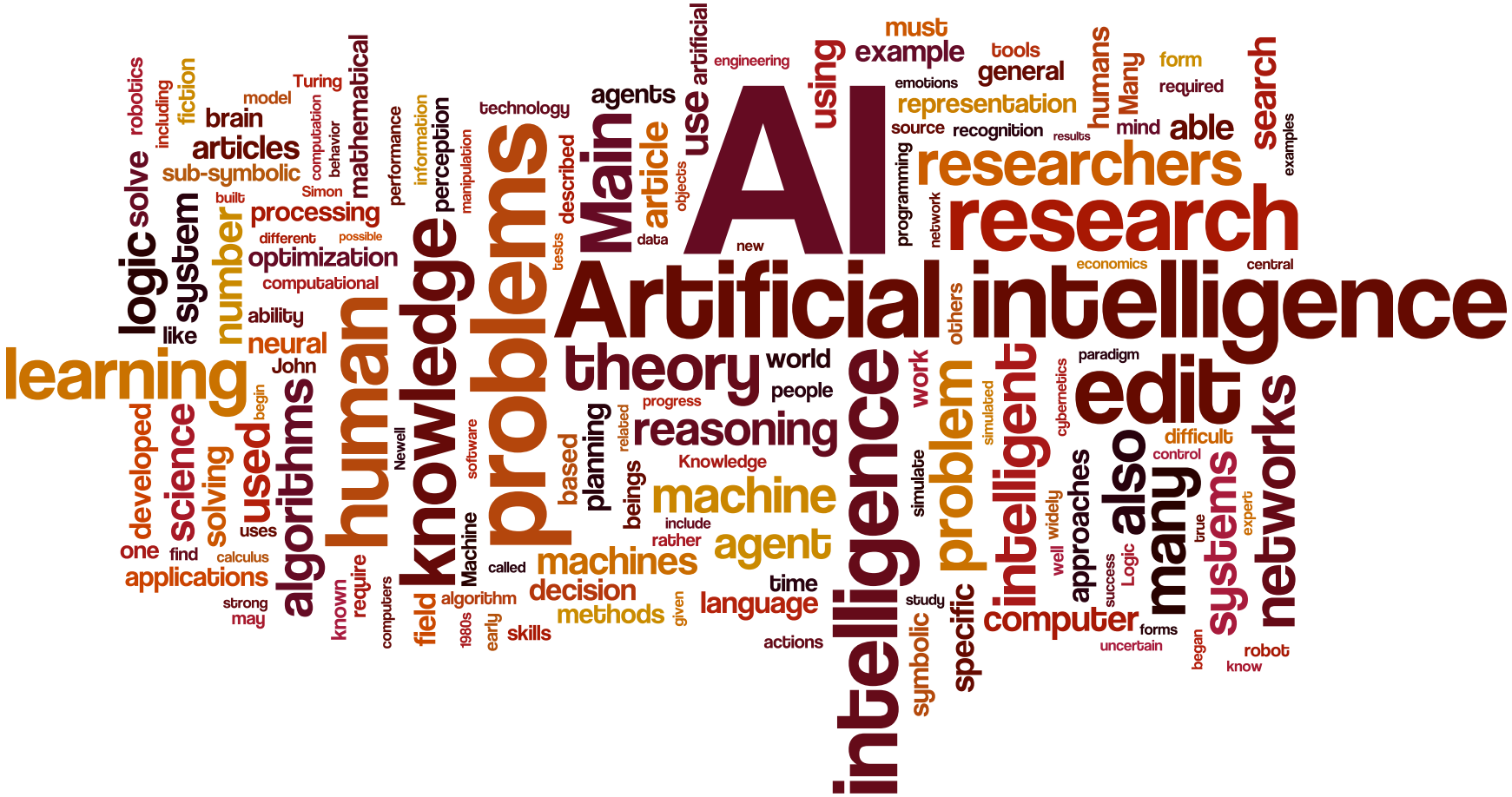
AI
Artificial intelligence
research
researchers
problems
knowledge
human
learning
theory
edit
intelligence
problem
intelligent
reasoning
machine
agent
machines
computer
systems
networks
many
also
algorithms
used
science
logic
system
number
processing
optimization
neural
articles
brain
mathematical
sub-symbolic
solve
developed
solving
applications
decision
methods
language
time
actions
skills
field
algorithm
Machine
Main
article
agents
use
artificial
using
must
example
tools
general
representation
humans
Many
form
required
search
able
mind
source
recognition
results
programming
network
new
data
tests
described
objects
technology
performance
information
perception
manipulation
computational
ability
like
John
begin
uses
find
one
calculus
strong
may
known
require
computers
Newell
software
based
planning
related
progress
people
world
Knowledge
beings
include
rather
called
given
early
1980s
study
specific
symbolic
simulate
work
others
simulated
cybernetics
paradigm
difficult
control
approaches
widely
well
success
Logic
true
expert
forms
uncertain
began
robot
know
economics
central
examples
emotions
engineering
robotics
including
fiction
model
Turing
computation
behavior
Simon
built
different
possible
begin
Newell
Machine
1980s
Logic
Many
Turing
Simon
Newell
Logic