History of Artificial Intelligence

The idea of an intelligent system that could emulate human judgment and intelligent has been around for hundreds of years now, but the most earliest reference of the beginning science of a beginning prototype for such a machine came in 1950 when Alan Turing created the concept of the Turing test. The Turing test was a simple set up involving two participants divided by a barrier. A human would administer questions to either a human or computer and would determine if the answers were given by a human or a computer. This, Turing thought, would prove if a computer had reached near or above human intelligence. (Jones, 2008)

Soon after the idea of artificial intelligence began to spread, the first real research in AI took a huge step. Along with the Turing test, Alan Turing presented the idea that the best way to create an intelligent entity was to mimic learning in a machine so that it would figure out concepts on its own much like a child does at young ages. This concept was presented as a Child Machine. Arthur Samuel took this to the next level and created a Checkers AI that played against another copy of itself in order to learn, and by 1962 this program was able to beat grandmasters of the sport. (Jones 2008)

The earliest focus of AI was “strong AI”, the ability to mimic human life. But this began changing in the late 1960’s as smaller projects began having greater process by simply imitating one simple process, such as recalling knowledge. The programs that recall great amounts of knowledge usefully and quickly are called “Expert systems.” Soon this “bottom-up” approach of figuring out the basics of learning became industry norm and learning AI’s began popping up all over the world, each with its own new way of learning. (Jones,2008)

But like all fields of knowledge, conflict eventually arose. One group still wanted to mimic the human mind at its greatest level and start research there. The other group wanted to go with the bottom-up approach and work on AI from the bottom up by simulating the brain at the lowest level with neural paths. While Strong AI is still considered a very abstract research, many ideas and applications have come out of the research that has taken hold in most of computer science and eventually society. Artificial Life, simulated life that clearly can’t pass the Turing test, is used especially in the gaming industry as a way to immerse players into games. The fact is, while this research is incredibly complex, it’s effects are as far reaching as homes, offices and the machines that are used every day.

Jones, M. Tim. ( 2008). Artificial intelligence: a systems approach. [Books24x7 version] Available from http://common.books24x7.com.proxy.devry.edu/book/id\_20698/book.asp