Itgs – artificial intelligence (ai)

Artificial IntelligenceCreating a system that produces results comparable to human intelligence.

Artificial Neural NetworkAI system that attempts to mimic the neurons and synapses in the human brain.

Boolean logicLogic in which clauses can have one of two states - such as yes or no, true or false.

ChainingUse of logical statements to come to a conclusion.

Feedback loopUse of previous answers (right or wrong) to improve the decision making process next time.

Fuzzy logicA logic system that allows for true, false, and variations in between.

Hand writing recognitionSystem to recognise human writing and convert it to text.

HeuristicsGeneral rules for performing a task, used to improve the perform of searching algorithms in AI applications.

Expert systemsSoftware designed to make the same decisions that a human expert would, in a given knowledge domain.

Expert system shellSoftware used to create expert systems.

Inference enginePart of an expert system which attempts to relate the users input with knowledge stored in the knowledge base.

Inference ruleRule used by the inference engine in an expert system to describe the relationship between key concepts.

Knowledge baseArea of an expert system where all facts about the knowledge domain are stored.

Knowledge domainArea of knowledge in which an expert system specialises.

Knowledge engineerProgrammer responsible for entering expert knowledge into an expert system.

Machine learningTechnique for making a computer produce better results by learning from past experiences.

Natural language processingTechniques for processing human languages to enable a computer to understand their meaning. Apple's 'Siri' is an excellent example.

Speech recognitionComputer system that can process spoken language and understand its meaning.

Pattern recognitionComputational Intelligence technique where computers are trained on examples and learn to recognise similarities between them.

Turing testProposed test to see if a computer is intelligent or not.

User interface (UI)Part of an expert system that accepts users inputs and presents answers.

AndroidRobot designed to look like a human, with lifelike skin and other features.

AutonomousRobot which operates without human intervention.

Computer visionTechniques to let computers and robots see and understand the world around them.

HumanoidRobot designed generally like a human - bipedal, upright, and arms, and a head.

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