Emmanuel Cardenas

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Comm.1-Chavez

Informative #2 Speech Outline

Topic: Artificial Intelligence

General Purpose: To inform

Specific Purpose: To inform about the timeline of Artificial Intelligence.

I. Introduction

A. Attention Getter: Imagine waking up, and you hear a voice greeting you good morning, but there is no one in your house except you, this voice then continues to provide you with suggestions, suggestions that only a person who knows you would suggest, this voice is coming from none other than your house, which is integrated with Artificial Intelligence, this is a scenario that we are not too far from becoming a reality.

B. Preview: I will be going over some events and people that have impacted the development of AI like, The 1950 paper Computing Machinery and Intelligence by Alan Turing, the Proposal for the Dartmouth Summer Research Project on AI in 1956, and influential projects in late 20th century such as Deep Blue and kismet.

[Transition: In the first place I will be discussing Alan Turing’s Computing Machinery and Intelligence paper.]

II. Body

A. In 1950 Turing published a paper called Computing Machinery and Intelligence.

1. He starts his paper off with a question, can machines think? He tries to find the answer to that question by creating a game called the imitation game.

2. The imitation game is simple, there will be an interrogator who must correctly identify which player is a machine and which one is a human through a series of questions, the computers job is to confuse the interrogator and try to make the interrogator fail, while the person will answer truthfully.

3. According to Noel Sharkey the idea was that if the interrogator could not tell the difference between human and machine, the computer would be considered to be thinking. (bbc.com 2012)

4. Alan Turing’s original and radical ideas is the starting point and inspiration of many in the development of AI.

[Transition: Next I will go over the proposal for the Dartmouth Summer Research Project on AI.]

B. In 1956 John McCarthy, among others who were part of the proposal, became the founding fathers for the discipline of Artificial Intelligence.

1. John McCarthy stated in the proposal “to proceed on the basis of 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” (2, Proposal paper.)

2. This proposal became a conference that gathered a small group of leading scientists who came up with AI concepts that have deeply impacted some of the AI projects that are created today.

[Transition: Lastly, I will examine Deep blue and Kismet, AI projects that began development in the late 20th century.]

C. While concepts and foundational algorithms used for artificial intelligence were developed between 1950 and 1990 scientist were limited in creating applications using AI since computers were limited in storage capacity and speed.

1. However, in 1997 computers became fast enough to create the first artificial intelligence program, Deep Blue that could beat a reigning world chess champion.

2. “Deep Blue was the first time a machine beat someone in an endeavor that is very cerebral and intelligence-based” stated Kieran McCrory, National Technical Officer with Microsoft. (irishtimes.com 2018)

3. While Deep Blue wouldn’t be able to pass Alan Turing’s imitation game, Kismet on the other hand comes close to imitating humans’ emotions.

4. Kismet is robot that uses its eyes to gather information about its environment to produce behavior and emotions to interact with humans.

5.Dr. Breazeal, leader of the Kismet team, states “the goal is to build a socially intelligent machine that learns things as we learn, through social interactions”. (news.mit.edu 2001)

[Transition: AI has changed over the years and is becoming a powerful tool today.]

III. Conclusion

A. Review: I have gone over Alan Turing’s paper published in 1950, the proposal at Dartmouth that became the founding event of AI in 1956, and the AI projects Deep Blue and Kismet that began development in the late 20th century.

B. Memorable Statement: As technology progresses, Artificial Intelligence gets closer to beating Alan Turing’s imitation game, and when that day comes our world will change, Thank you.

Works Cited

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Chronological