Across

2. a question-answering computer system capable of answering questions posed in natural language, developed in IBM

5. a type of microprocessor designed to accelerate machine vision tasks

6. In addition to neuronal and synaptic state, these type of neural networks incorporate the concept of time into their operating model

10. the impossibility of listing all the preconditions required for a real-world action to have its intended effect

14. gauges whether a computer-based synthesized voice can tell a joke with sufficient skill to cause people to laugh

Down

1. a hypothetical point in the future when technological growth becomes uncontrollable and irreversible, resulting in unfathomable changes to human civilization

3. a multidisciplinary branch of engineering that focuses on the engineering of both electrical and mechanical systems

4. an ensemble learning method for classification, regression and other tasks that operates by constructing a multitude of decision trees at training time

7. a graphical breakdown of a question that dissects it into its different components vertically and that progresses into details as it reads to the right

16. a computer program that plays the board game Go

17. the study of mathematical models of strategic interaction between rational decision-makers

19. a type of computer software in which source code is released under a license in which the copyright holder grants users the rights to study, change, and distribute the software to anyone and for any purpose

20. a computer program or an artificial intelligence which conducts a conversation via auditory or textual methods

8. a term used to refer to data sets that are too large or complex for traditional data-processing application software to adequately deal with

9. a class of algorithms for pattern analysis, whose best known member is the support vector machine (SVM)

11. a computational method that optimizes a problem by iteratively trying to improve a candidate solution with regard to a given measure of quality

12. was a chess-playing computer developed by IBM

13. a simple form for the many-valued logic, in which the truth values of variables may have any degree of "Truthfulness" that can be represented by any real number in the range between 0 (as in Completely False) and 1 (as in Completely True) inclusive

15. a basic unit of a data structure, such as a linked list or tree data structure

18. a technique designed for solving a problem more quickly when classic methods are too slow, or for finding an approximate solution when classic methods fail to find any exact solution