

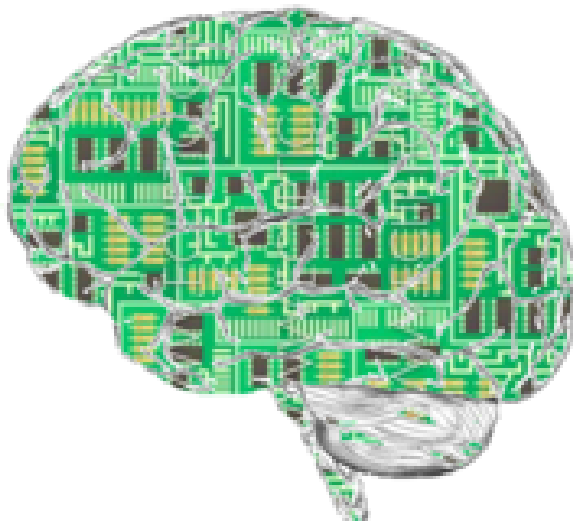
Metody Inżynierii Wiedzy

Artificial Intelligence and Knowledge Engineering. Books, Projects, Sites.

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<http://freeweb.siol.net/danej/riverIQGame.swf>

- 1 Stuart J. Russel, Peter Norvig: *Artificial Intelligence. A Modern Approach*. Second Edition. Prentice Hall, New Jersey, 2003.
- 2 Jay Liebowitz: *The Handbook of Applied Expert Systems*. CRC Press, Boca Raton, 1998.
- 3 Frank van Harmelen, Vladimir Lifschitz, Bruce Porter (Eds.): *Handbook of Knowledge Representation*. Elsevier B.V., Amsterdam, 2008.
- 4 Michael Negnevitsky: *Artificial Intelligence. A Guide to Intelligent Systems*. Addison-Wesley, Pearson Education Limited, Harlow, England, 2002.
- 5 Adrian A. Hopgood: *Intelligent Systems for Engineers and Scientists*. CRC Press, Boca Raton, 2001.
- 6 Joseph C. Giarratano, Gary D. Riley: *Expert Systems. Principles and Programming*. Fourth Edition, Thomson Course Technology, 2005.

- 1 Peter Jackson: *Introduction to Expert Systems*. Addison-Wesley, Harlow, England, 1999.
- 2 Mordechai Ben-Ari: *Mathematical Logic for Computer Science*. Springer-Verlag, London, 2001.
- 3 Antoni Ligęza: *Logical Foundations for Rule-Based Systems*. Springer-Verlag, Berlin, 2006.
- 4 Michael R. Genesereth, Nils J. Nilsson: *Logical Foundations of Artificial Intelligence*. Morgan Kaufmann Publishers, Inc., Los Altos, California, 1987.
- 5 Zbigniew Huzar: *Elementy logiki dla informatyków*. Oficyna Wydawnicza Politechniki Wrocławskiej, Wrocław, 2007.
- 6 Paweł Cichosz: *Systemy uczące się*. WNT, Warszawa, 2000.
- 7 Jan J. Mulawka: *Systemy ekspertowe*. WNT, Warszawa, 1996.

Beginning of AI: 1956

We propose that a 2 month, 10 man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire.

The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves.

- Dartmouth AI Project Proposal; J. McCarthy et al.; Aug. 31, 1955.

http://www.livinginternet.com/i/ii_ai.htm

GPS: General Problem Solver [A. Newell, J.C. Shaw, H. Simon; 1957]

GPS: http://en.wikipedia.org/wiki/General_Problem_Solver

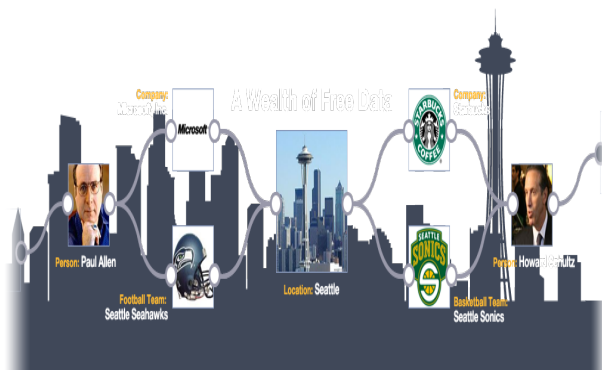
SOAR: Symbolic Cognitive Architecture [J. Laird, A. Newell, 1983-now]

SOAR: <http://sitemaker.umich.edu/soar/home>

Tools for Learning Artificial Intelligence



Alspace: <http://www.aispace.org/>



Freebase: <http://www.freebase.com/>



<http://wiki.larkc.eu/>



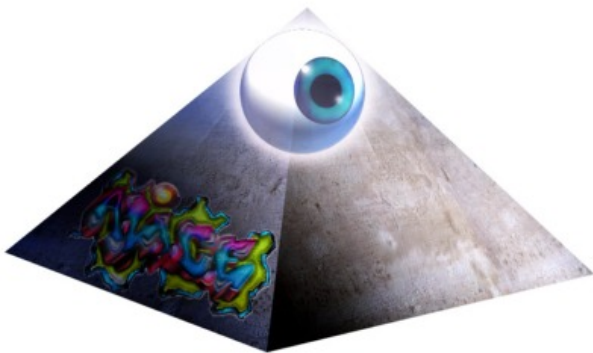
DARPA: <http://www.darpa.mil/grandchallenge/index.asp>

Polish: <http://ours.jogger.pl/2008/10/03/darpa-urban-challenge/>

Chinook: Master in the game of checkers



<http://webdocs.cs.ualberta.ca/~chinook/>



<http://chatterboty.pl/>

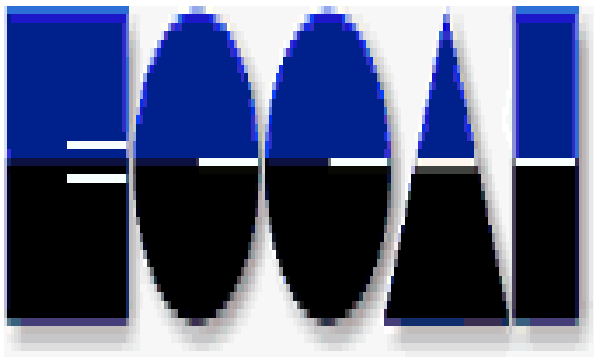
A.L.I.C.E.:

<http://www.pandorabots.com/pandora/talk?botid=f5d922d97e345aa1>

Ivona: <http://www.ivona.com/>

Fido: <http://fidointelligence.pl/>

<http://talos-border.eu/>
http://www.piap.pl/aktualnosci_projekt_talos.php



<http://www.eccai.org/>

<http://pssi.agh.edu.pl/PSSI/Aktualnosci.html>



<http://geist.agh.edu.pl/>