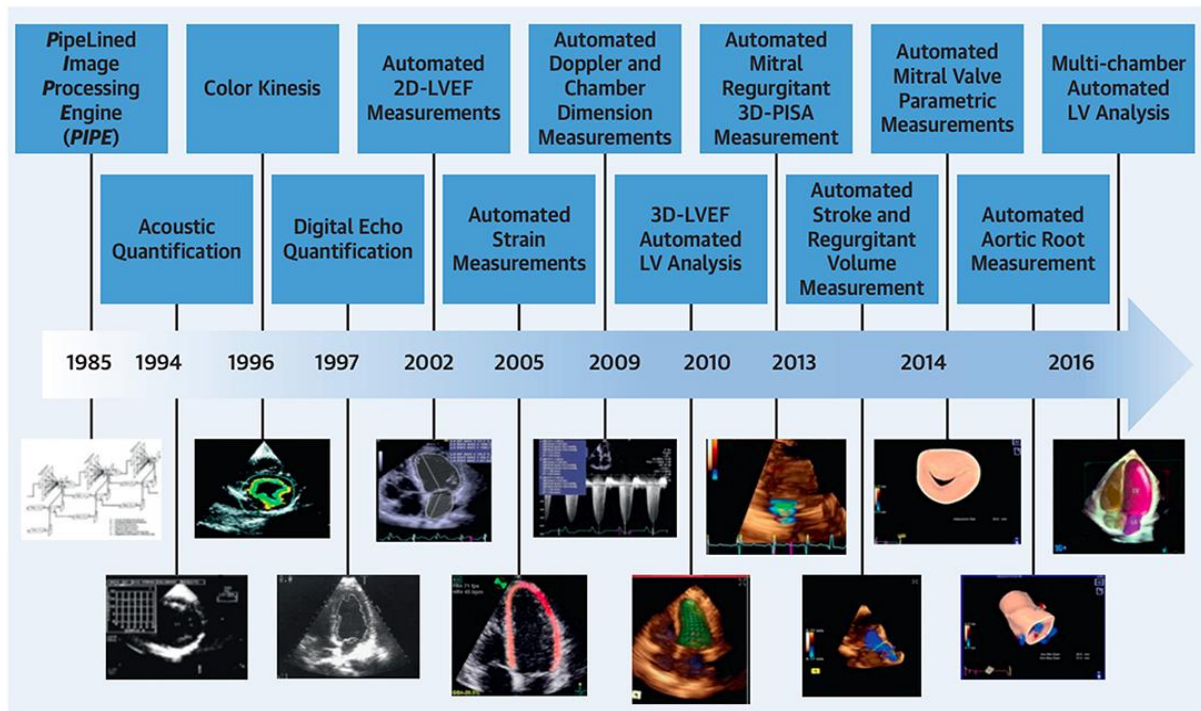


INDIVIDUAL TASK – MODOLE 1

Research and Present a timeline showing major milestone in AI History

INTRODUCTION :



Artificial Intelligence (AI) is one of the most transformative technologies in human history. It refers to the development of computer systems that can perform tasks which typically require human intelligence, such as learning, reasoning, problem-solving, perception, and language understanding. Over the decades, AI has evolved from a theoretical concept discussed by philosophers and mathematicians into a powerful force shaping industries, education, healthcare, communication, and everyday life. The journey of AI has been marked by periods of excitement, disappointment, rapid breakthroughs, and revolutionary discoveries. Understanding the timeline of major milestones in AI history helps us appreciate how far the field has come and how each discovery built upon earlier ideas. This report presents a detailed chronological overview of the key events and developments that have shaped artificial

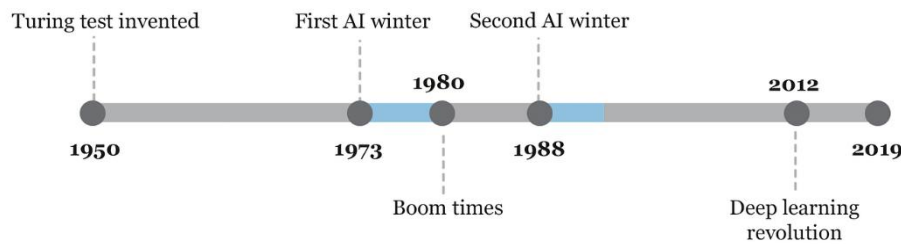
intelligence from its conceptual beginnings to the modern era of advanced machine learning and generative systems.

Early Foundations and Theoretical Beginnings (1940s–1950s) :

The roots of artificial intelligence can be traced back to the early 20th century when scientists began exploring the relationship between logic, mathematics, and computation. One of the most important early contributors was British mathematician Alan Turing. In 1936, Turing introduced the concept of the Turing Machine, a theoretical device that demonstrated how machines could perform logical operations. Later, in 1950, he published a groundbreaking paper titled “Computing Machinery and Intelligence,” in which he proposed the famous Turing Test as a way to measure a machine’s ability to exhibit intelligent behavior indistinguishable from that of a human.

The official birth of artificial intelligence as a field occurred in 1956 at the Dartmouth Conference in the United States. Organized by John McCarthy, Marvin Minsky, Nathaniel Rochester, and Claude Shannon, this conference introduced the term “Artificial Intelligence” for the first time. Researchers believed that human intelligence could be described precisely enough to be simulated by a machine. Early programs developed during this period focused on solving mathematical problems and playing simple games. One notable example was the Logic Theorist, created by Allen Newell and Herbert A. Simon in 1956, which could prove mathematical theorems. These early achievements generated optimism that intelligent machines would soon become a reality.

Growth, Optimism, and the First AI Winter (1960s–1970s) :



During the 1960s, research in artificial intelligence expanded rapidly. Governments and universities invested heavily in AI research, especially in the United States. Programs such as ELIZA, created by Joseph Weizenbaum in 1966, simulated human conversation by using pattern-matching techniques. Although simple, ELIZA demonstrated that computers could mimic certain aspects of human interaction. In the same period, Shakey the Robot, developed at Stanford Research Institute, became one of the first mobile robots capable of reasoning about its actions.

However, despite these early successes, researchers soon realized that intelligence was far more complex than expected. Early AI systems struggled with real-world problems because they lacked common sense and computational power. By the 1970s, progress had slowed significantly. Funding agencies became disappointed with the limited results, leading to a reduction in financial support. This period of reduced funding and lowered expectations became known as the first “AI Winter.” The term reflects a time when enthusiasm cooled, and many researchers shifted their focus to other fields.

Expert Systems and Commercial Expansion (1980s) :

Artificial intelligence experienced renewed interest in the 1980s with the development of expert systems. These systems were designed to replicate the decision-making abilities of human experts in specific fields. One of the most famous examples was MYCIN, a program

developed in the 1970s but widely recognized in the 1980s, which helped diagnose bacterial infections and recommend treatments. Expert systems used rule-based programming, where knowledge was stored in the form of “if-then” statements.

During this decade, businesses began adopting AI technologies to improve efficiency and decision-making. Corporations invested in AI tools for financial analysis, medical diagnosis, and industrial automation. Japan also launched the Fifth Generation Computer Systems project in 1982, aiming to create intelligent computers using advanced logic programming. However, expert systems required extensive manual input and maintenance, making them costly and difficult to scale. As expectations once again exceeded practical results, the late 1980s saw another decline in funding and enthusiasm, leading to the second AI Winter.

Machine Learning and Breakthrough Achievements (1990s–2000s) :

The 1990s marked a significant shift in AI research from rule-based systems to machine learning. Instead of programming machines with explicit rules, researchers began designing algorithms that allowed computers to learn from data. This approach proved more flexible and powerful. In 1997, a major milestone was achieved when IBM’s Deep Blue defeated world chess champion Garry Kasparov. This event demonstrated that computers could outperform humans in complex strategic tasks.

In the early 2000s, the availability of large datasets and increased computational power further accelerated AI development. The internet generated vast amounts of data, which became essential for training machine learning models. Technologies such as speech recognition, recommendation systems, and image recognition improved significantly.

Companies like Google and Amazon began using AI to enhance search engines and personalize user experiences. AI gradually became integrated into everyday digital services.

Deep Learning Revolution and Modern AI (2010s) :

The 2010s witnessed a dramatic transformation in artificial intelligence due to deep learning, a subset of machine learning based on artificial neural networks. These networks were inspired by the structure of the human brain and were capable of processing massive amounts of data. In 2012, a deep learning model called AlexNet won the ImageNet competition by a large margin, significantly improving image recognition accuracy. This success marked the beginning of the deep learning revolution.

In 2016, Google DeepMind's AlphaGo defeated world champion Lee Sedol in the ancient board game Go, a game considered far more complex than chess. This achievement was seen as a major breakthrough because Go requires intuition and strategic thinking. AI also made advancements in natural language processing, enabling more accurate translation, voice assistants, and chatbots. Technologies such as self-driving cars, facial recognition systems, and medical imaging diagnostics began to rely heavily on deep learning techniques.

Generative AI, Ethical concerns, and Conclusion (2020s–Present) :

The 2020s have introduced a new era of generative artificial intelligence. AI systems are now capable of creating human-like text, images, music, and even videos. Large language models and advanced neural networks can generate creative content, assist in research, and provide real-time conversational support. AI tools are being used in healthcare to predict diseases, in education to personalize learning, and in business to automate complex processes. The rapid growth of AI applications has reshaped industries and opened new possibilities for innovation.

However, the expansion of AI has also raised important ethical and social concerns. Issues such as data privacy, algorithmic bias, job displacement, misinformation, and the responsible

use of AI technologies have become major topics of discussion. Governments and organizations worldwide are working to develop regulations and guidelines to ensure that AI is developed and used responsibly. The future of AI depends not only on technological progress but also on ethical considerations and human oversight.

CONCLUSION :

In conclusion, the history of artificial intelligence is a story of ambition, setbacks, and extraordinary breakthroughs. From Alan Turing's theoretical ideas to today's advanced generative systems, AI has evolved through multiple phases of optimism and challenge. Each milestone in the timeline has contributed to shaping the intelligent technologies we use today. As AI continues to grow and integrate into society, understanding its historical journey helps us appreciate its potential and prepare for its future impact. Artificial intelligence is no longer just a scientific concept; it is a powerful reality influencing the way humans live, work, and communicate in the modern world.