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1. Turing Test

The Turing Test, proposed by Alan Turing, is not a product but a bench mark to evaluate a machine's ability to ex hibit intelligent behavior indistinguishable from a human.

- **Model/Algorithm:** Not a product but a test methodology. Uses natural language processing and conversational AI algorithms to evaluate machine intelligence through human-like dialogue.

2. ELIZA

ELIZA was one of the earliest chatbot programs, simulating a Rogerian psychotherapist.

- **Model/Algorithm:** Pattern matching and substitution rules. Uses keyword recognition, simple transformations, and pre-programmed response templates to simulate conversation (primarily rogerian psychotherapy).

3. DENDRAL/MYCIN

MYCIN was an expert sys tem for diagnosing bacterial infections and recommending antibiotics.

- **Model/Algorithm:** Expert systems using rule-based inference engines. DENDRAL used mass spectrometry analysis rules, while MYCIN employed backward chaining inference with certainty factors for medical diagnosis.

4. MIT Cog

Cog was a humanoid robot project designed to model aspects of human cognition

- **Model/Algorithm:** Embodied cognition architecture combining multiple AI approaches including reinforcement learning, neural networks, and developmental robotics algorithms for humanoid robot behavior.

5. Sony Aibo

Aibo is Sony's robotic dog, designed to be an intelligent, interactive pet

- **Model/Algorithm:** Finite state machines, behavior-based robotics, and simple machine learning algorithms for pet-like behaviors, emotion simulation, and basic environmental interaction.

6. Deep Blue

Deep Blue was a chess playing computer that defeated world cham pion Garry Kasparov

- **Model/Algorithm:** Minimax algorithm with alpha-beta pruning, extensive chess databases, and specialized chess evaluation functions. Used brute-force search with domain-specific heuristics.

7. AlphaGo

AlphaGo is an AI developed by DeepMind that beat the world champion Go player

- **Model/Algorithm:** Deep neural networks combined with Monte Carlo Tree Search (MCTS). Specifically used convolutional neural networks for position evaluation and move prediction, plus reinforcement learning.

8. Google Car (Waymo)

Google's self-driving car project (now Waymo) aims to create fully autonomous vehicles.

- **Model/Algorithm:** Multiple algorithms including deep learning for object detection, simultaneous localization and mapping (SLAM), sensor fusion, path planning algorithms, and reinforcement learning for decision-making in autonomous driving scenarios.