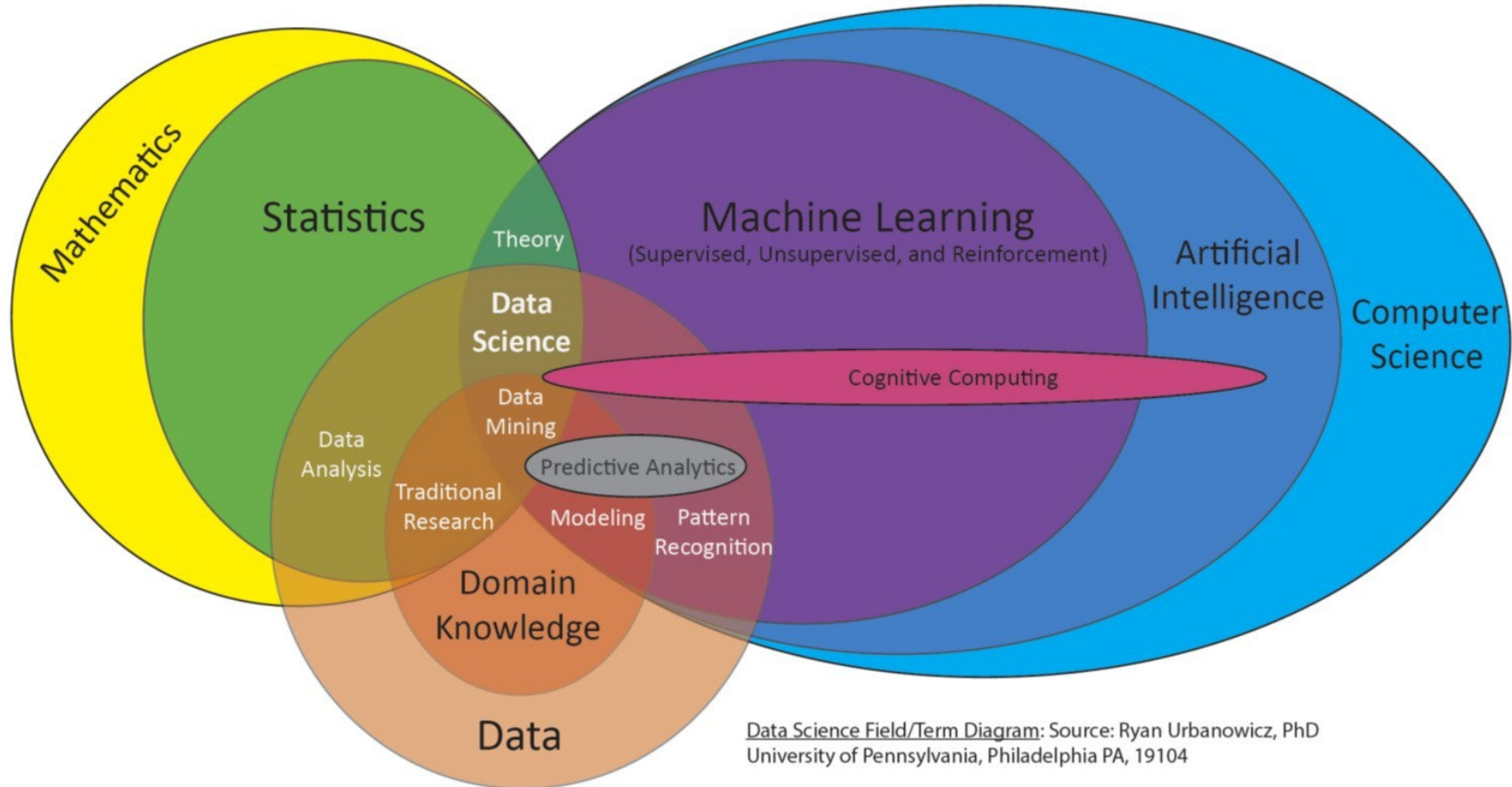


Artificial Intelligence & Data Science

Venn diagram



Data Science Field/Term Diagram: Source: Ryan Urbanowicz, PhD
University of Pennsylvania, Philadelphia PA, 19104

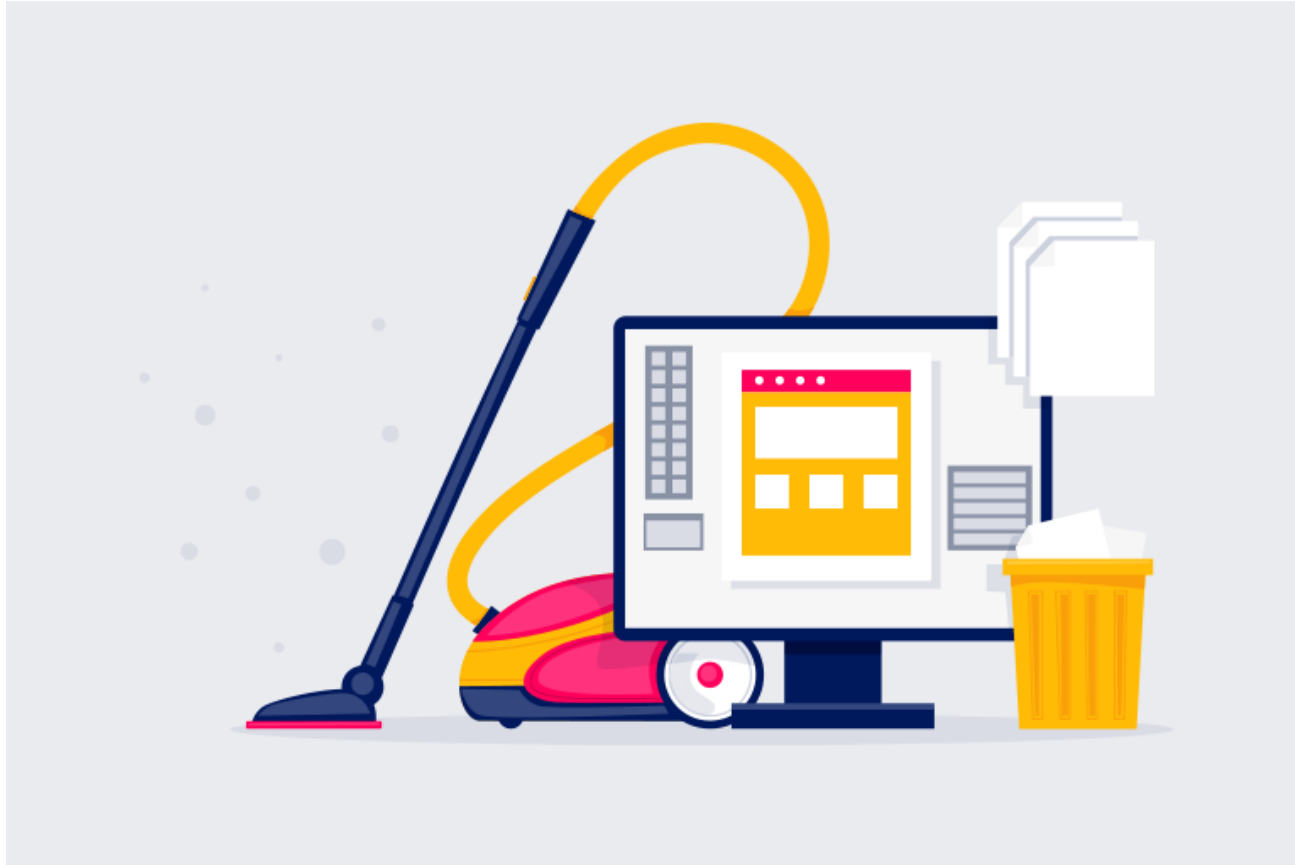
Roadmap



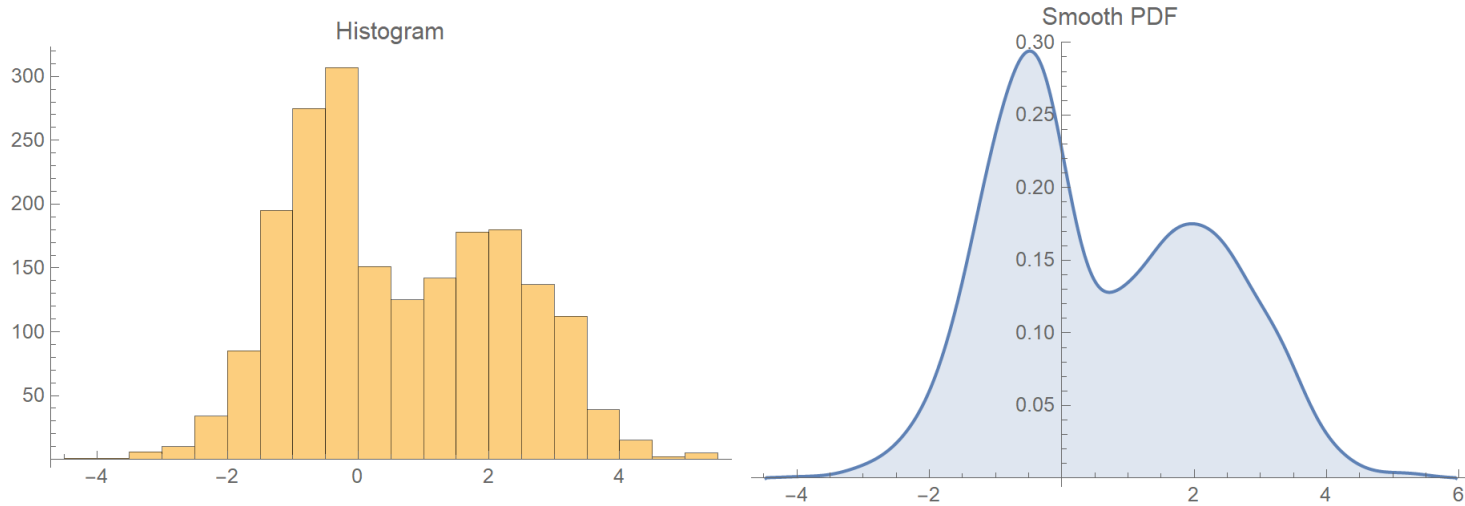
Data-Mining



Data Cleaning



Statistik



AI

Reasoning, problem-solving

Knowledge representation

Planning

Learning

Natural language processing

Perception

Motion and manipulation

Social intelligence

General intelligence

Search and optimization

Logic

Probabilistic methods

Learning methods

Artificial neural networks

Deep learning

Languages and hardware

Part of a series on

Artificial intelligence



Major goals

[\[hide\]](#)

Artificial general intelligence • Planning •
Computer vision • General game playing
• Knowledge reasoning •
Machine learning •
Natural language processing • Robotics

Approaches

[\[hide\]](#)

Symbolic • Deep learning •
Bayesian networks •
Evolutionary algorithms

Philosophy

[\[hide\]](#)

Chinese room • Friendly AI •
Control problem/Takeover • Ethics •
Existential risk • Turing test

History

[\[hide\]](#)

Timeline • Progress • AI winter

Technology

[\[hide\]](#)

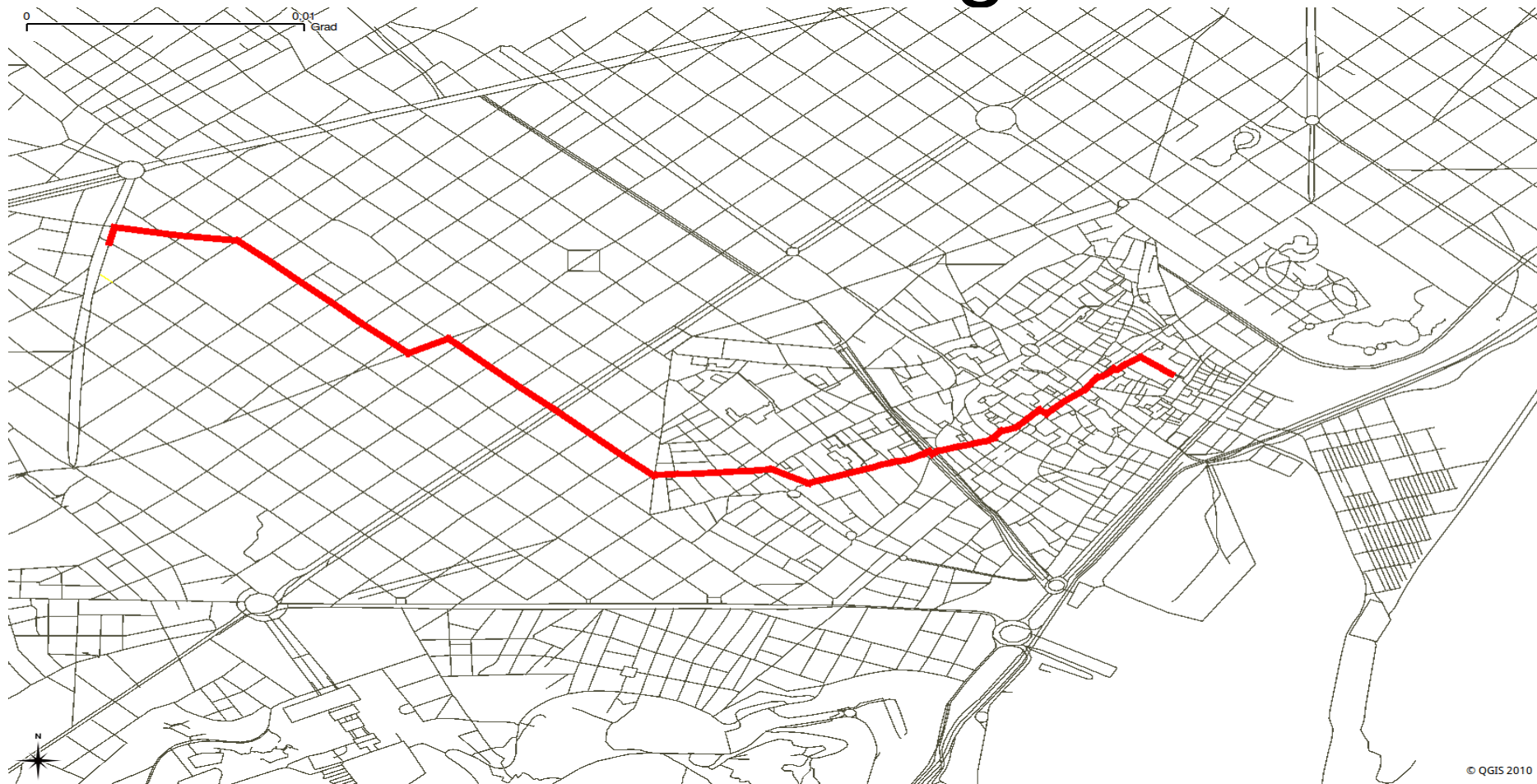
Applications • Projects •
Programming languages

Glossary

[\[hide\]](#)

Glossary

Path finding



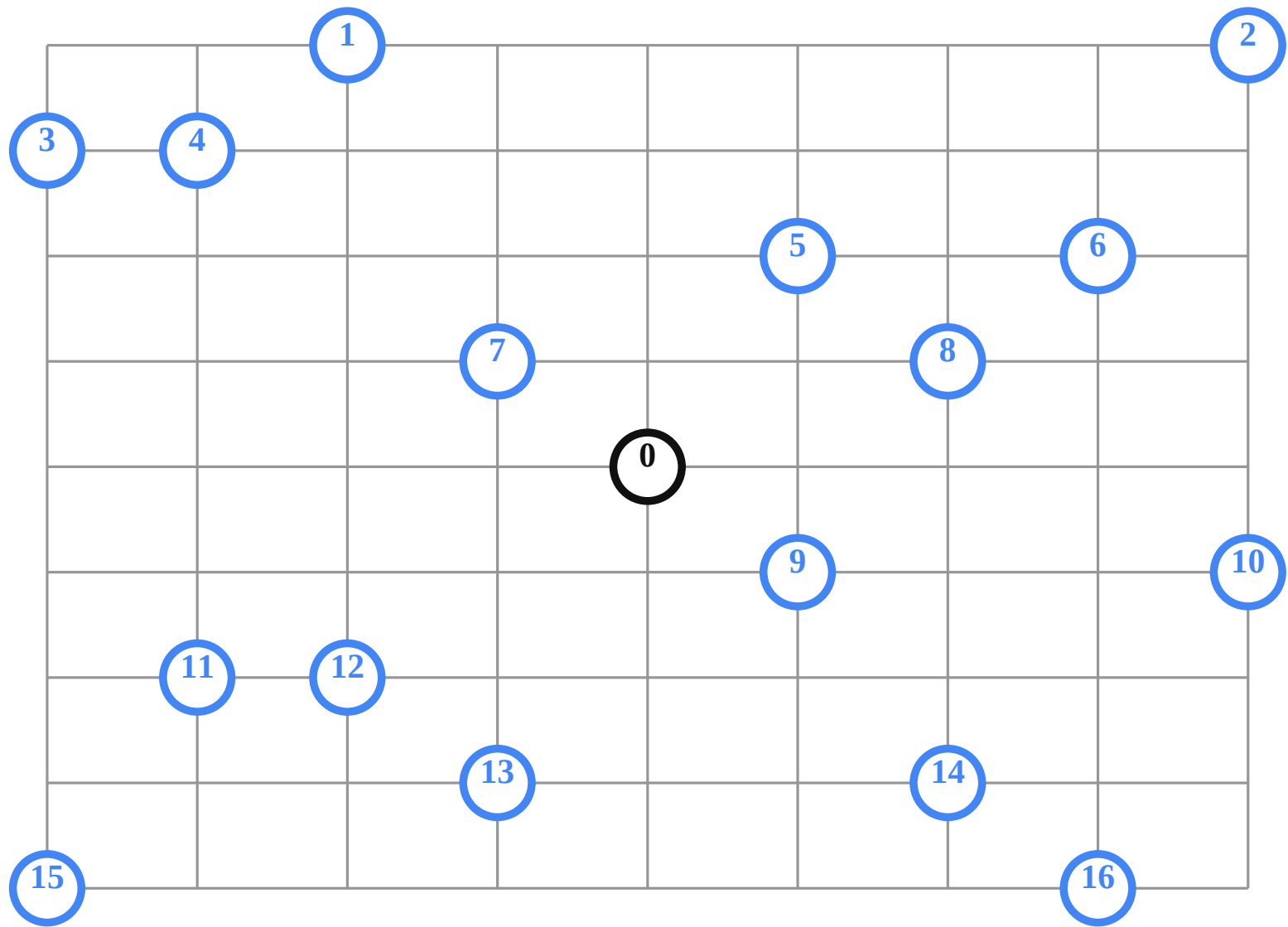
Tourplanning

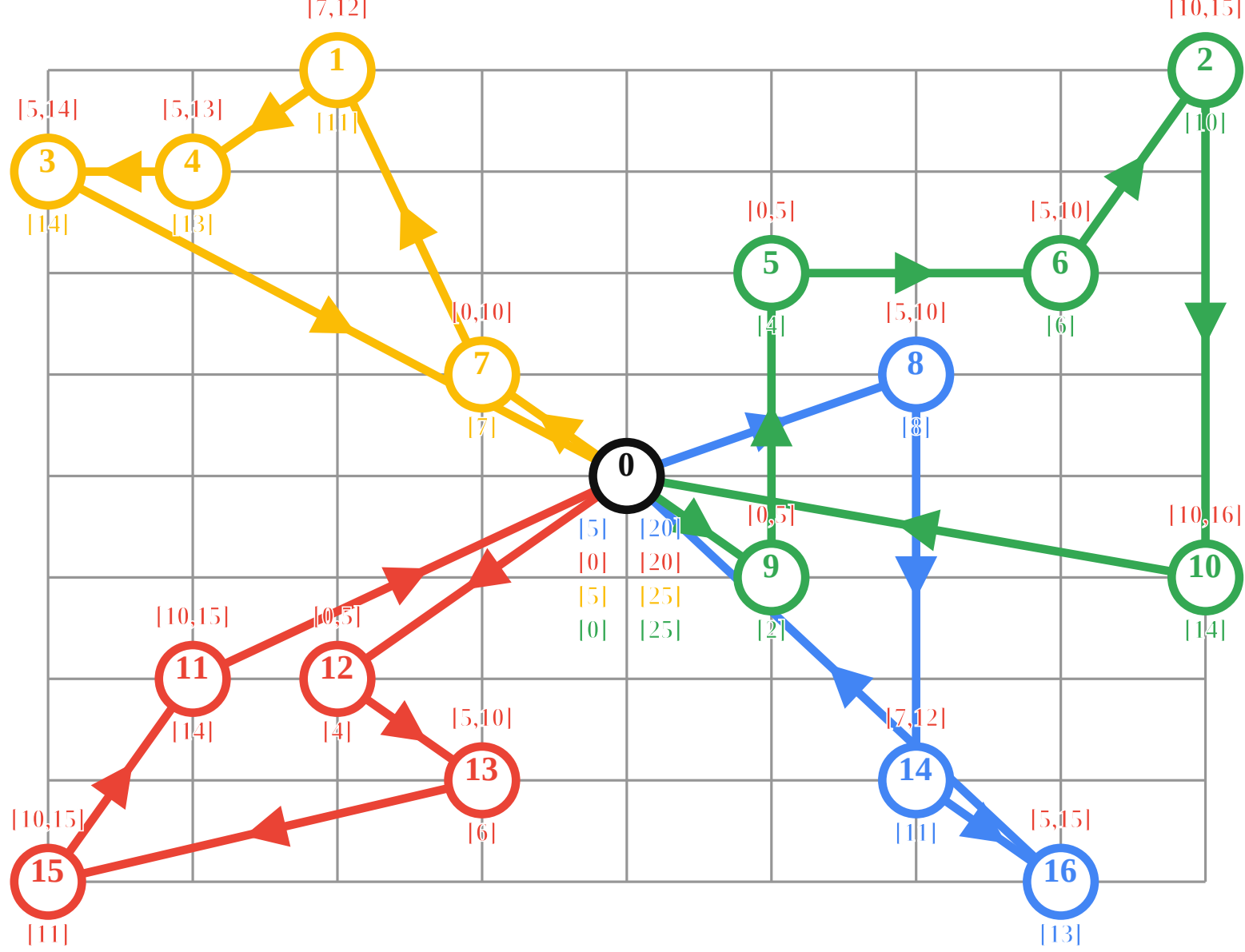
Traveling sales person (TSP)

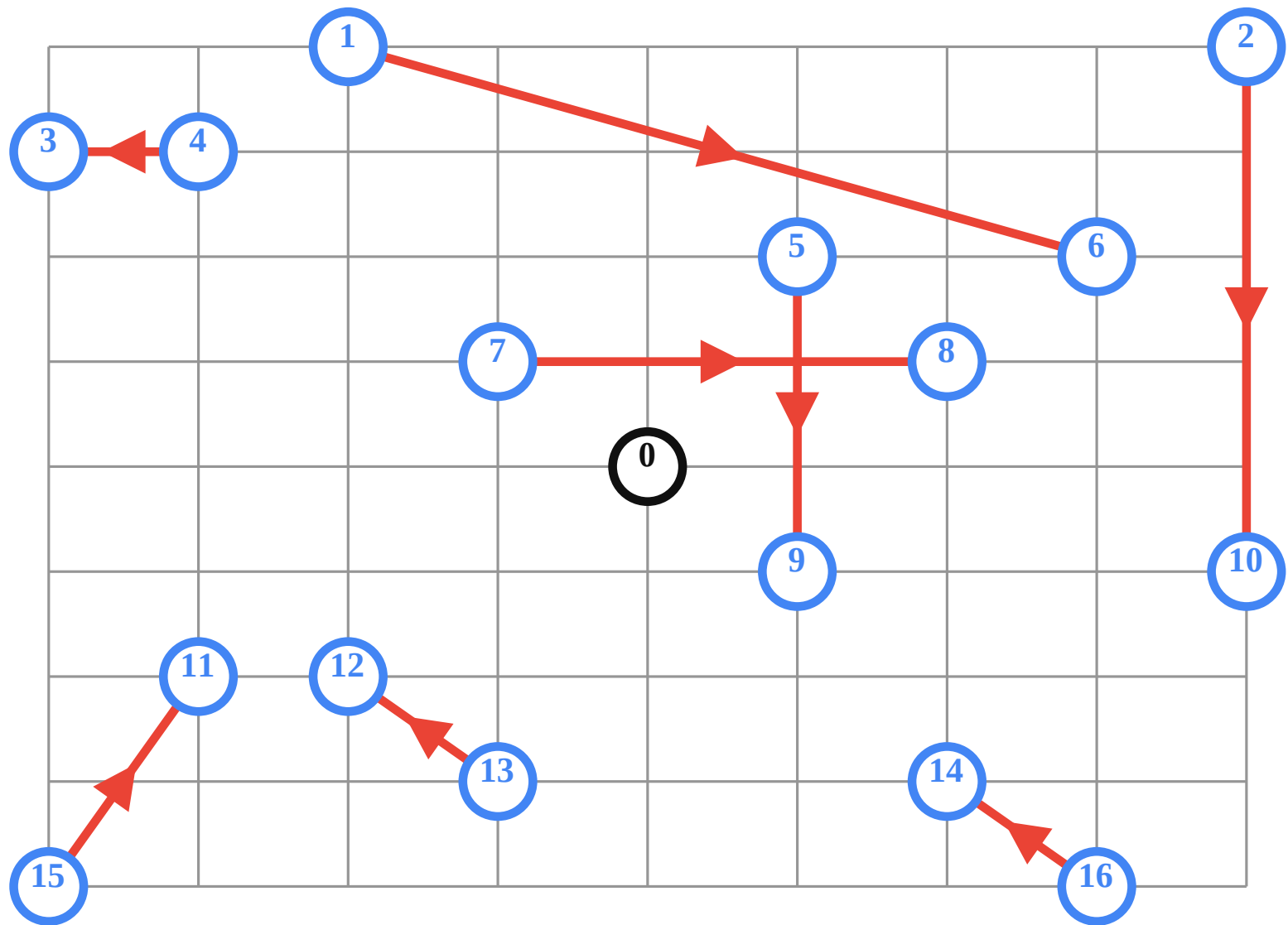
tour planing

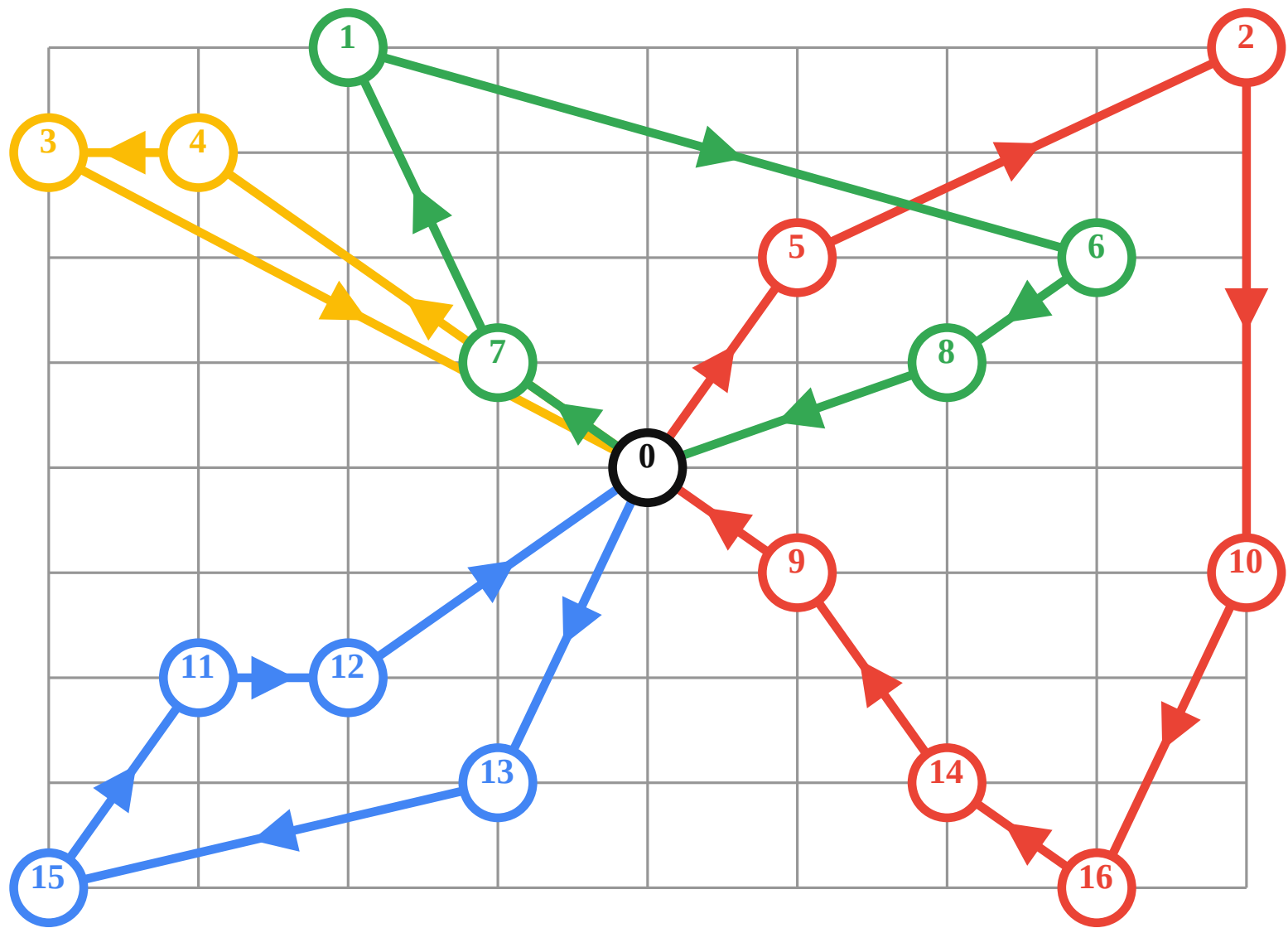
multi vehicle tour planing

Constraints multi vehicle tour planing



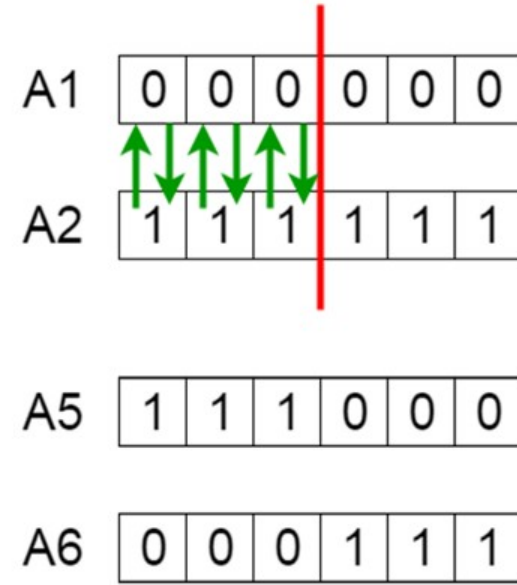
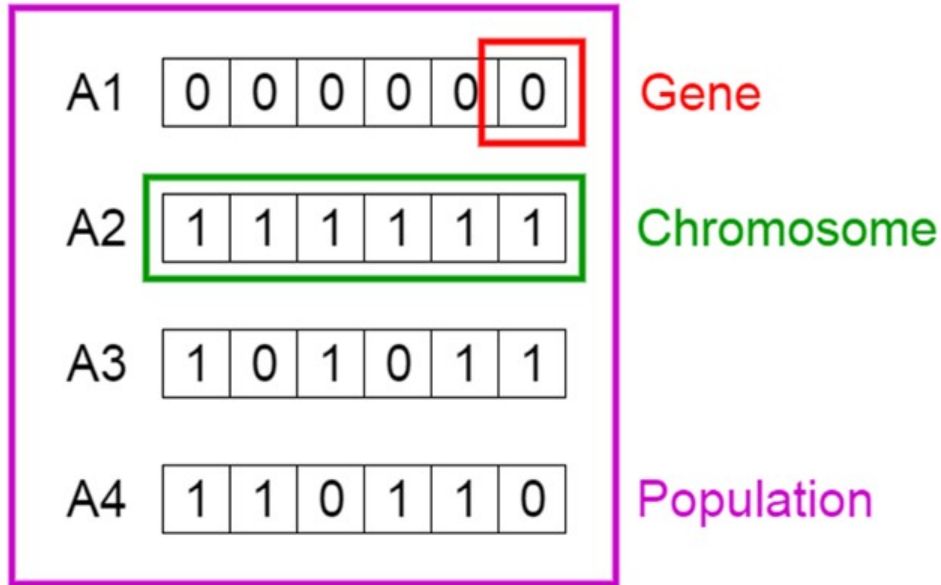




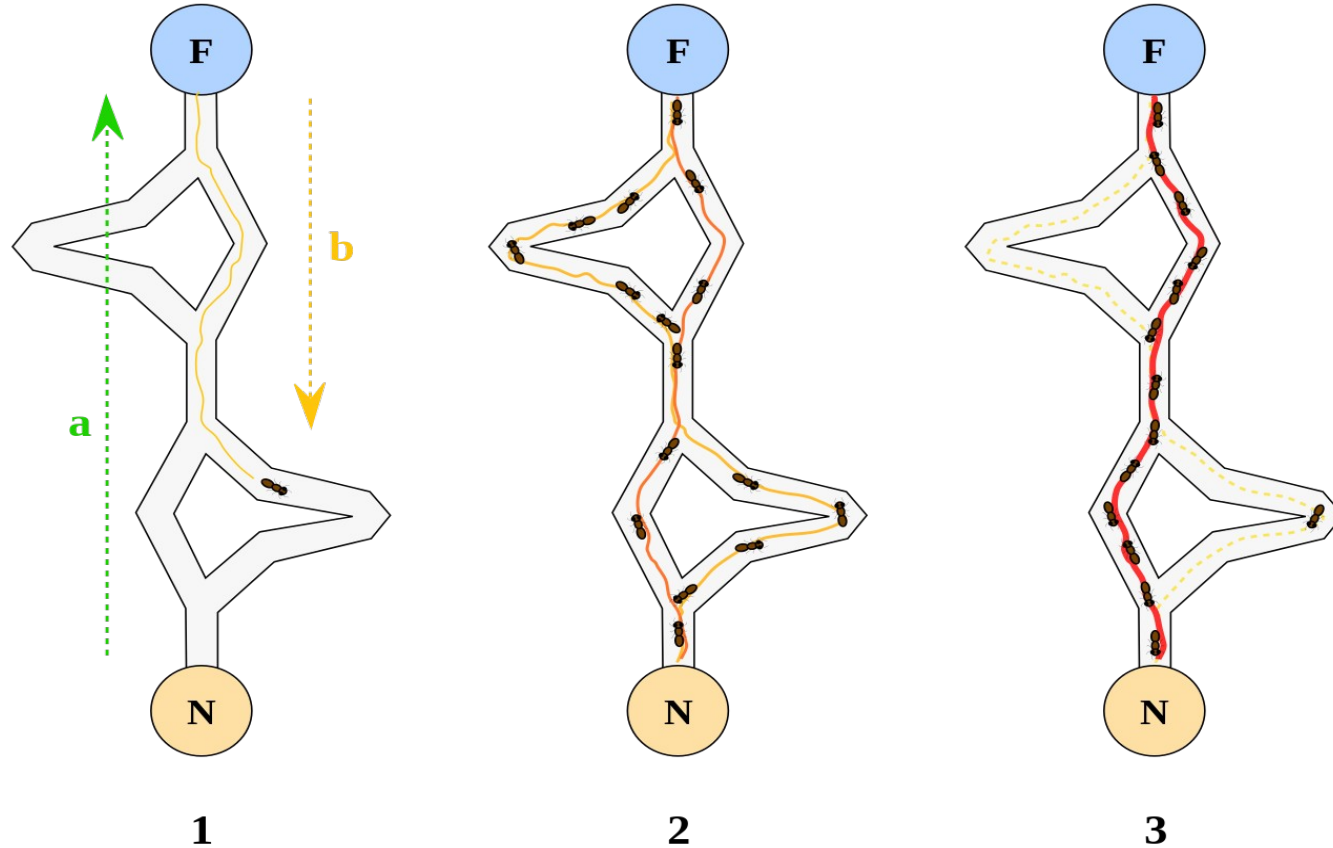


Genetic Algorithms

Evolution und Natur imitieren um Probleme zu lösen



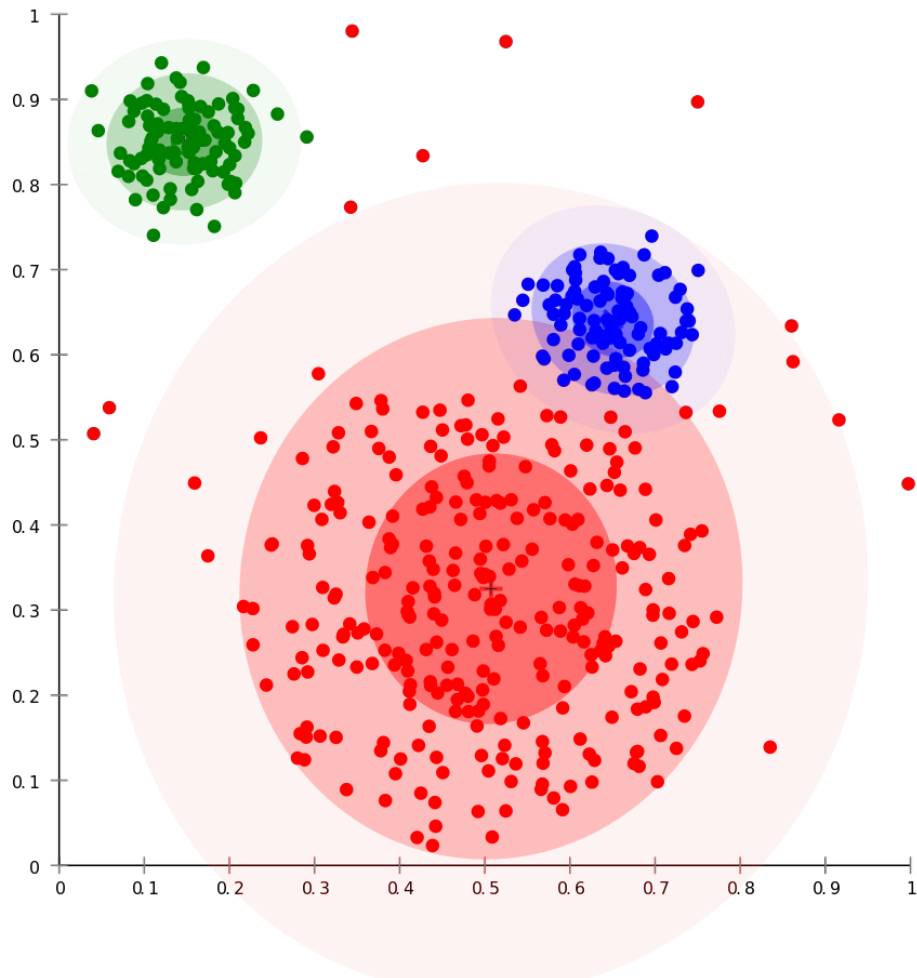
Ameisenkolonie



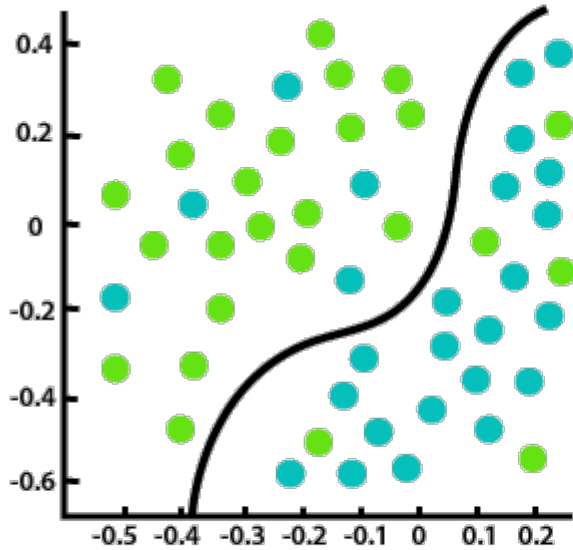
Optimierung



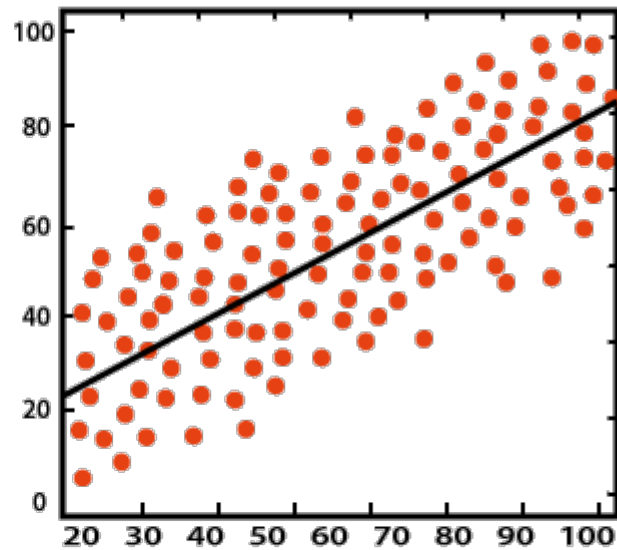
Clustering



Machine Learning

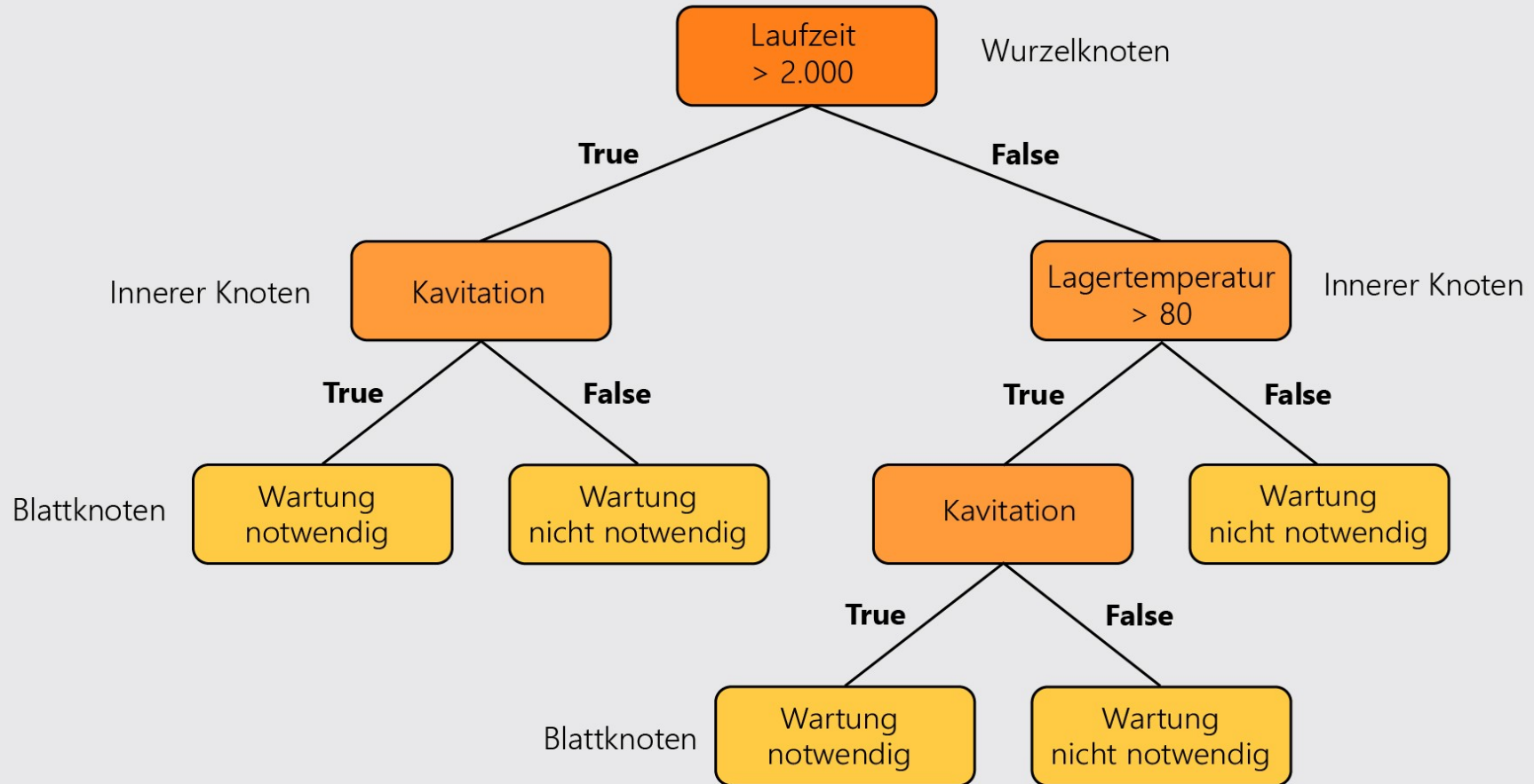


Classification

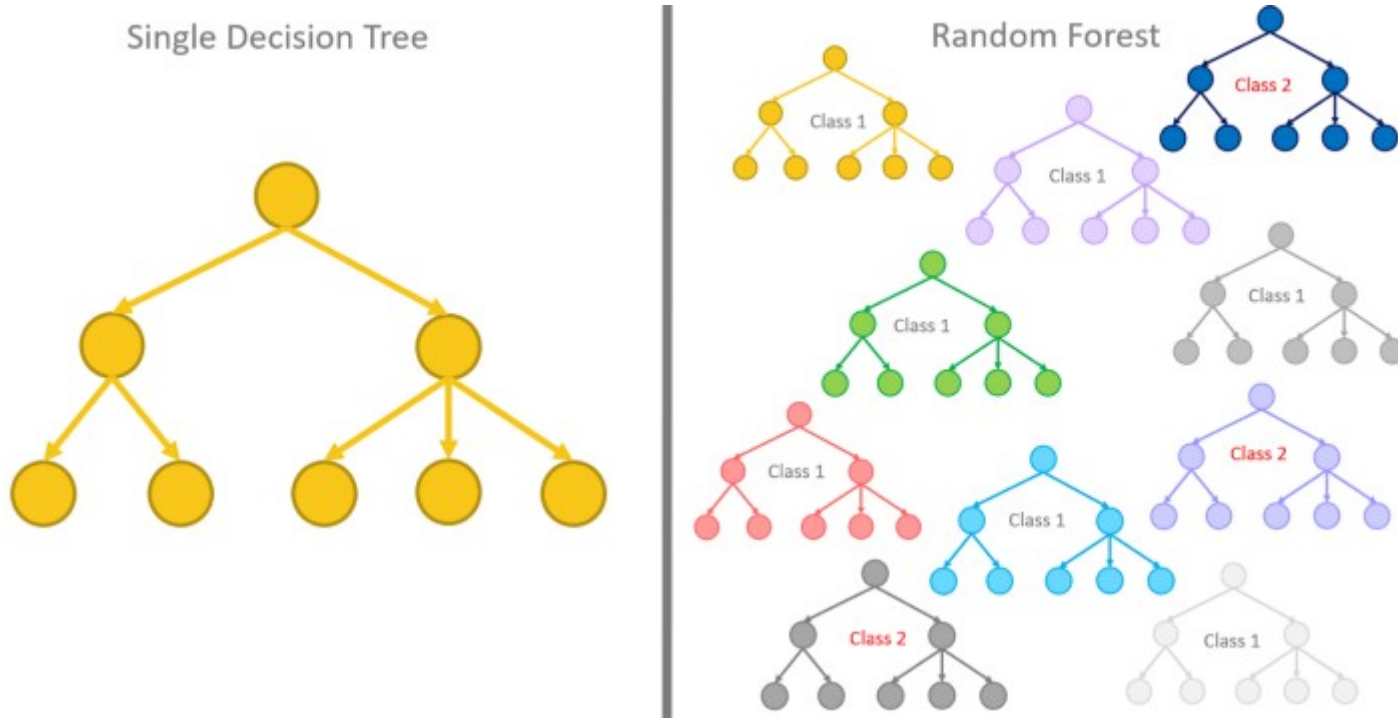


Regression

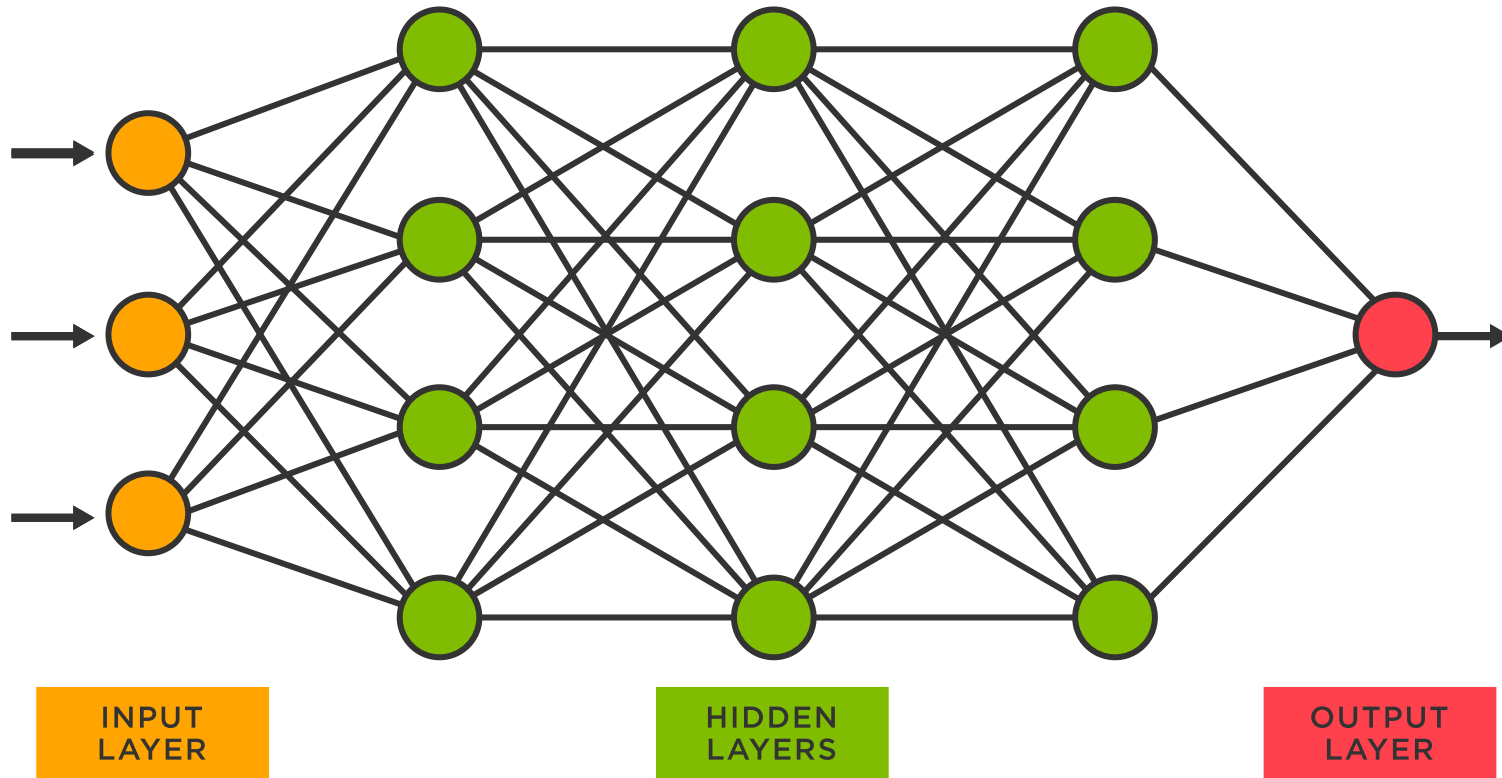
Decision Trees



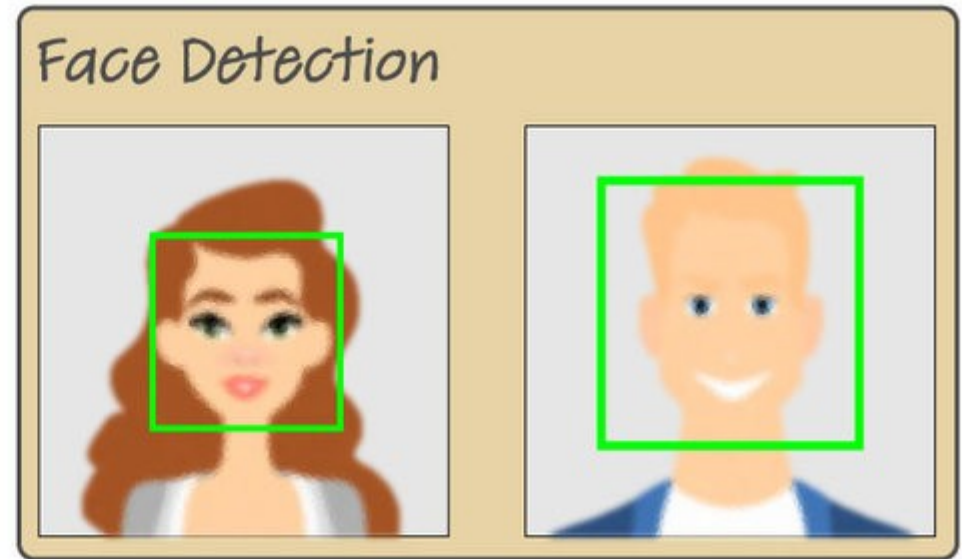
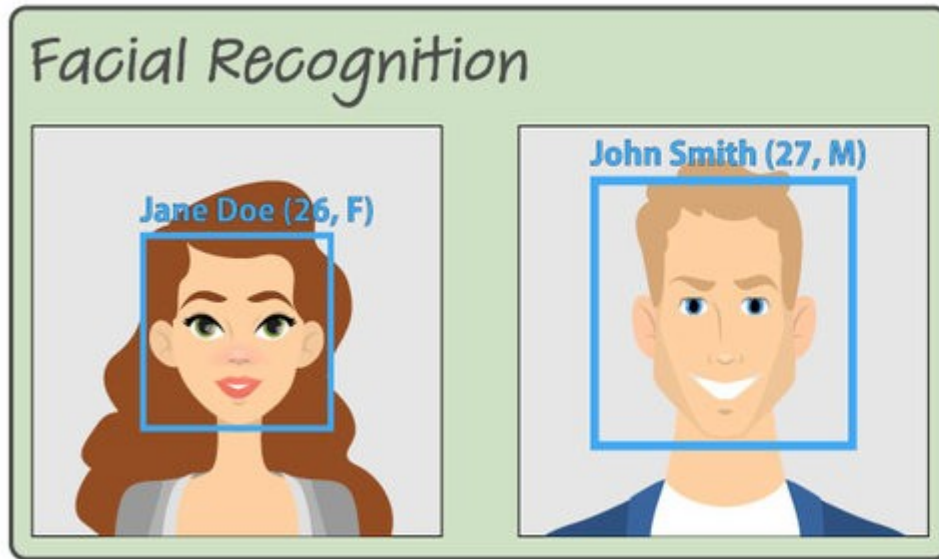
Random Forest, Ensemble Methods



Artificial Neural Network



Face Detection



<Puppy> or <No Puppy>

