image processing	196
2 Expert systems	197
1 <i>What kind of problems do expert systems solve?</i>	198
2 <i>What should expert systems do?</i>	198
3 <i>The design of expert systems</i>	198
4 <i>The source of the knowledge in an expert system</i>	200
5 <i>The treatment of uncertainty in expert systems</i>	201
6 <i>Example expert systems</i>	202
DENDRAL	202
Medical diagnosis	205
XCON	209
Geological prospecting	209
3 AI in education	210
1 <i>Computer-aided instruction and learning</i>	210
The knowledge base	210
The model of the student	211
Teaching procedures	211
Some example ICAI systems	212
2 LOGO	213
4 CAD/CAM	214
1 Design	214

2 Robotics	215
Motion	215
Sensors	217
5 Automatic programming	219
6 Summary	220
8 Conceptual issues	223
1 The computer as a model of the mind – Turing's thesis	224
2 Can computers think?	226
3 Can symbols have meanings for computers?	228
4 The limits of AI	231
5 Moral issues	232
6 Summary	234
9 Future directions	236
A brief guide to the AI literature	245
Bibliography	249
Index of computer programs and languages	265
Name index	265
Subject index	269