

Quick historical note (I)

1956: McCarthy organizes a two-month workshop in Dartmouth no breakthrough, united major players, term coined

1952-1969: Early enthusiasm and great expectations General Problem Solver (Newell & Simon),

Chess program (learning disproved "computers do what they are told to do"),

LISP in 1958, time sharing, principles of knowledge representation and reasoning,

Split: logic (neat) vs. anti-logic (scruffy, clumsy),

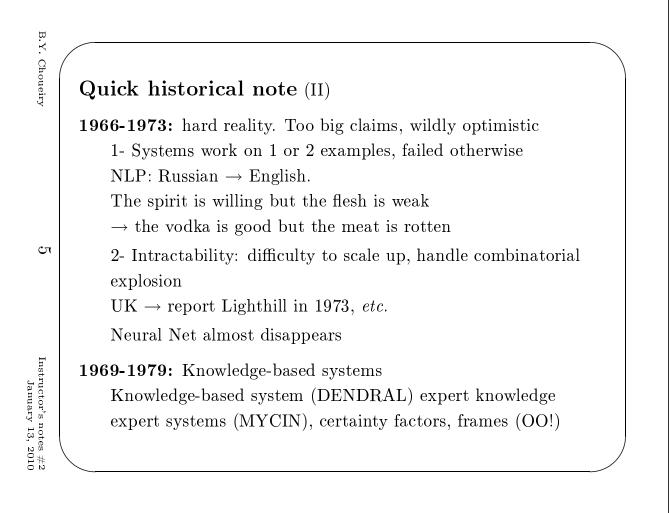
Microworlds (e.g., block world: \rightarrow vision, constraint propagation, NL understanding, planner),

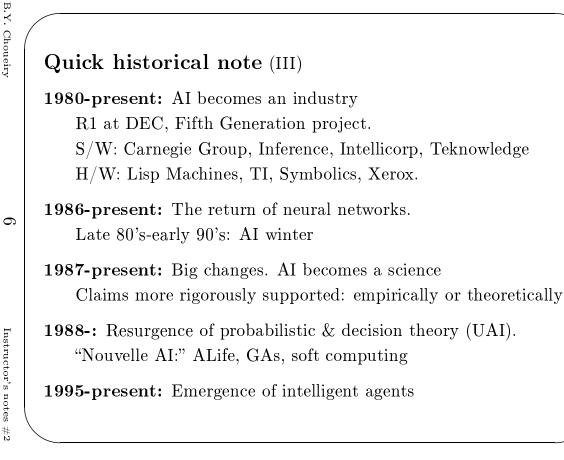
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Neural Nets, etc.
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Instructor's notes #2 January 13, 2010

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