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DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

Report on "Technical Talk - Artificial Intelligence"

The department of ECE has conducted "**Technical Talk on Artificial Intelligence**" on behalf of "**AKHYANA**" (students association) on 18th March 2020. Students of III Year B.Tech ECE students exhibited their talents and came forward to actively participate in this event. ***Total no. of Participants in JAM : 38***

Mr. Arshad explained about What is Artificial Intelligence (AI),

Artificial intelligence (AI), also known as machine intelligence, is a branch of computer science that aims to imbue software with the ability to analyze its environment using either predetermined rules and search algorithms, or pattern recognizing machine learning models, and then make decisions based on those analyses.
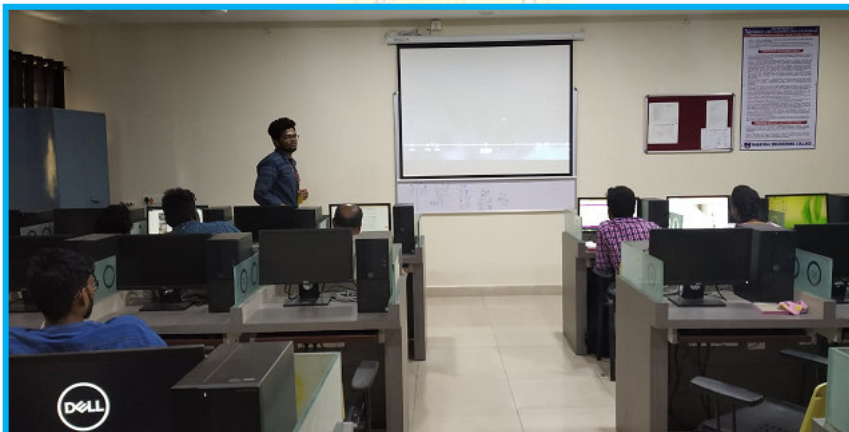

Fig: Md. Arshad, III ECE explaining about Artificial Intelligence.

Fig: Active involvement of the students in event.

The Evolving Stages of Artificial Intelligence:

Narrow (Weak) AI: Capable of performing only a limited set of predetermined functions.

General (Strong) AI: Said to equal the human mind's ability to function autonomously according to a wide set of stimuli.

Super AI: Which will one day exceed human intelligence (conceivably take over the world). At the moment, Narrow AI is only beginning to enter mainstream computing applications.

Four Distinct Categories of Artificial Intelligence:

Reactive AI: Can only react to existing situations, not past experiences.

Limited Memory AI: Relies on stored data to learn from recent experiences to make decisions.

Theory of Mind AI: Capable of comprehending conversational speech, emotions, non-verbal cues and other intuitive elements.

Self-Aware AI: Human-level consciousness with its own desires, goals and objectives.

A good way to visualize these distinctions would be an AI-driven poker player. A reactive machine would base decisions only on the current hand in play, while a limited memory version would consider past decisions and player profiles.

Using Theory of Mind, however, the program would pick up on speech and facial cues, and a self-aware AI might start to consider if there is something more worthwhile to do than play poker.

Fig: Active involvement of the students in event.