The influence of "Computing Machinery and Intelligence"

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December 7, 2018

1 Introduction

The phrase "Turing Test" is ubiquitous in modern society; even if many people do not fully understand the stipulations of the original idea, most still know the general gist.

2 The Education Proposal

Turing suggested[1] that rather than attempting to create an entire fully-fledged consciousness from scratch, a simpler—and perhaps more reliable—method would be to create a much more basic "infant" AI, and expose it to a variety of environments in order for it to learn. This expands the problem to something much more easily grasped by a non-technical mind.[2]

3 The Fallible Mind

In order to be indistinguishable from a human mind, a computer must not only be able to successfully imitate the mind's more artistic and emotional capabilities, such

as composing a moving piece of music, it must also display the mind's weaknesses[3]. This means that it must give a varying delay before providing answers; as well as serving answers that are convincingly inaccurate (e.g., Forgetting a person's surname, yet remembering the first letter). This means that a machine that could pass the imitation game, whilst being impressive imitation of human intelligence, isn't that useful in a practical setting[4].

4 Conclusion

References

[1] A. M. Turing, "Computing machinery and intelligence," *Mind*, 1950.

[2] T. L. Jones, "A computer model of simple forms of learning in infants," in *Proceedings of the May 16-18, 1972, Spring Joint Computer Conference*, 1972.

[3] M. Newman, "Professional and expert systems: A meeting of minds," *SIGCAS Computers and Society*, 1988.

[4] K.-P. Adlassnig, "Artificial-intelligence-augmented systems," *Artificial Intelligence in Medicine*, 2002.