

## Публикации по дисертацията

Авторът разполага със следните публикации, които са част от текста на дисертацията:

### Част 1.

Dobrev, D. (2000). AI - What is this. *PC Magazine - Bulgaria*, 11/2000, pp.12-13 (on <https://dobrev.com/AI/definition.html> in English).

Dobrev, D. (2022a). The AI Definition and a Program Which Satisfies this Definition. arXiv:2212.03184 [cs.AI].

### Част 2.

Dobrev D. (2022b). Language for Description of Worlds. Part 1: Theoretical Foundation. *Serdica Journal of Computing* 16(2), 2022, pp. 101-150.

Dobrev D. (2023). Language for Description of Worlds. Part 2: The Sample World. *Serdica Journal of Computing* 17(1), 2023, pp. 17-54.

### Част 3.

Dobrev, D. (2019c). AI Should Not Be an Open Source Project. *International Journal "Information Content and Processing"*, Volume 6, Number 1, 2019, pp. 34-48.

## Други публикации по темата

Авторът разполага още с 19 публикации и един патент, които са свързани с дисертацията, но не са част от текста на дисертацията:

Dobrev, D. (1993). First and oldest application. 1993. <http://dobrev.com/AI/first.html>.

Dobrev, D. (2001). AI - How does it cope in an arbitrary world. In: *PC Magazine - Bulgaria*, February'2001, pp.12-13 (on <http://dobrev.com/AI/world.html> in English).

Dobrev, D. (2005a). A Definition of Artificial Intelligence. In: *Mathematica Balkanica, New Series, Vol. 19, 2005, Fasc. 1-2*, pp.67-74.

Dobrev, D. (2005b). Formal Definition of Artificial Intelligence. *International Journal "Information Theories & Applications"*, vol.12, Number 3, 2005, pp.277-285.

Dobrev, D. (2005c). Testing AI in one Artificial World. *Proceedings of XI International Conference "Knowledge-Dialogue-Solution"*, June 2005, Varna, Bulgaria, Vol.2, pp.461-464.

Dobrev, D. (2005d). AI in Arbitrary World. *Proceedings of the 5th Panhellenic Logic Symposium, July 2005, University of Athens, Athens, Greece*, pp.62-67.

Dobrev, D. (2007a). Parallel between definition of chess playing program and definition of AI. *International Journal "Information Technologies & Knowledge"*, vol.1, Number 2, 2007, pp.196-199.

Dobrev, D. (2007b). Two fundamental problems connected with AI. *Proceedings of Knowledge - Dialogue - Solution 2007, June 18 - 25, Varna, Bulgaria, Volume 2*, p.667.

Dobrev, D. (2008a). Second Attempt to Build a Model of the Tic-Tac-Toe Game. *June'2008 (represented at KDS 08), published in IBS ISC, Book 2, p.146.*

Dobrev, D. (2008b). The Definition of AI in Terms of Multi Agent Systems. *December, 2008, arXiv:1210.0887 [cs.AI].*

Dobrev, D. (2013a) Comparison between the two definitions of AI. *arXiv:1302.0216 [cs.AI]*

Dobrev, D. (2013b). Giving the AI definition a form suitable for the engineer. *arXiv:1312.5713 [cs.AI].*

Dobrev, D. (2014). Comparison between the two definitions of AI. *International Conference "Mathematics Days in Sofia", July 2014, Sofia, Bulgaria, pp. 28-29.*

Dobrev, D. (2017a). Incorrect Moves and Testable States. *International Journal "Information Theories and Applications", Vol. 24, Number 1, 2017, pp.85-90.*

Dobrev, D. (2017b). How does the AI understand what's going on. *International Journal "Information Theories and Applications", Vol. 24, Number 4, 2017, pp.345-369.*

Dobrev, D. (2018). Event-Driven Models. *International Journal "Information Models and Analyses", Volume 8, Number 1, 2019, pp. 23-58.*

Dobrev, D. (2019a). Minimal and Maximal Models in Reinforcement Learning. *International Journal "Information Theories and Applications", Vol. 26, Number 3, 2019, pp. 268-284.*

Dobrev, D. (2019b). The IQ of Artificial Intelligence. *Serdica Journal of Computing, Vol. 13, Number 1-2, 2019, pp.41-70.*

Dobrev, D. (2021a). Метод за управление на метрото, при който влаковете се движат без да спират на всички спирки. *BG патент № 67273 B1/ 15.03.2021 г., заявка № 112419 от 01.12.2016 (<https://dobrev.com/patent.pdf>).*

Dobrev, D. (2021b). Before We Can Find a Model, We Must Forget about Perfection. *Serdica Journal of Computing, Vol. 15, Number 2, 2021, pp. 85-128.*