

RESEARCH PROPOSAL IN ARTIFICIAL INTELLIGENCE

Artificial intelligence is the branch of computer science concerned with making computers behave like humans, i.e., with automation of intelligent behavior. Artificial intelligence includes game playing, expert systems, natural language, and robotics. The area may be subdivided into two main branches. The first branch, cognitive science, has a strong affiliation with psychology. The goal is here to construct programs for testing theories that describe and explain human intelligence. The second branch, machine intelligence, is more computer science oriented and studies how to make computers behave intelligent. It doesn't matter whether or not the mental processes of humans are simulated as long as the constructed systems behave intelligent. This paper presents proposals for projects in artificial intelligence.

Name of the candidate

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