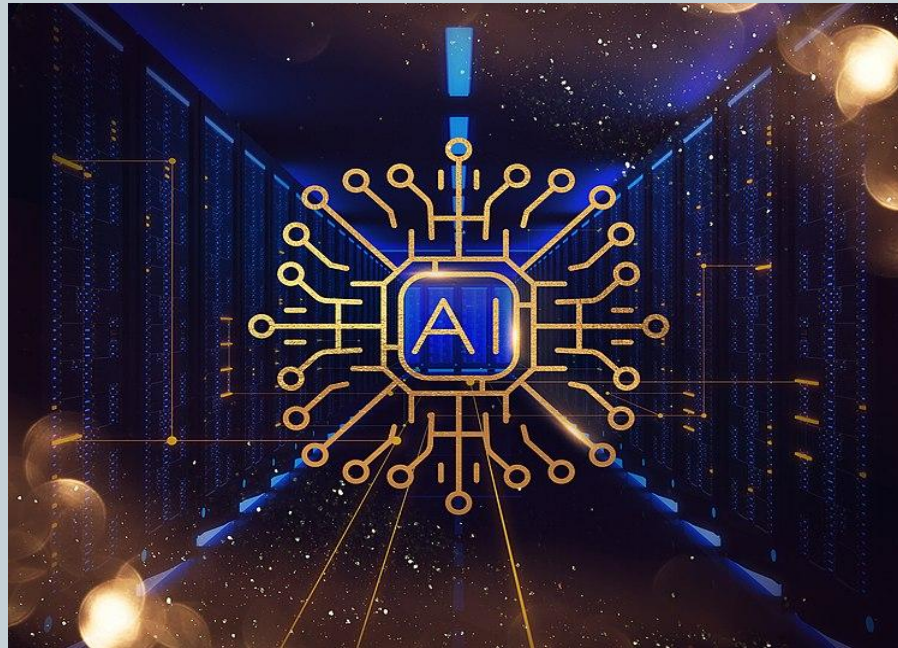


# 5<sup>th</sup> Generation Computers



ARTIFICIAL INTELLIGENCE (AI)



# AI...

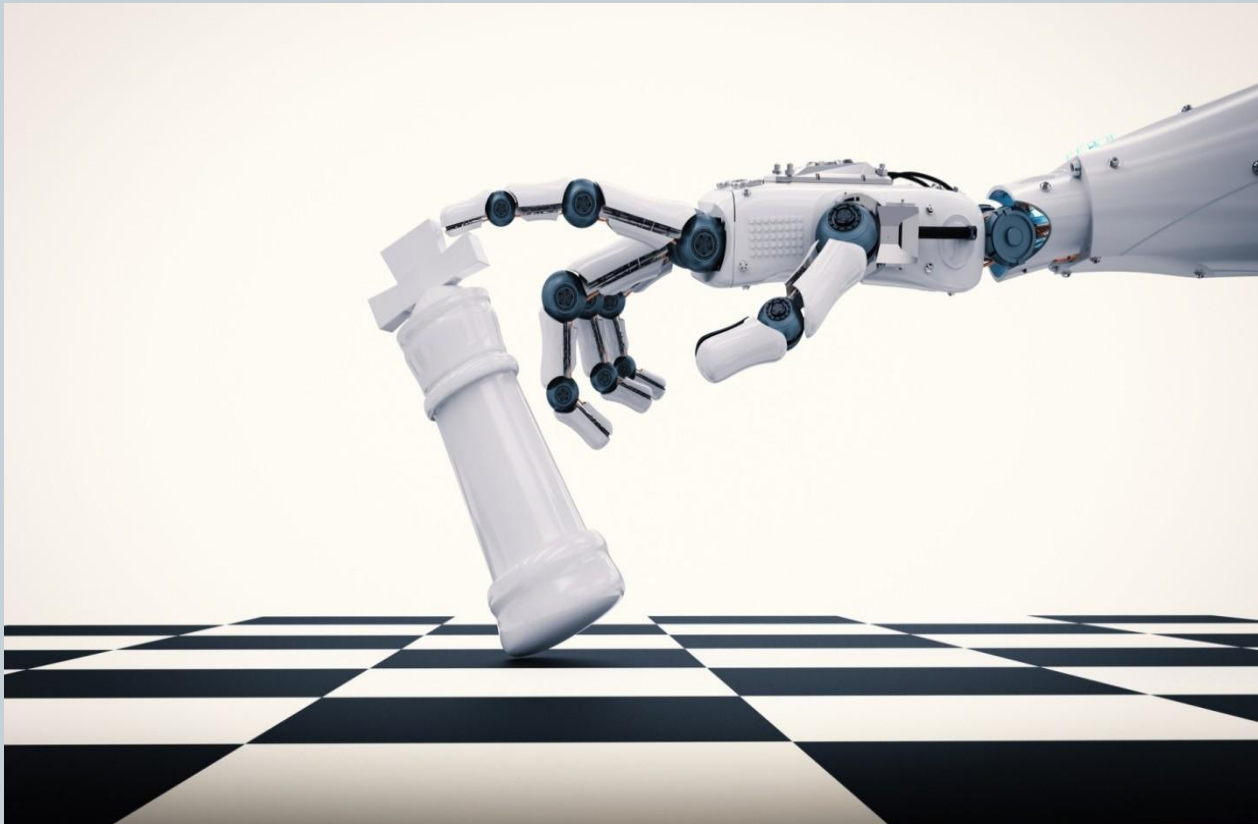


- Artificial Intelligence (AI) is the ability of a computer or other machines to perform those activities that are normally thought to require intelligence.
- Artificial Intelligence is the branch of computer science concerned with making computers behave like humans.
- Artificial intelligence refers to the simulation of human intelligence in machines.
- The goals of artificial intelligence include learning, reasoning, and perception.
- Artificial intelligence includes:
  - Games
  - Expert System
  - Robotics
  - Neural Networks

# AI...



1. **Games playing:** Programming computers to play games such as chess and checkers.



# AI...



2. **Expert systems:** Programming computers to make decisions in real-life situations (for example, some expert systems help doctors diagnose diseases based on symptoms)



# AI...



3. **Natural language:** Programming computers to understand natural human languages.



# AI...



4. **Neural networks:** Systems that simulate intelligence by attempting to reproduce the types of physical connections that occur in animal brains.





# AI...



5. **Robotics:** Programming computers to see and hear and react to other sensory stimuli.



# AI

