

S.No	Title	Author	Year	Inference
1	<b>The challenges of real-time AI</b>	D.J. Musliner; J.A. Hendler; A.K. Agrawala; E.H. Durfee; J.K. Strosnider; C.J. Paul	January 1995	<ul style="list-style-type: none"> <li>• The goal of this project is to identify promising areas for future research in both real-time and AI techniques.</li> <li>• We describe an organizing conceptual structure for current real-time AI research, exploring the meanings this term has acquired.</li> <li>• We then identify the goals of real-time AI research and specify some necessary steps for reaching them.</li> </ul>
2.	<b>Internet of Things, Real-Time Decision Making, and Artificial Intelligence</b>	James M. Tien	Published: 16 May 2017	<ul style="list-style-type: none"> <li>• In thispapers, the author defined and detailed the concept of a servgood, which can be thought of as a physical good or product enveloped by a services-oriented layer that makes the good smarter or more adaptable and customizable for a particular use.</li> <li>• Adding another layer of physical sensors could then enhance its smartness and intelligence, especially if it were to be connected with other servgoods—thus, constituting an Internet of Things (IoT) or servgoods</li> </ul>
3.	<b>CIRCA: a cooperative intelligent real-time control architecture</b>	D.J. Musliner; E.H. Durfee; K.G. Shin	Nov.-Dec. 1993	<ul style="list-style-type: none"> <li>• A structured interface allows the subsystems to communicate without compromising their respective performance goals. By reasoning about its own bounded</li> </ul>

				<p>reactivity, cooperative intelligent real-time control architecture (CIRCA) can guarantee that it will meet hard deadlines while still using unpredictable AI methods.</p> <ul style="list-style-type: none"> <li>• With its abilities to guarantee or trade off the timeliness, precision, confidence, and completeness of its output, CIRCA provides more flexible performance than previous systems.</li> </ul>
4.	<p><b>Real-Time Knowledge-Based Systems</b></p>	<p>Tashom J. Laffey</p> <p>Preston A. Cox</p> <p>James L. Schmidt</p> <p>Simon M. Kao</p> <p>Jackson Y. Readk</p>	1988-03-15	<ul style="list-style-type: none"> <li>• In this article, we examine how the real-time problem domain is significantly different from those domains which have traditionally been solved by expert systems. We conduct a survey on the current state of the art in applying knowledge-based systems to real-time problems and describe the key issues that are pertinent in a real-time domain.</li> <li>• The survey is divided into three areas: applications, tools, and theoretic issues.</li> <li>• From the results of the survey, we identify a set of real-time research issues that have yet to be solved and point out limitations of current tools for real-time problems.</li> </ul>

5.	<b>Real-time computing: a new discipline of computer science and engineering</b>	<b>K.G. Shin;</b> P.Ramanathan	January 1994	<ul style="list-style-type: none"> <li>• This paper surveys the state of the art in real-time computing.</li> <li>• It introduces basic concepts and identifies key issues in the design of real-time systems. Solutions proposed in literature for tackling these issues are also briefly discussed.</li> </ul>