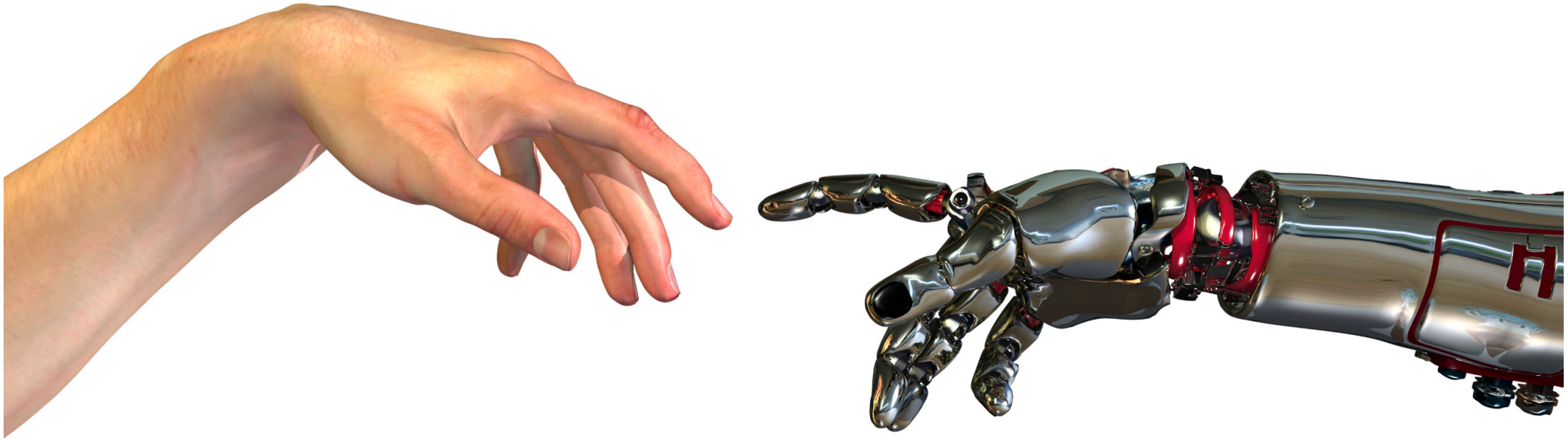
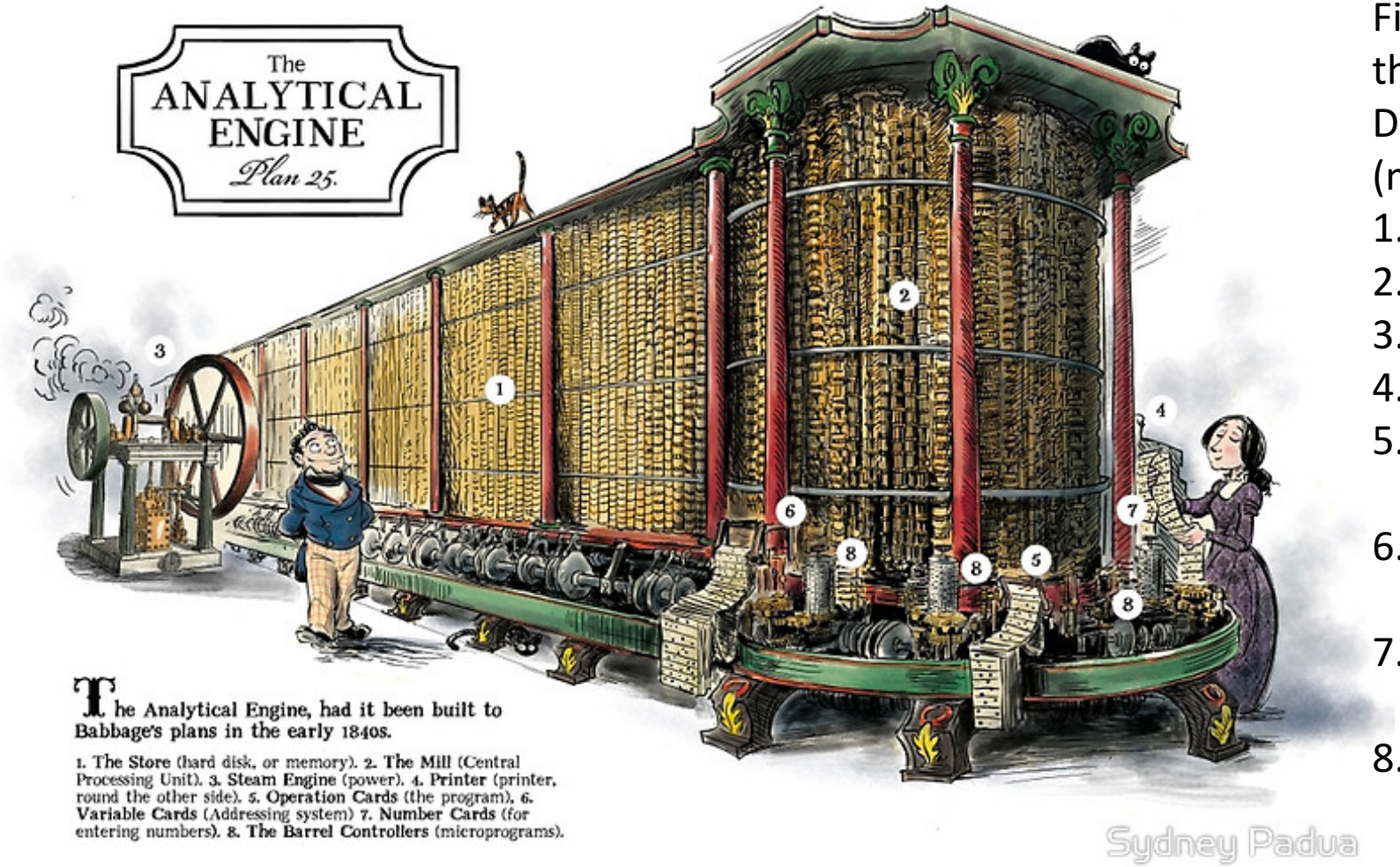


A.I. v's A.T.

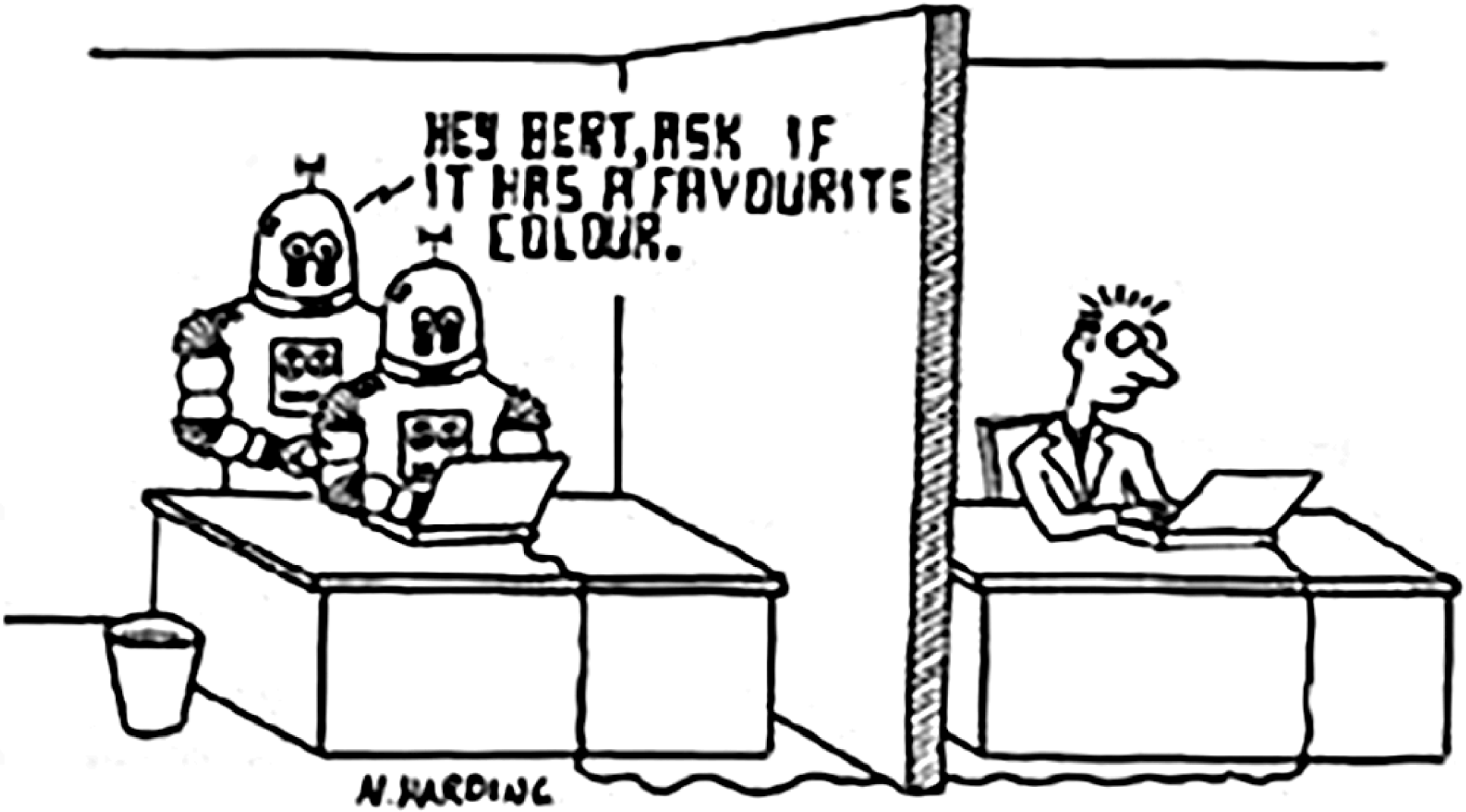


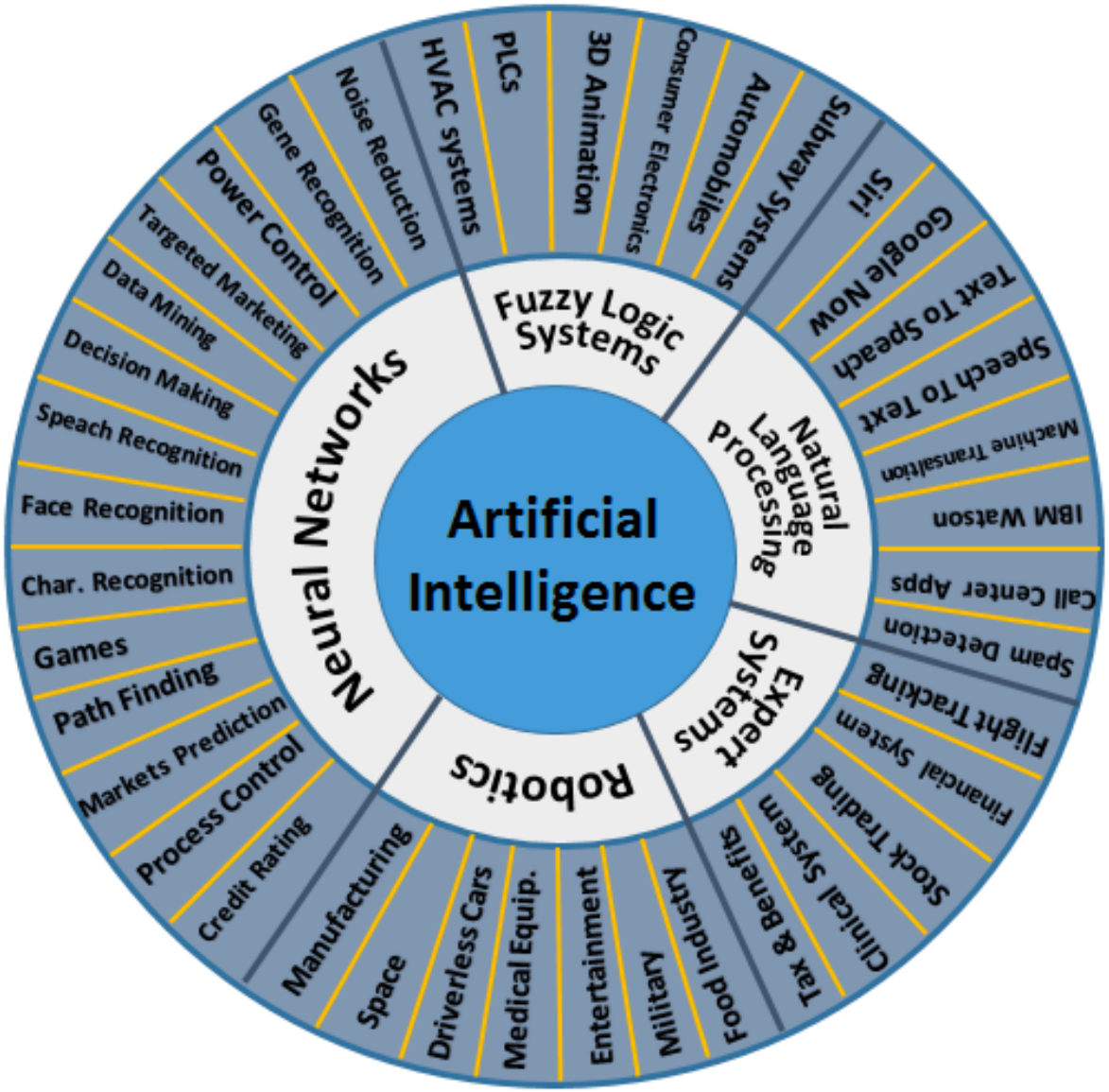
The Analytical Engine, had it been built to Babbage's plans in the early 1840s.

1. **The Store** (hard disk, or memory). 2. **The Mill** (Central Processing Unit). 3. **Steam Engine** (power). 4. **Printer** (printer, round the other side). 5. **Operation Cards** (the program). 6. **Variable Cards** (Addressing system) 7. **Number Cards** (for entering numbers). 8. **The Barrel Controllers** (microprograms).

First described in **1837** as the successor to Babbage's Difference Engine (mechanical computer).

1. The Store (*memory*)
2. The Mill (*processor*)
3. Steam Engine (*power*)
4. Printer
5. Operation Cards (*program*)
6. Variable Cards (*addressing*)
7. Number Cards (*numeric entry*)
8. Barrel Controllers (*microprograms*)


HEY BERT, ASK IF IT HAS A FAVOURITE COLOUR.
N. HARDING


Artificial Intelligence
Neural Networks
Fuzzy Logic Systems
Natural Language Processing
Expert Systems
Robotics
Noise Reduction
Gene Recognition
Power Control
Targeted Marketing
Data Mining
Decision Making
Speach Recognition
Face Recognition
Char. Recognition
Games
Path Finding
Markets Prediction
Process Control
Credit Rating
HVAC systems
PLCs
3D Animation
Consumer Electronics
Automobiles
Subway Systems
Siri
Google Now
Text To Speach
Speech To Text
Machine Translation
IBM Watson
Call Center Apps
Spam Detection
Flight Tracking
Financial System
Stock Trading
Clinical System
Tax & Benefits
Food Industry
Military
Entertainment
Medical Equip.
Driverless Cars
Space
Manufacturing

Natural Language Processing

Natural Language Processing (NLP) is a branch of artificial intelligence that helps computers understand, interpret and manipulate human language. NLP draws from many disciplines, including computer science and computational linguistics, in its pursuit to fill the gap between human communication and computer understanding.

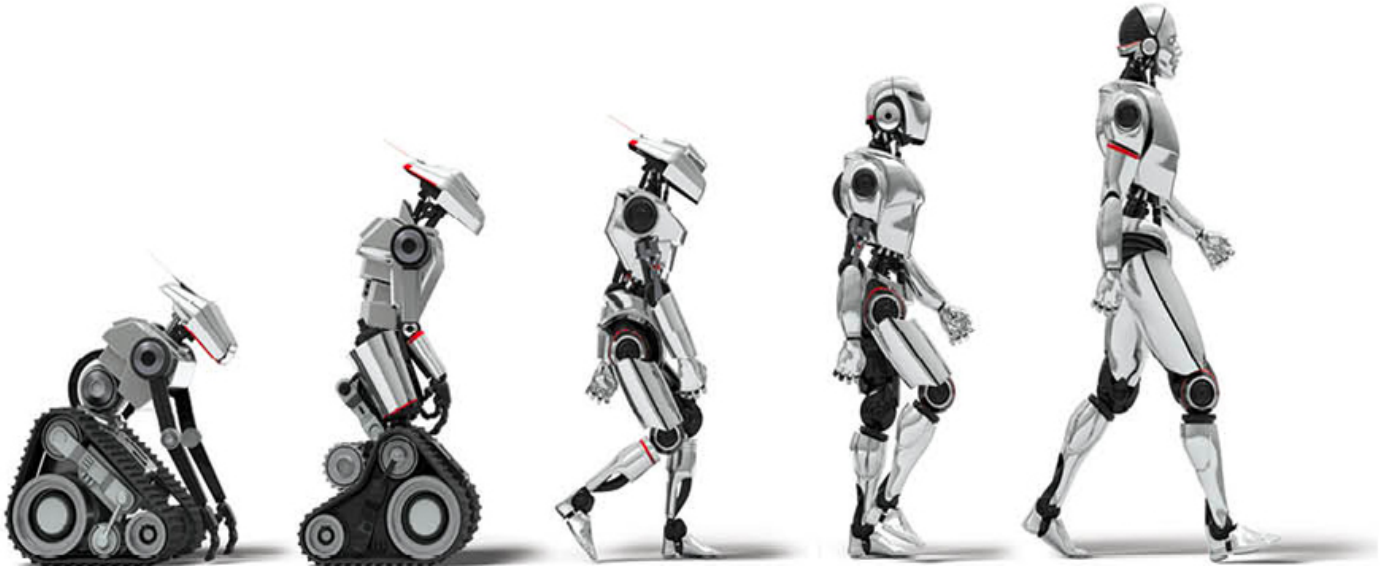
https://www.sas.com/en_us/insights/analytics/what-is-natural-language-processing-nlp.html

Robotics is the study of robots. Robots are machines that can be used to do jobs. Some robots can do work by themselves. Other robots must always have a person telling them what to do.

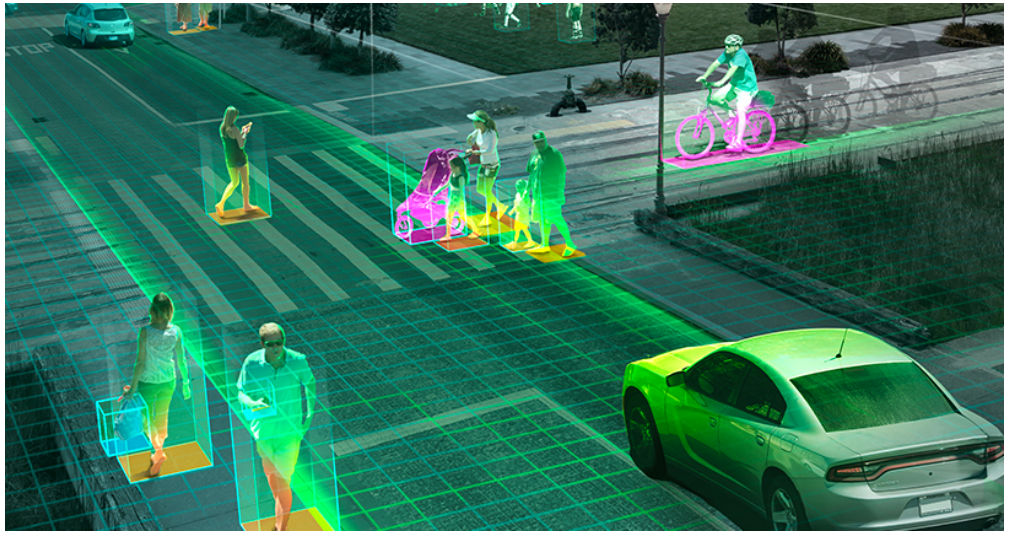
https://www.nasa.gov/audience/forstudents/5-8/features/nasa-knows/what_is_robotics_58.html

Robotics is an interdisciplinary branch of engineering and science that includes mechanical engineering, electrical engineering, computer science, and others. Robotics deals with the design, construction, operation, and use of robots, as well as computer systems for their control, sensory feedback, and information processing.

https://en.wikipedia.org/wiki/Robotics



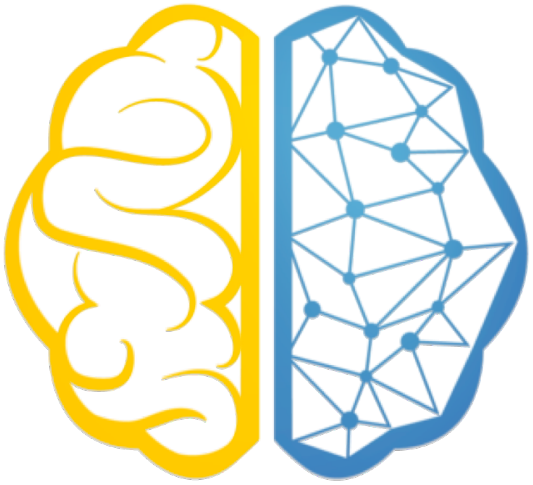
Robotics



Computer Vision

Computer Vision is an interdisciplinary field that deals with how computers can be made for gaining high-level understanding from digital images or videos. From the perspective of engineering, it seeks to automate tasks that the human visual system can do.

https://en.wikipedia.org/wiki/Computer_vision

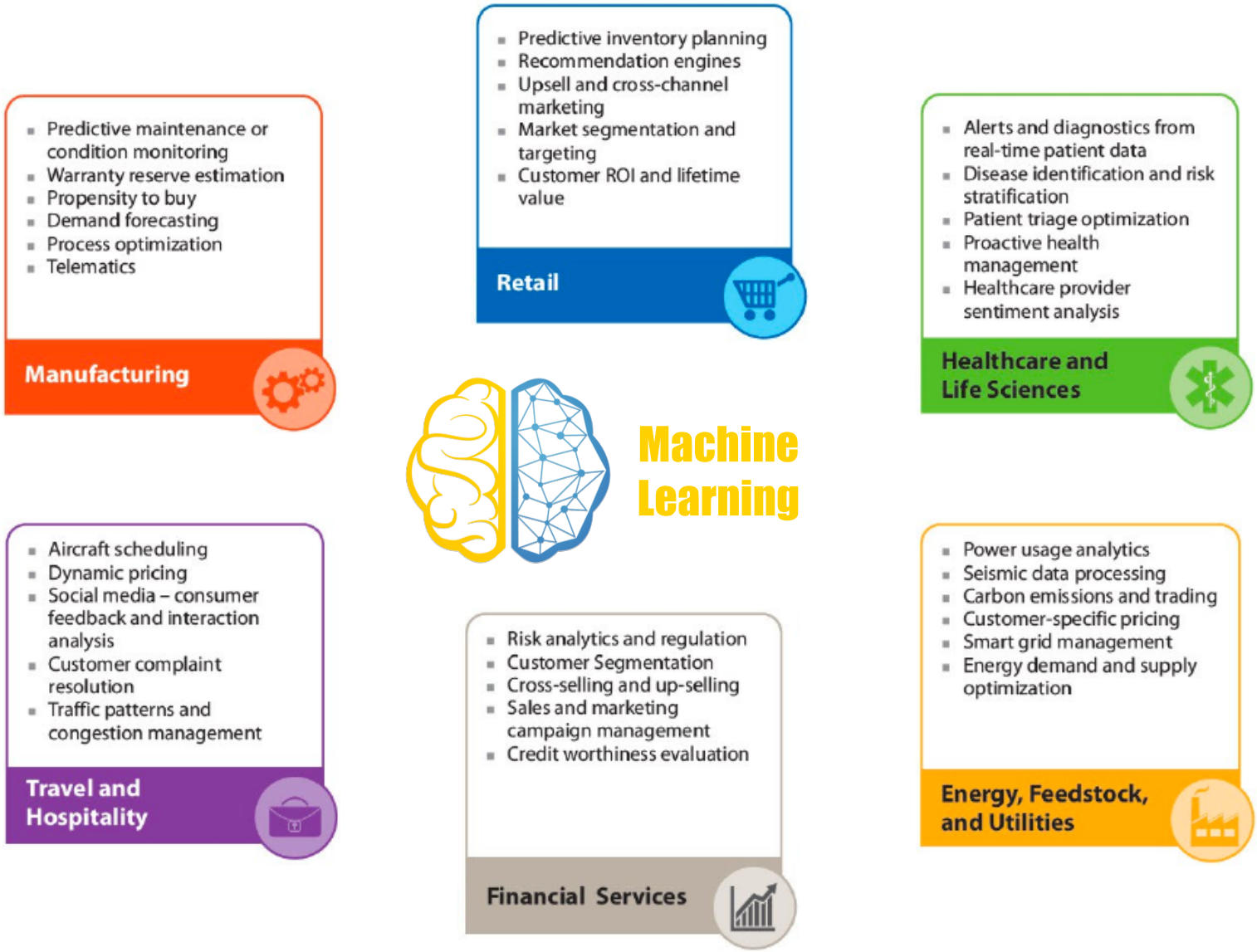


Machine Learning

Machine learning is a field of computer science that gives computers the ability to learn without being explicitly programmed.

Arthur Samuel, an American pioneer in the field of computer gaming and artificial intelligence, coined the term "Machine Learning" in 1959 while at IBM. Machine learning explores the study and construction of algorithms that can learn from and make predictions on data – such algorithms overcome following strictly static program instructions by making data-driven predictions or decisions, through building a model from sample inputs.

https://en.wikipedia.org/wiki/Machine_learning


Predictive maintenance or condition monitoring
Warranty reserve estimation
Propensity to buy
Demand forecasting
Process optimization
Telematics
Manufacturing
Predictive inventory planning
Recommendation engines
Upsell and cross-channel marketing
Market segmentation and targeting
Customer ROI and lifetime value
Retail
Alerts and diagnostics from real-time patient data
Disease identification and risk stratification
Patient triage optimization
Proactive health management
Healthcare provider sentiment analysis
Healthcare and Life Sciences
Machine Learning
Aircraft scheduling
Dynamic pricing
Social media – consumer feedback and interaction analysis
Customer complaint resolution
Traffic patterns and congestion management
Travel and Hospitality
Risk analytics and regulation
Customer Segmentation
Cross-selling and up-selling
Sales and marketing campaign management
Credit worthiness evaluation
Financial Services
Power usage analytics
Seismic data processing
Carbon emissions and trading
Customer-specific pricing
Smart grid management
Energy demand and supply optimization
Energy, Feedstock, and Utilities

Assistive Technology

Assistive technology (AT): products, equipment, and systems that enhance learning, working, and daily living for persons with disabilities. Assistive technology (AT) is any item, piece of equipment, software program, or product system that is used to increase, maintain, or improve the functional capabilities of persons with disabilities. Assistive technology helps people who have difficulty speaking, typing, writing, remembering, pointing, seeing, hearing, learning, walking, and many other things. Different disabilities require different assistive technologies.

https://www.atia.org/at-resources/what-is-at/

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