

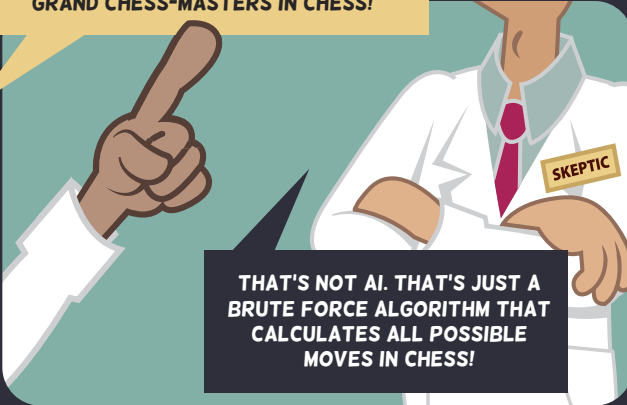
# Artificial Intelligence

"Development of computer systems able to perform tasks that normally require human intelligence"

# The Curse of AI

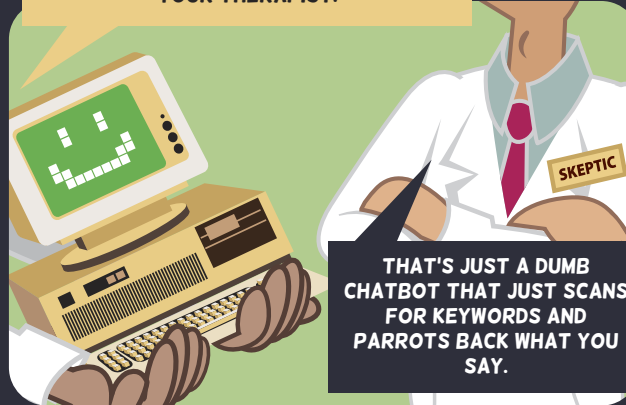
"As soon as a problem in AI is solved, it is no longer considered AI because we know how it works. AI invents itself out of existence."

BEHOLD! A COMPUTER THAT CAN BEAT GRAND CHESS-MASTERS IN CHESS!



THAT'S NOT AI. THAT'S JUST A BRUTE FORCE ALGORITHM THAT CALCULATES ALL POSSIBLE MOVES IN CHESS!

A PROGRAM THAT CAN CONVERSE AND BE YOUR THERAPIST!



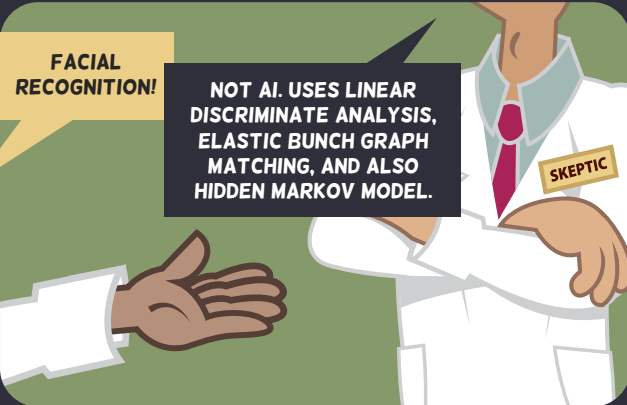
THAT'S JUST A DUMB CHATBOT THAT JUST SCANS FOR KEYWORDS AND PARROTS BACK WHAT YOU SAY.

SPEECH RECOGNITION!



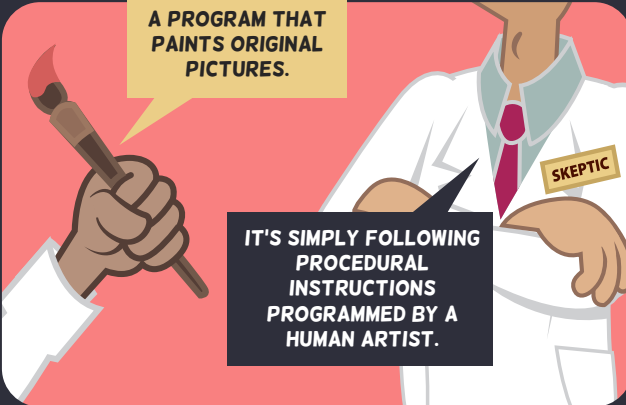
THAT'S JUST STATISTICAL ACOUSTIC MODELING, USING HIDDEN MARKOV MODELS.

FACIAL RECOGNITION!



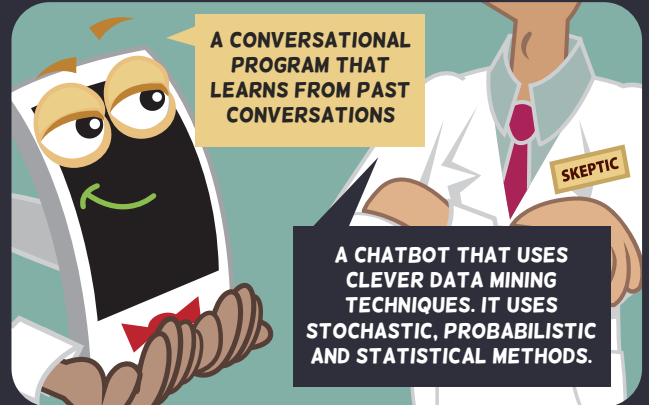
NOT AI. USES LINEAR DISCRIMINATE ANALYSIS, ELASTIC BUNCH GRAPH MATCHING, AND ALSO HIDDEN MARKOV MODEL.

A PROGRAM THAT PAINTS ORIGINAL PICTURES.



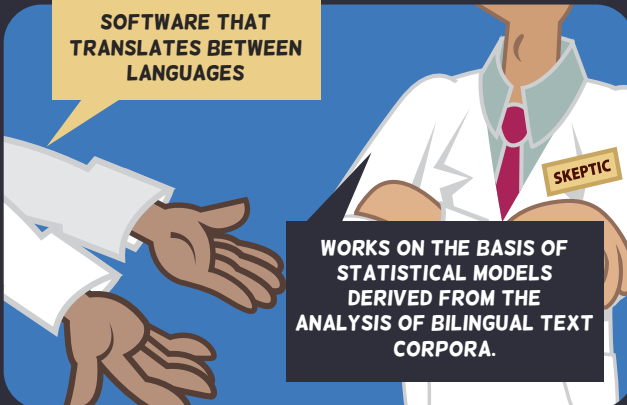
IT'S SIMPLY FOLLOWING PROCEDURAL INSTRUCTIONS PROGRAMMED BY A HUMAN ARTIST.

A CONVERSATIONAL PROGRAM THAT LEARNS FROM PAST CONVERSATIONS



A CHATBOT THAT USES CLEVER DATA MINING TECHNIQUES. IT USES STOCHASTIC, PROBABILISTIC AND STATISTICAL METHODS.

SOFTWARE THAT TRANSLATES BETWEEN LANGUAGES



WORKS ON THE BASIS OF STATISTICAL MODELS DERIVED FROM THE ANALYSIS OF BILINGUAL TEXT CORPORA.

...SELF DRIVING CARS...

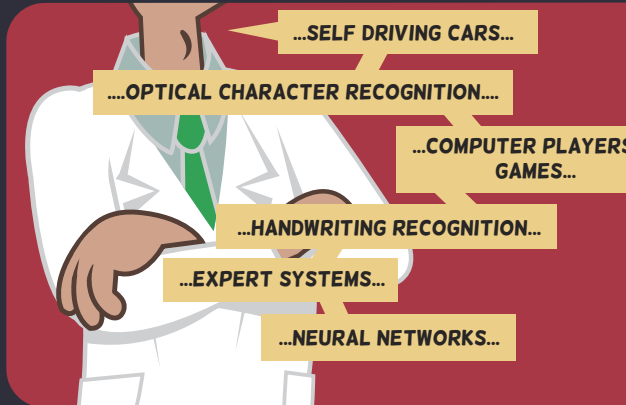
...OPTICAL CHARACTER RECOGNITION...

...COMPUTER PLAYERS IN GAMES...

...HANDWRITING RECOGNITION...

...EXPERT SYSTEMS...

...NEURAL NETWORKS...



ALGORITHMS!

Artificial-Intelligence.comics



presented by zabaware intelligent machines

SHREYAS