

⋮

⋮

()

(Control Unit)

(Arithmetic and Logic Unit)

(Input & Output Devices)

(Memory)

()

(Intelligence)

⋮

(Power of adaptation and survival tools)

State of Cognition, Ability to carry on an abstract thinking. The capacity to acquire capacity.

Evaluation of gathered information that is then analyzed met by counter intelligence
(protective, offensive, or defensive activities)

()

.(Perception and Recognition)

:

(Artificial Intelligence)

()

(emulate)

(reasoning)

(induction)

(deduction)

)

(modules)

.(

()

(Knowledge

(Expert Systems)

.Bases)

)

(

:

(advise) : (Expert Systems) -

(acquired) (provided)

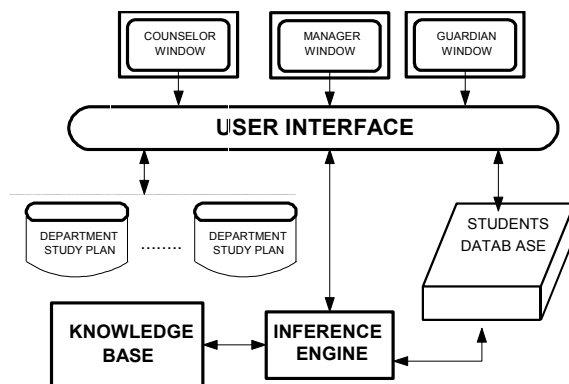
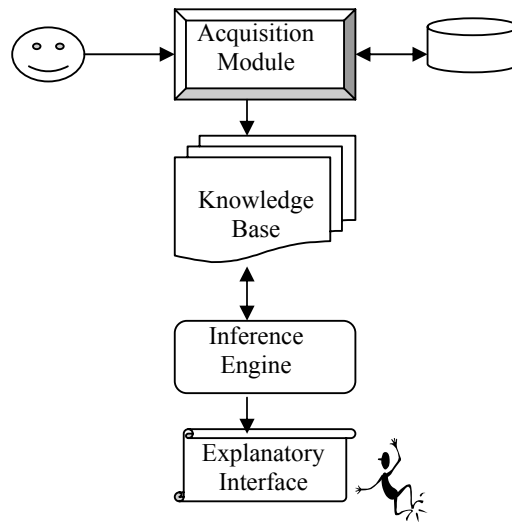
)

()

(Knowledge Acquisition)

() (PROSPECTOR) (MYCIN)

()



:(Natural Language Processing and Human Interfacing) -

(Speech Understanding) (touch) (vision)
.(Speech Synthesis)

:(Information Management and Control) -
(Games) (Image Processing and Enhancement)
(Computer Aided Design)
(Offices Automation) (Computer Integrated Manufacturing)

(Problems Solving and Theorems Proving) -
(General Problem Solver)

:(Intelligent Robots) -
()
(Perception and Action)

()

)

:(

(Sensors) -

(Executors) -

(Controller or Processor) -

(Memory) -

"

"

:(Estimated Logic)

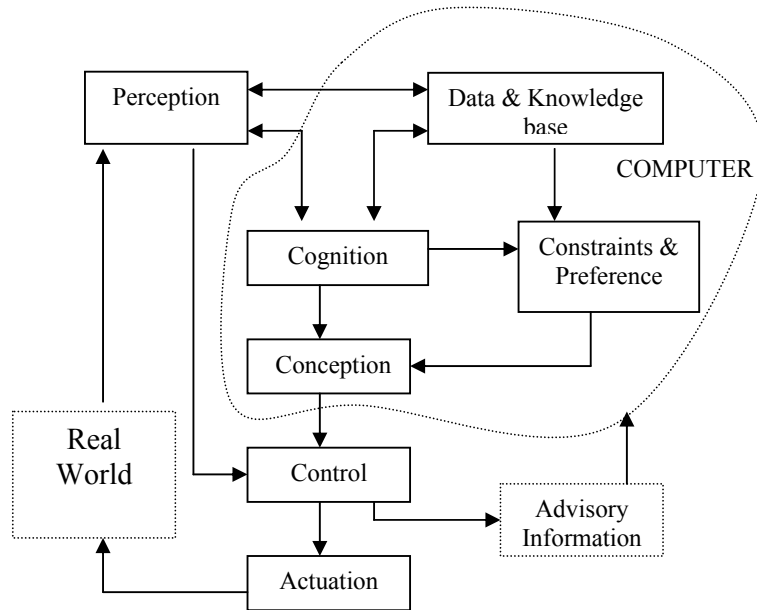
:(Planning) -

:(Technique) -

:(Guiding) -

:(Execution) -

:



(Perception)

(Parameters)

(Cognition)

(Constraints)

(Preference)

.(Conception)

(Actuators & End Effects)

)

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-

): (Knowledge Representation)

(Predicate Logic) (

(Frames) (Semantic Nets)

.(Symbolic) (Production Rule Based Systems)

.(

(Algorithms) ()

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(Pattern Recognition)

.

(Neural Networks)

-

): (Uncertainty Logic)

() ()

(Probabilistic Logic) (Fuzzy Logic)

.(Multi-valued Logic)

-

): (Perception Tools)

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-

): (Computer Speed)

(Neurons) (Bits)

() (-)

- -

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)

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- -

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(Von Neuman Bottleneck)

(Software Gap)

(Super Conductive)

:

(Intel)

(Gordon Moore)

-

(Processors)

)

(

)

-

.(

.(Moore's Law)

)

(

(Computer Architecture and Organization)

(Software Algorithms)

(!)

()

()