

SFB/TR 8 Spatial Cognition / IQN Video Conference

Sketching our way to human-level AI

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Abstract: This talk will summarize two large-scale efforts at Northwestern: (1) CogSketch, an open-domain sketch understanding system. Our goal with CogSketch is to make it a useful research instrument for cognitive scientists (including AI researchers) and as a platform for sketch-based educational software. (2) Companion cognitive systems, a cognitive architecture which makes analogical processing central. Our goal with Companions is to create the first software social organisms, a step towards human-level artificial intelligence. I'll focus on aspects of these efforts that might be particularly interesting from the perspective of potential collaborations: knowledge capture games to explore the semantics of spatial language, modeling 3D reasoning of engineers, learning by reading, and apprenticeship learning in a strategy game.

Bio: Kenneth D. Forbus is the Walter P. Murphy Professor of Computer Science and Professor of Education at Northwestern University. He received his degrees from MIT (Ph.D. in 1984), and is a Fellow of the Association for the Advancement of Artificial Intelligence, the Cognitive Science Society, and the Association for Computing Machinery. He is currently Chair of the Cognitive Science Society. His research interests include qualitative reasoning, analogical reasoning and learning, spatial reasoning, cognitive architecture, intelligent educational software, and reasoning system design.

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