The four types of artificial intelligence (AIs)

Type 1 are reactive machines.
They are considered the origin of artificial intelligence and focus on a single task for which they were programmed.
The IBM chess computer DeepBlue, which won against the world chess champion in 1997, is often cited as an example.

Type 2 are artificial intelligences with limited storage capacity:
In contrast to Type 1, they can evaluate past situations, draw conclusions and thus constantly learn from them.
The algorithms on social media work according to this principle, so that they select an increasingly relevant selection of content for the consumer based on user behavior.

Type 3 are strong AIs that will be called Theory of Mind and are not functional yet:
They should be able to perceive human emotions and adapt their behavior based on them.
The problem in science is still to bring human interaction into an algorithm.

And Type 4 are AIs that have self-awareness:
With this, the artificial intelligence could mimic human consciousness, reading intentions and reactions and responding to them.