



Semester : _____

Subject : _____

Academic Year: 20 - 20

Applications of AI

→ Foundation of AI:

1. Philosophy → foundational issues (can machine think?)
issues of knowledge and believe, mutual knowledge.
2. Psychology and Cognitive science →
Problem solving skills
3. Neuro science → brain architecture
4. Computer science and Engineering →
Complexity theory, algorithms, logic & inference,
programming languages
5. Mathematics and physics →
statistical modelling, continuous mathematics.

→ Sub Areas of AI :

1. Game Playing → Deep Blue Chess Program
2. Speech Recognition → PEGASUS spoken language interface
to American Airlines 'Easy Sabre' reservation system,



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which allows users to obtain flight information and make reservations over the telephone.

3. Computer Vision →

→ Face recognition programs in use by banks, government etc.

→ Handwriting recognition, electronics and manufacturing inspection, baggage inspection.

4. Expert Systems →

Diagnostic Systems

Financial Decision Making

Classification Systems

5. Artificial Neural N/w

6. Machine Learning.