**Working title: Reframing the frame problem problem**

The advent of modern computing has allowed for Artificial Intelligence (AI) to take the spotlight in the eyes of the mass media. More than ever, ‘novel’ solutions using some form of Deep Learning and Artificial Intelligence have appeared. For example, just recently, major graphics processing unit developer Nvidia released DLSS 3.0, an AI algorithm which generates entirely new frames in games to allow for an overall smoother feeling gameplay (citation here). However, as AI gets more generalized and more advanced, there is growing concern that AI may run headlong into the wall that is the frame problem. However, I posit that given techniques such as the default logic solution, the frame problem is a non-issue for AI in its current and near future forms.

**Working Bibliography**

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