

## PLAGIARISM SCAN REPORT

Words 329 Date April 23,2021

Characters 2335 Excluded URL

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11

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Artificial Intelligence (AI), also referred to as machine intelligence, is intelligence demonstrated by machines in contrast to the natural intelligence shown by humans or other animals. Some people also define AI as a system's ability to correctly interpret external data, learn from such data, and use those learnings to achieve specific goals and flexible adaptation. In other words, artificial intelligence is applied when a machine mimics 'cognitive' functions that associate with other human minds, such as 'learning' and 'problem-solving'. Modern machines' capabilities generally classified as AI include successfully understanding human speech, competing in the highest level of strategic games system, autonomously operating cars and intelligent routing in content delivering networks and military simulation. Many tools are used in AI, including search and mathematical optimization, artificial neural networks, and methods based on statistics, probability, and economics.

Virtual Reality (VR) is an interactive machine-generated experience taking place in a simulated environment. It incorporates mainly auditory and visual feedback but may also allow some sensory feedback like haptic. An augmented reality system may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a smartphone or tablet device, giving the user the ability to do three-dimensional images. Current VR technology uses virtual reality handsets or multi-projected environments, sometimes in combination with physical environments or props, to generate realistic images, sounds, and others sensations in combination with physical environments or presence in a virtual or imaginary environment. A person using virtual reality equipment can 'look around the artificial world, move around in it, and interact with virtual features or items. Independent production of VR images and video has increased by developing omnidirectional cameras and available 360-degree cameras or VR cameras, which can record 360 interactive photography, although at low resolutions or in highly compressed formats for online streaming of 360 videos. In contrast, photogrammetry is increasingly used to combine several high-resolution photographs to create complex 3D objects and environments in VR applications.

Sources	Similarity
<a href="#">On Quantum Computing and Artificial Intelligence   Quantum Bits</a> To reach its goals, many tools are used in AI, including search and mathematical optimization, artificial neural networks, and methods based on statistics, probability and economics. ... Along its history, AI has seen many ups and downs. <a href="https://www.quantum-bits.org/?p=2336">https://www.quantum-bits.org/?p=2336</a>	13%
<a href="#">AR &amp; VR Development Companies in New York   Augmented ...</a> It incorporates mainly auditory and visual feedback, but may also allow other types of sensory feedback like haptic. This immersive environment can be similar to ... <a href="https://www.codeaweb.com/augmented-reality/">https://www.codeaweb.com/augmented-reality/</a>	13%
<a href="#">Virtual Reality — Artificial Intelligence (AI) Terminology/Glossary</a>	9%

<p>... environments, sometimes in combination with physical environments or props, ... that simulate a user's physical presence in a virtual or imaginary environment.</p> <p><a href="https://www.artificial-intelligence.blog/terminology/virtual-reality">https://www.artificial-intelligence.blog/terminology/virtual-reality</a></p>	
<p><a href="#">Virtual Reality   Is it a Blessing or a Curse For Mankind ...</a></p> <p>Jul 4, 2020 — ... ability to record 360 interactive photography, although at low-resolutions or in highly compressed formats for online streaming of 360 videos.</p> <p><a href="https://atrands.com/virtual-reality-is-it-a-blessing-or-a-curse-for-mankind/">https://atrands.com/virtual-reality-is-it-a-blessing-or-a-curse-for-mankind/</a></p>	<p>7%</p>