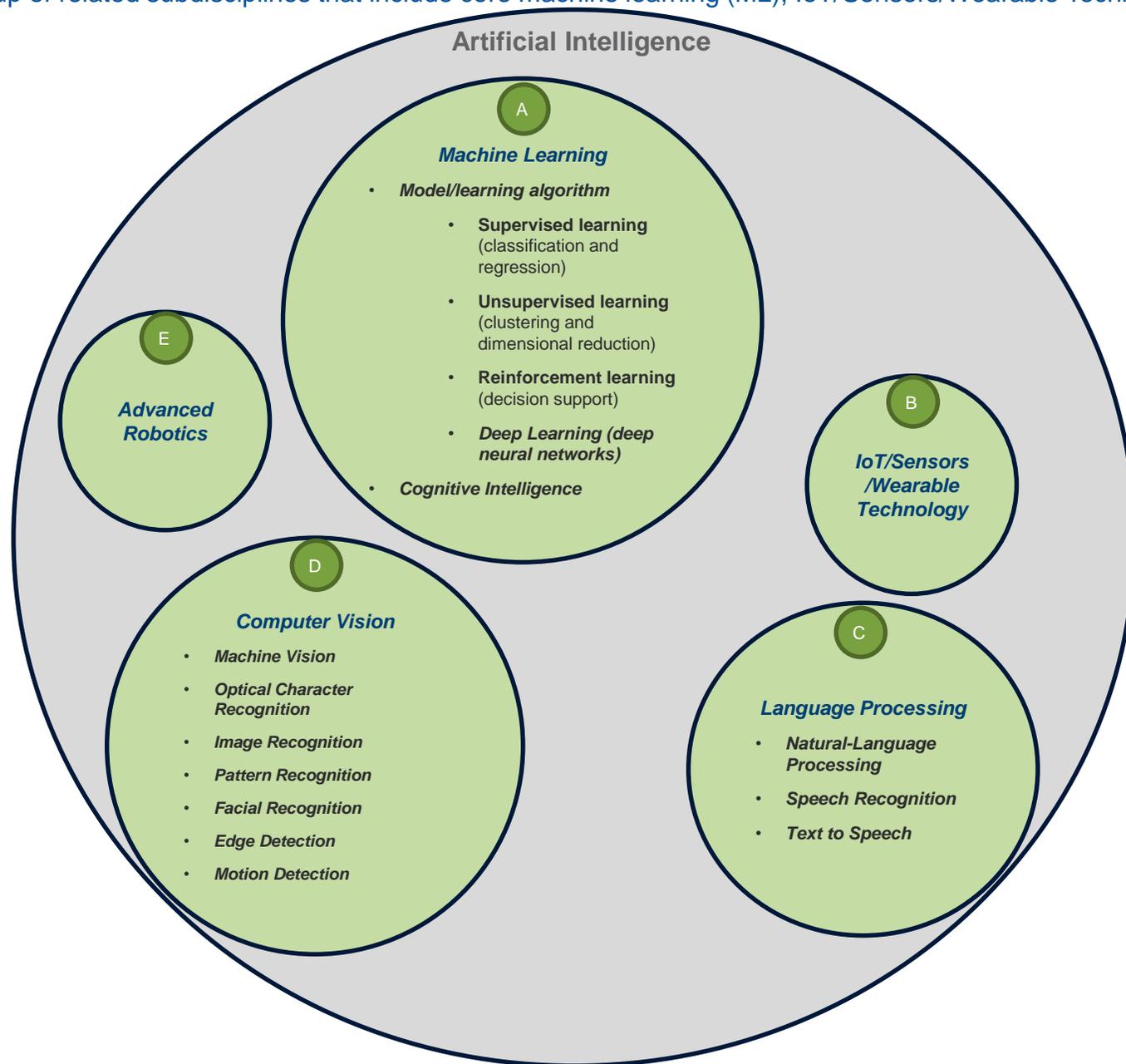


Artificial intelligence the What

A group of related subdisciplines that include core machine learning (ML), IoT/Sensors/Wearable Technology, Language processing, Computer Vision, Advanced Robotics



- A Machine learning** is a branch of artificial intelligence where you can train computing systems to learn from data.
- B IoT/Sensors/Wearable Technology** acts as a data-gathering mechanism for the AI system. Examples include video surveillance cameras in smart city and retail applications, environmental sensors in smart agriculture, and wearables in sports and fitness.
- C Language Processing** provides the ability to turn text or audio speech into encoded, at times structured or even unstructured (emails, slacks, chat logs), information, based on an appropriate ontology.
- D Computer Vision Technologies** (CVTs) involve the capture, processing and analysis of digital images, essentially decoding their meaning and context. There are many CV technology areas, including machine vision, optical character recognition, image recognition, pattern recognition, facial recognition, edge detection and motion detection, all of which support the overall CV technology spectrum and complements Augmented & Virtual Reality
 - Augmented reality is a real-time view of a person's surroundings that is supplemented by additional images, video, or sounds displayed through a second screen, such as a smart phone or headset.
 - Virtual reality is the simulation of an environment, usually delivered through a headset that an individual can interact with.
- E Advanced robotics** includes physical devices that automate manual tasks or augment human activity. Many robots are mobile and may operate either with rules-based software or cognitive intelligence approaches.