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# Goals

The general problem of simulating (or creating) intelligence has been broken into subproblems. These consist of particular traits or capabilities that researchers expect an intelligent system to display. The traits described below have received the most attention and cover the scope of **AI** research.[a]

# Reasoning and problem-solving

Early researchers developed algorithms that imitated step-by-step reasoning that humans use when they solve puzzles or make logical deductions.[13] By the late **1980s**and **1990s**, methods were developed for dealing with uncertain or incomplete information, employing concepts from probability and economics.[14]

* Many of these algorithms are insufficient for solving large reasoning problems because they experience a “**combinatorial explosion**”. They become exponentially slower as the problems grow.[15] Even humans rarely use the step-by-step deduction that early AI research could model. They solve most of their problems using fast, intuitive judgments.[16] Accurate and efficient reasoning is an unsolved problem.

# Knowledge representation

* Knowledge representation and knowledge engineering[17] allow AI programs to answer questions intelligently and make deductions about real-world facts. Formal knowledge representations are used in content-based indexing and retrieval,[18] scene interpretation,[19] clinical decision support,[20] knowledge discovery (mining “interesting” and actionable inferences from large databases),[21] and other areas.[22]

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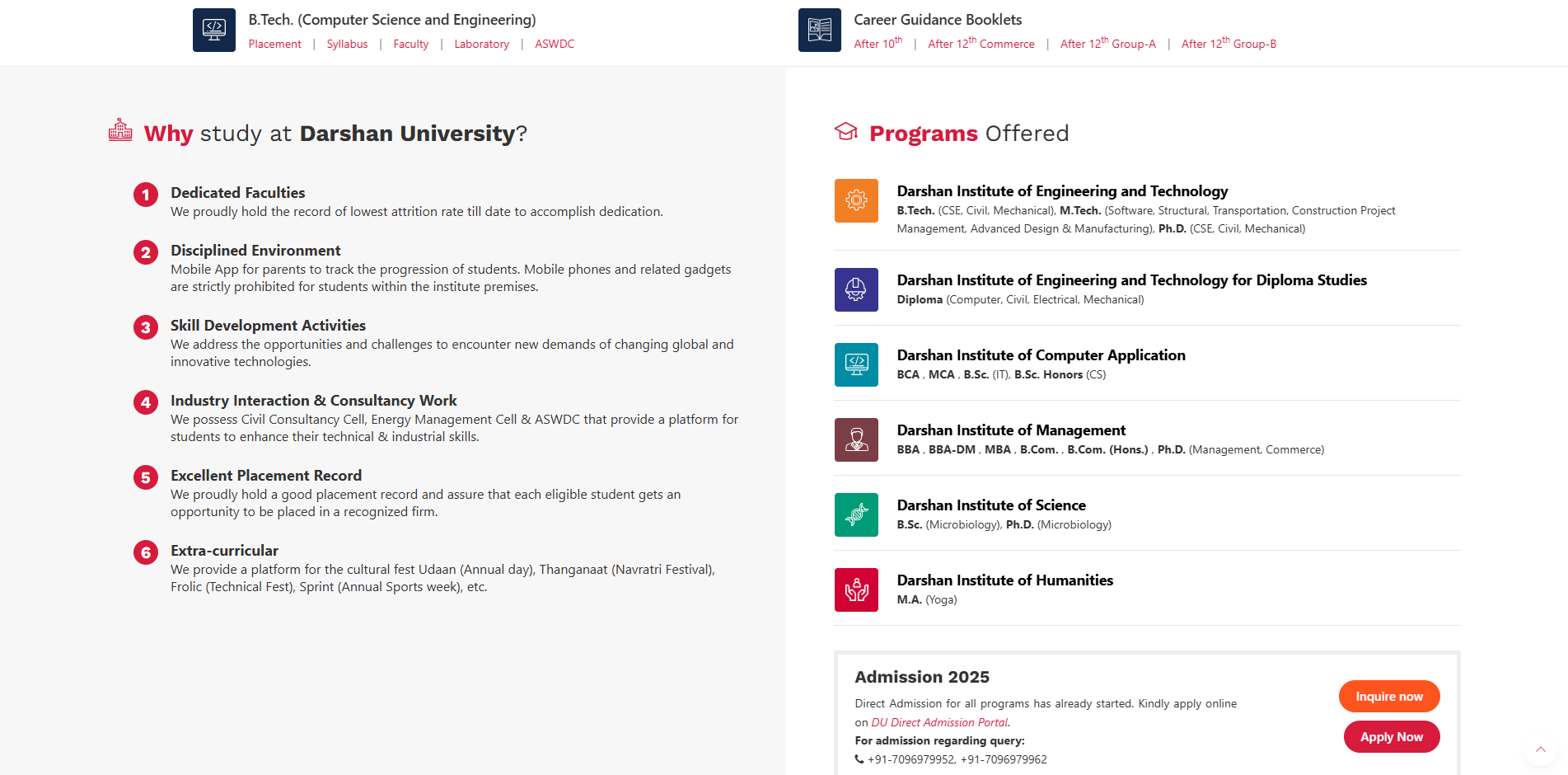
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