Impact of Artificial Intelligence on Mobile Apps

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Abstract: *This branch of computer science deals with programming computers to behave like humans. Games, expert systems, neural networks, natural language processing and robotics are all examples of artificial intelligence. Currently, no computer provides full artificial intelligence (ie can simulate human behaviour). The most important advances took place in the field of games. The best computer chess programs can now beat humans. Today, neural networks are the hottest field in artificial intelligence and have been successful in various fields, including voice recognition and natural language processing. Several programming languages are called AI languages because they are used almost entirely in AI applications. LISP and Prolog are two of the most common. It is clear that the world of mobile technology is rapidly embracing artificial intelligence. To enable robots to act with human capabilities, this technology is gradually covering everything from self-driving cars to IBM's SIRI and Watson to Google's search engines. It is clear that artificial intelligence is rapidly gaining ground in the world of mobile technology. From self-driving cars to SIRI, this technology steadily includes everything from IBM's Watson to Google's search algorithms to enable machines to act like humans*

Keywords: Data mining, Epistemology, Ontology, Heuristics, optimization, robots, mobile tech, search

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