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| **Artificial Intelligence** | Resultat d'imatges de Inteligencia artificial imagenes |

Artificial Intelligence is the branch of [computer science](http://www.webopedia.com/TERM/C/computer_science.html) concerned with making [computers](http://www.webopedia.com/TERM/C/computer.html) behave like humans. The term was coined in 1956 by John McCarthy at the Massachusetts Institute of Technology. Artificial intelligence **includes**:

**games playing:** [programming](http://www.webopedia.com/TERM/P/program.html) computers to play games such as chess and checkers

[**expert systems**](http://www.webopedia.com/TERM/E/expert_system.html)**:** programming computers to make decisions in real-life situations (for example, some expert systems help doctors diagnose diseases based on symptoms)

[**natural language**](http://www.webopedia.com/TERM/N/natural_language.html)**:** programming computers to understand natural human [languages](http://www.webopedia.com/TERM/L/language.html)

[**neural networks**](http://www.webopedia.com/TERM/N/neural_network.html)**:** [systems](http://www.webopedia.com/TERM/S/system.html) that simulate intelligence by **attempting** to reproduce the types of physical connections that occur in animal brains

[**robotics**](http://www.webopedia.com/TERM/R/robotics.html)**:** programming computers to *see* and *hear* and react to other sensory stimuli

Currently, no computers exhibit full artificial intelligence (that is, are able to simulate human behavior). The greatest advances have occurred in the field of games playing. The best computer chess programs are now capable of beating humans. In May, 1997, an IBM super-computer called *Deep Blue* defeated world chess champion Gary Kasparov in a chess match.

In the area of robotics, computers are now **widely** used in assembly plants, but **they** are capable only of very limited tasks. Robots have great difficulty identifying objects based on appearance or feel, and they still move and handle objects clumsily.

Natural-language processing offers the greatest potential rewards because it would **allow** people **to** interact with computers without needing any specialized knowledge. You could simply walk up to a computer and talk to it. Unfortunately, programming computers to understand natural languages has proved to be more difficult than originally thought. Some rudimentary translation systems that translate from one human language to another are in existence, but they are not nearly as good as human translators. There are also [voice recognition](http://www.webopedia.com/TERM/V/voice_recognition.html) systems that can convert spoken sounds into written words, but they do not *understand* what **they** are writing; they simply take dictation. Even these systems are quite limited -- you must speak slowly and distinctly.

In the early 1980s, expert systems were believed to represent the future of artificial intelligence and of computers in general. To date, however, they have not lived up to expectations. Many expert systems help human experts in such fields as medicine and engineering, but they are very expensive to produce and are helpful only in special situations.

Today, the hottest area of artificial intelligence is neural networks, **which** are proving successful in a number of disciplines **such as** voice recognition and natural-language processing.

There are several [programming languages](http://www.webopedia.com/TERM/P/programming_language.html) that are **known as** [AI](http://www.webopedia.com/TERM/A/artificial_intelligence.html) languages because they are used almost exclusively for AI [applications](http://www.webopedia.com/TERM/A/application.html). The **two** most common are [*LISP*](http://www.webopedia.com/TERM/L/LISP.html) and [*Prolog*](http://www.webopedia.com/TERM/P/Prolog.html).

1. **Decide whether the following sentences are true or false according to the text. Give the lines in which the text deals with the answers. If the sentences are false, you must change them so that they become true.**

1. Today, robots are able to perform accurately tasks involving the use of advanced perception systems. F

2. Today, computers are perfectly able to mimic human behaviour. F

3. Existing translation programs can process natural language but with a certain difficulty. T

4. At present, expert systems can be used for a wide range of applications and they represent the new development of artificial intelligence. F

2. **Give synonyms for or explain the meaning of the following words**.

1. includes (line 3) composes

2. attempting (line 8) trying

3. widely (line 15) commonly

4. allow ….. to (lines 18-19) permit

5. such as (lines 32) as // for instance// for example

6. known as (lines 33) recognized as

3. **What words in the text do the following expressions refer to?**

1. they (line 15) computers

2. they (line 27) expert systems

3. which (line 31) artificial intelligence

4. two (lines 34) AI applications