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EN ANGLAIS:

This article shows us a new way of looking at the history of AI as a technological culture, a project funded by the National Research Agency. CulturIA studies the cultural history of AI from its origins to deep learning. The idea is to see AI not just as algorithms, but as a "technoculture" where sciences are influenced by institutions. CulturIA combines history of science, history of ideas, and sociology of sciences.

We are currently in an intermediate phase of AI development, started in the 1950s. AI already offers better performance than humans for many tasks such as classification, translation, text and image production etc.. . AI has shown its ability to simulate human interactions and conversation. Language models like chatGPT-3 can have plausible conversations, recommend books, translate texts, etc. However, these models only work from learned texts, they do not reason by analogy and have no representation of the world.

The latest AI developments include advances in machine learning and unsupervised deep learning, which use neural networks to work on data without human guidance. Think here of Alphago, who learned to play go by playing against itself, or Generative Adversarial Networks which compete under the watchful eye of a third party algorithm.

These developments have sparked intense debates on the boundary between living and machine.

AI should not be reduced to moral and political aspect, but rather considered as a rich cultural object with its own history. This new approach reduces AI to an economic or civilizational disaster or with approaches describing it as a miraculous solution to all societal challenges. AI is a phenomenon and a global cultural object including the history of philosophy or science. Its history has often advanced with difficulty, sometimes, AI projects couldn't move forward because the technology wasn't advanced enough, or they didn't have the necessary tools. Other times, inventions didn't take off as expected, or they just didn't have a place in the future. And there were moments where everything seemed to pause, waiting for something to happen.

The history of AI isn't fully known yet. There aren't many studies done by AI developers and entrepreneurs, and none from a social and historical perspective. The Global AI Narrative project looks at AI's cultural side, but it's a broad survey and not the detailed historical study we're doing. The early days of AI can be seen in actual things and in stories, but there haven't been many detailed studies focusing on specific times or themes.

In summary, the history of AI should not be abstract or conceptual. AI is a set of technologies inseparable from dreams and fantasies, its applications depend on situated

values and ideologies. We still need a long cultural history of AI that examines the statements made by both artists and AI scientists. This history should analyze where these groups converge or have differences, particularly in the realms of art and science.

To humanize and embody the history of AI, fictional representations of AI like those in science fiction works and artistic productions can be used, showing that it is not produced by a deterministic scientific logic, but on the contrary that it is articulated to social, political or cultural history.

In a Historical way we have examples such as Jacquard's loom, the first example of punched cards at the dawn of modern computing, show how technological inventions can be perceived as both wonderful and threatening.

At the end, we saw that the relationship between AI and time is rich in implications. AI is a vision of the future of technologies, it uses past data to generate the future, which can be perceived as both regressive and reactionary. At the same time, it promises an escape from time with the "technological singularity" where machine time will replace human time.