



# The history of AI

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**1940s-1950s**

**Foundations of AI**  
In the 1940s, the first artificial neurons were conceptualised. The 1950s introduced us to the Turing Test and the term "Artificial Intelligence."



**1960s-1970s**

**Early Development**  
The 60s and 70s brought the birth of ELIZA, simulating human conversation, and Dendral, the first expert system, showcasing the early potentials of AI.



**1980s**

**AI Winter & Expert Systems**

The 80s faced reduced AI funding but saw the inaugural National Conference on AI. The backpropagation concept rejuvenated neural networks.



**1990s**

**Revival & Emergence of ML**

The 90s witnessed IBM's Deep Blue defeating chess champion Garry Kasparov and the inception of the LOOM project, laying the foundations for GenAI.



**2000s**

**The Genesis of Generative AI**

Geoffrey Hinton propelled deep learning into the limelight, steering AI toward relentless growth and innovation.



**2010s**

**Rise of AI**

In 2011, IBM Watson won "Jeopardy!", highlighting AI's language skills. The 2010s marked major AI milestones, including pioneering work in image recognition and the birth of GANs in 2014, followed by OpenAI's founding in 2015.



**2020s**

**GenAI Reaches New Horizons**

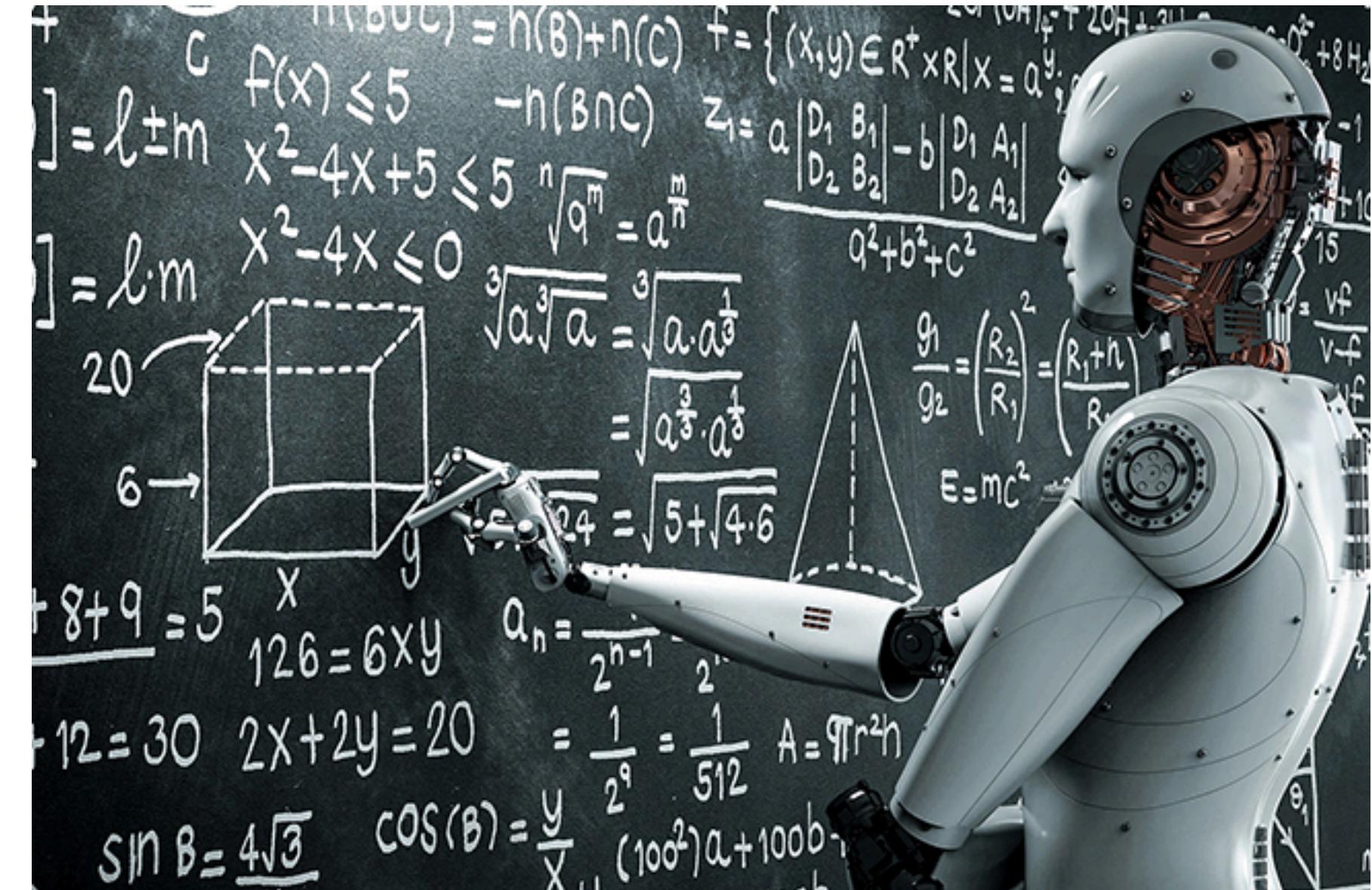
At the start of this decade, we've seen significant strides in GenAI, notably with OpenAI's GPT-3 and DALL-E. 2023 welcomed advanced tools like ChatGPT-4 and Google's Bard.



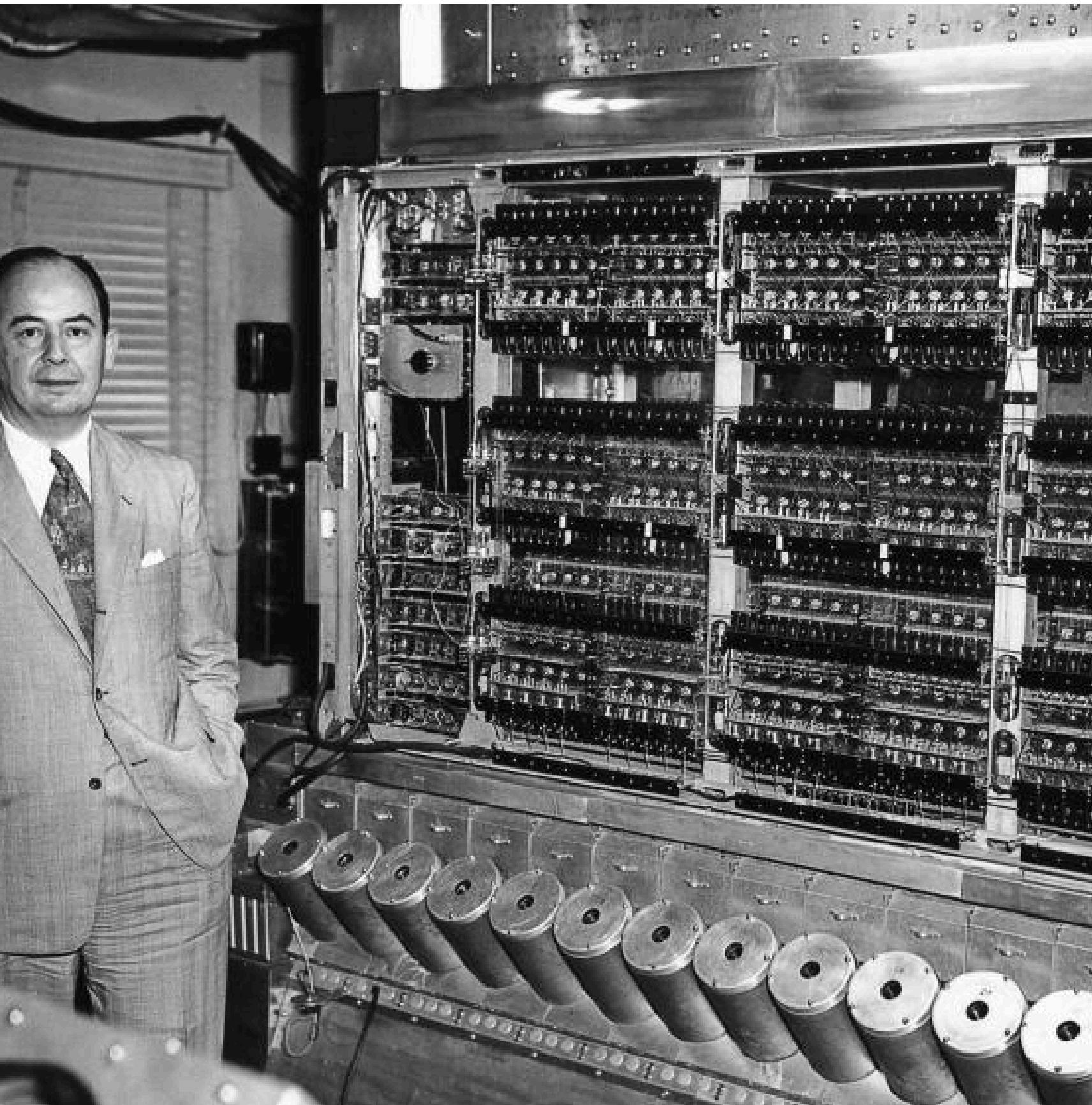
# Early ideas

The concept of intelligent machines appeared in ancient myths and stories about mechanical beings.

# Mathematical Foundations



In the 19th century, George Boole developed logic systems that later became important for AI.



# Early Computing

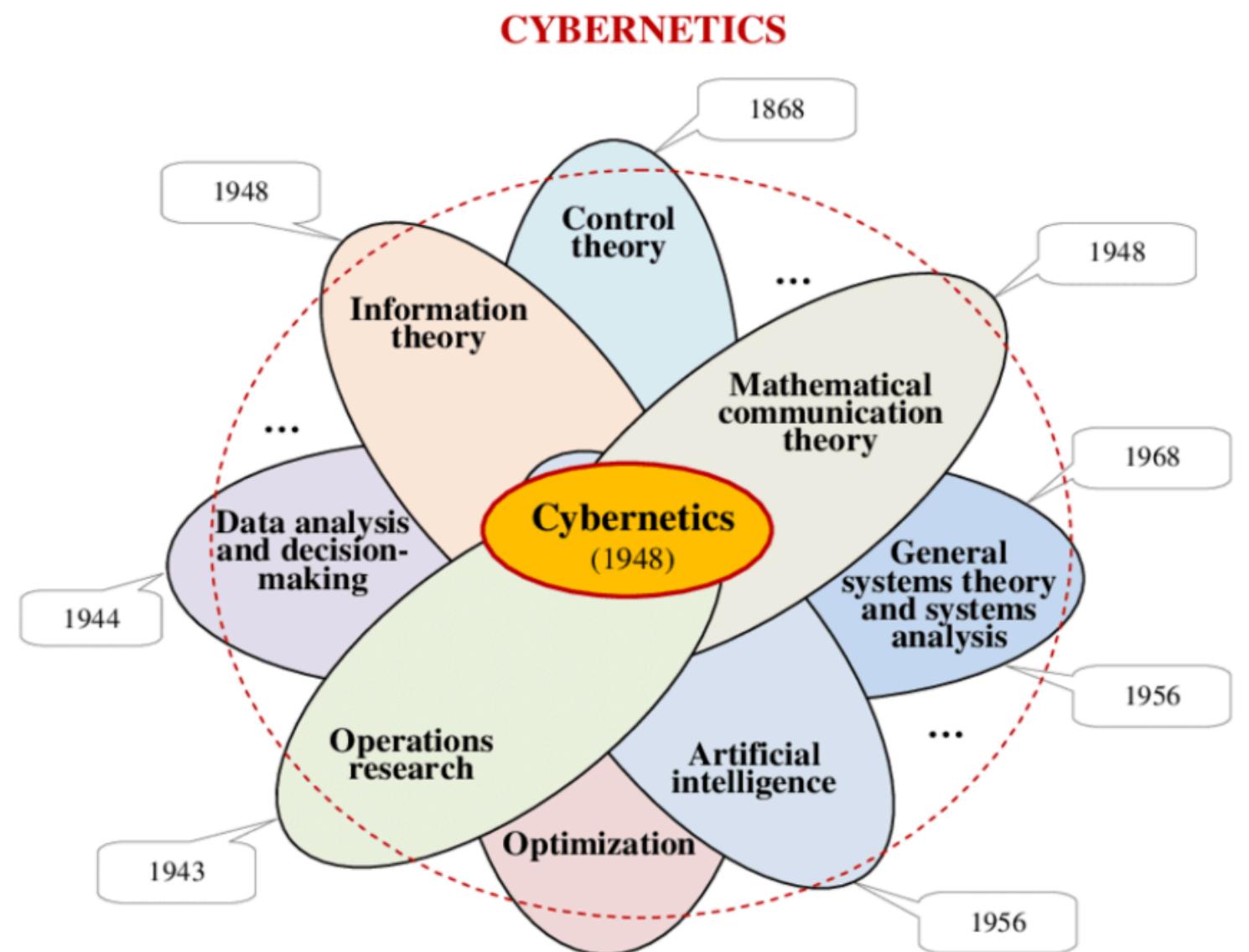
In the 1940s, the first digital computers were built, making complex calculations possible.

# Neural Networks Begin

In 1943, McCulloch and Pitts introduced the first simple model of artificial neurons.



# Cybernetics



The composition and structure of cybernetics

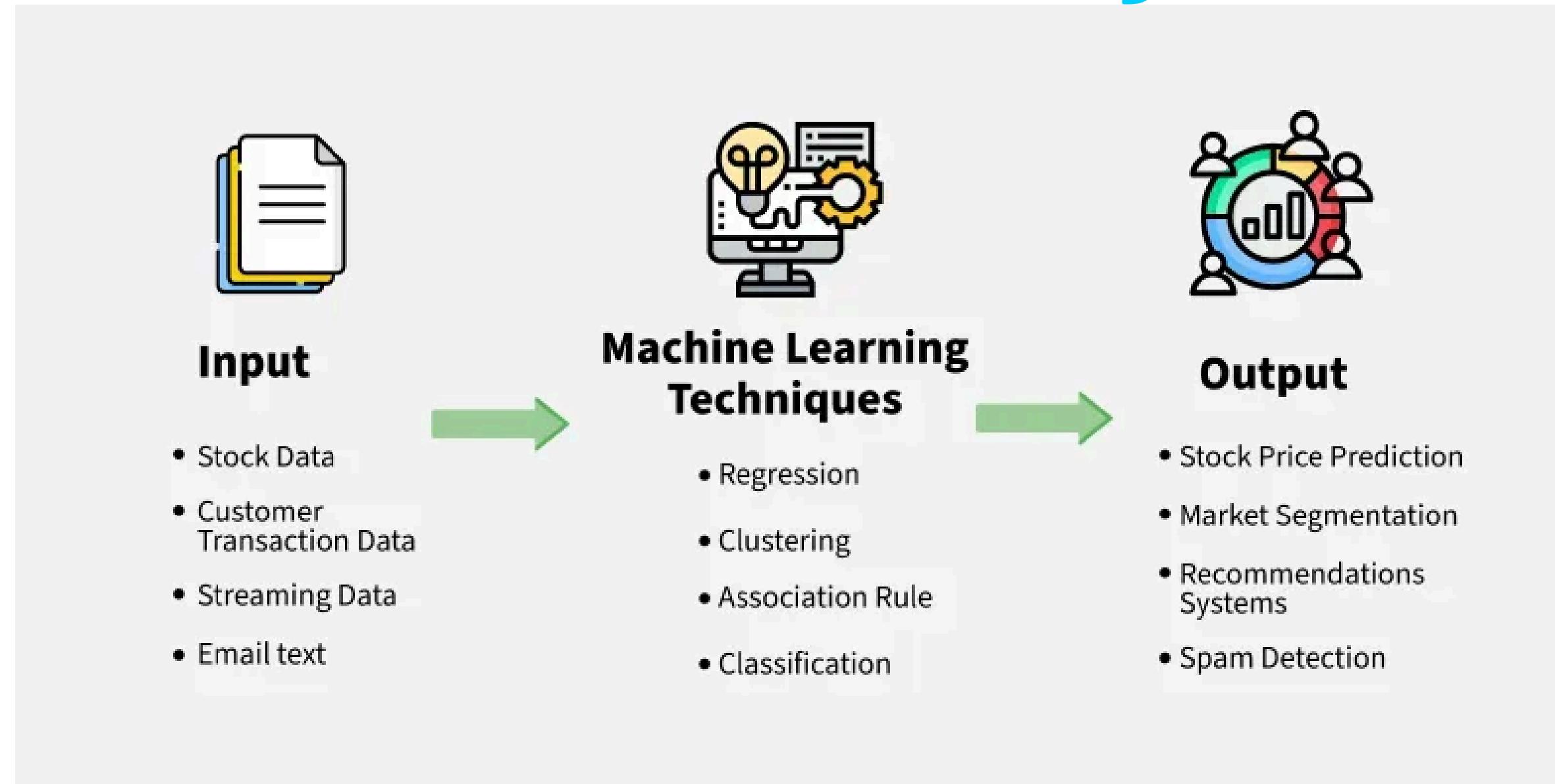
In the 1948s, Norbert Wiener studied control systems and communication in machines and animals.

# Early Programs

The 1950s and 1960s saw the creation of programs that could play checkers and solve math problems.



# Machine Learning



In the 1990s, focus shifted to algorithms that learn from data, like decision trees and SVMs.

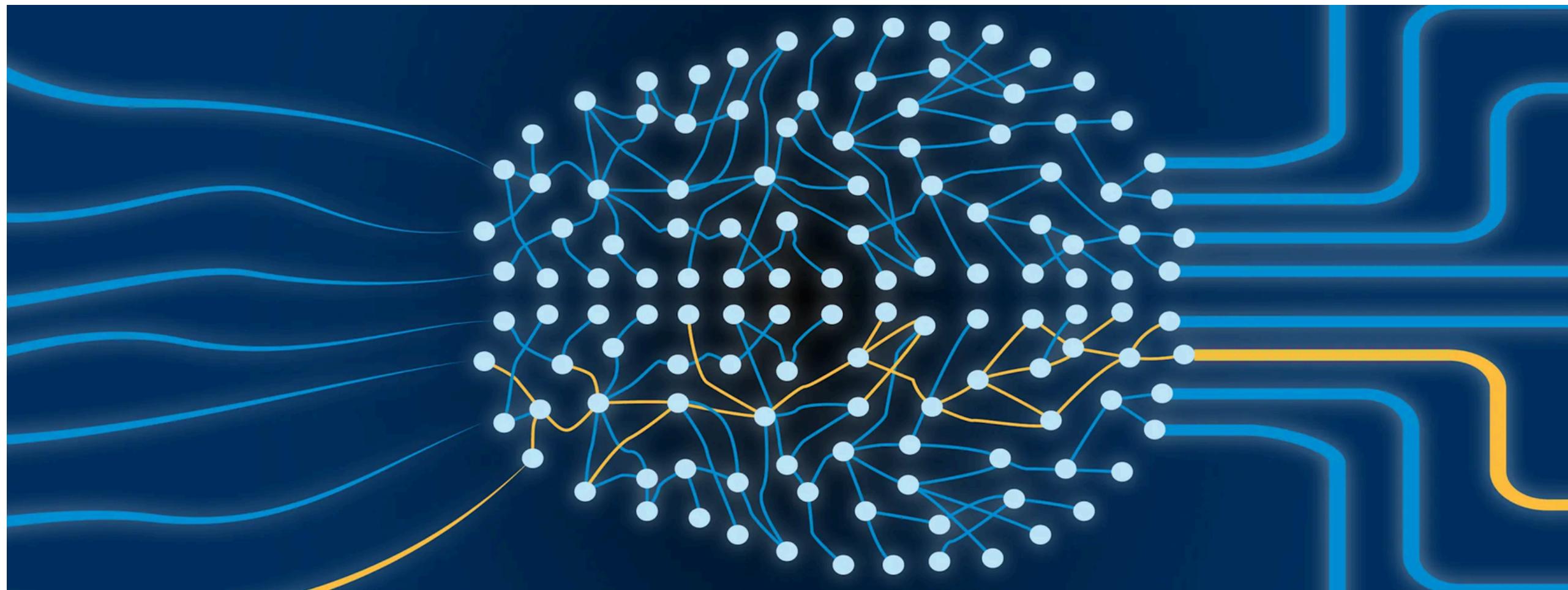


# BIG DATA ERA

With the 2000s, large datasets and faster processors made AI more practical.

# Deep Learning Revolution

Since 2010, deep neural networks have powered breakthroughs in vision, speech, and language.

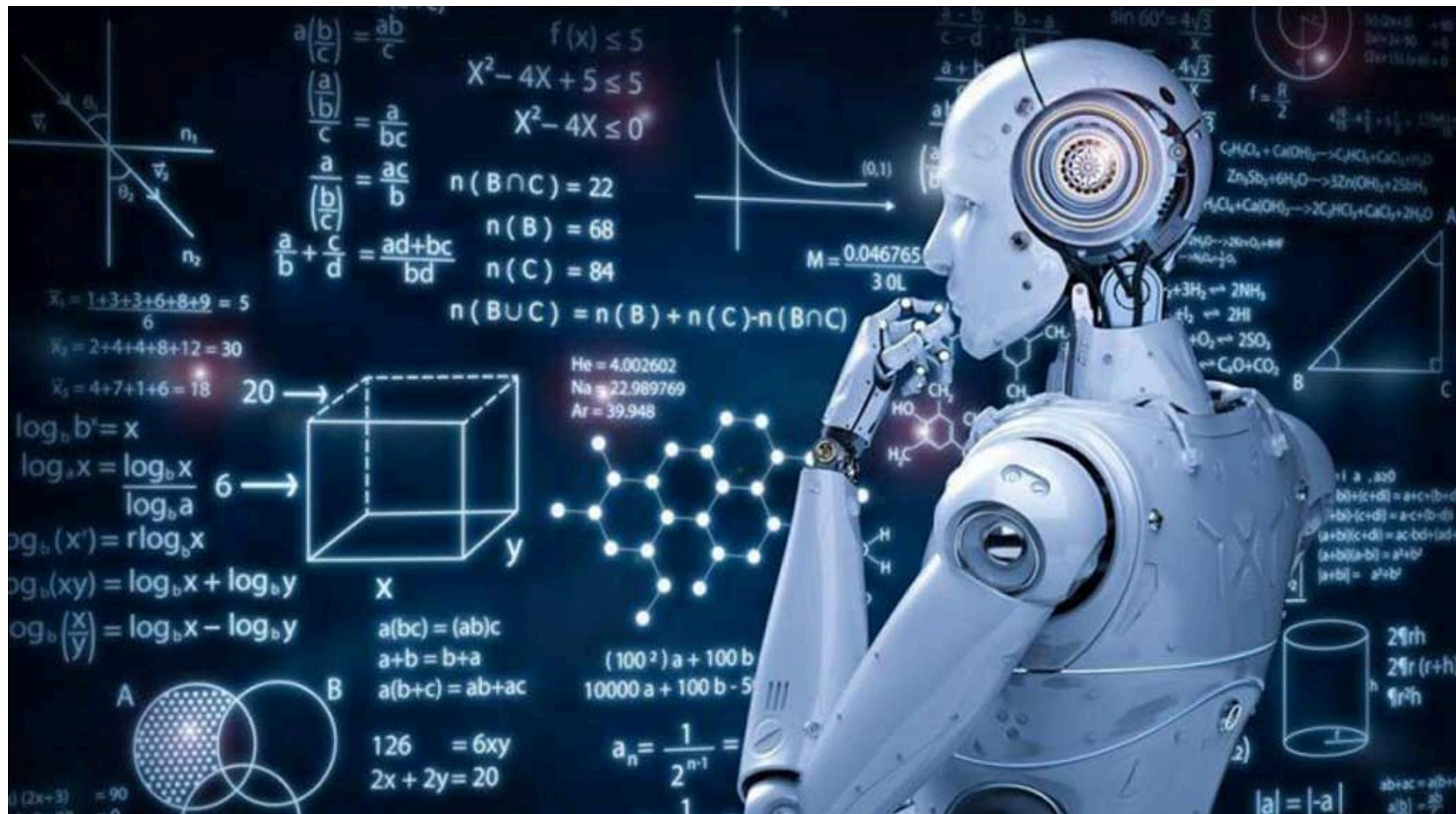


# Growth of AI Research

During the 1960s, AI research spread worldwide, focusing on problem-solving and symbolic reasoning.

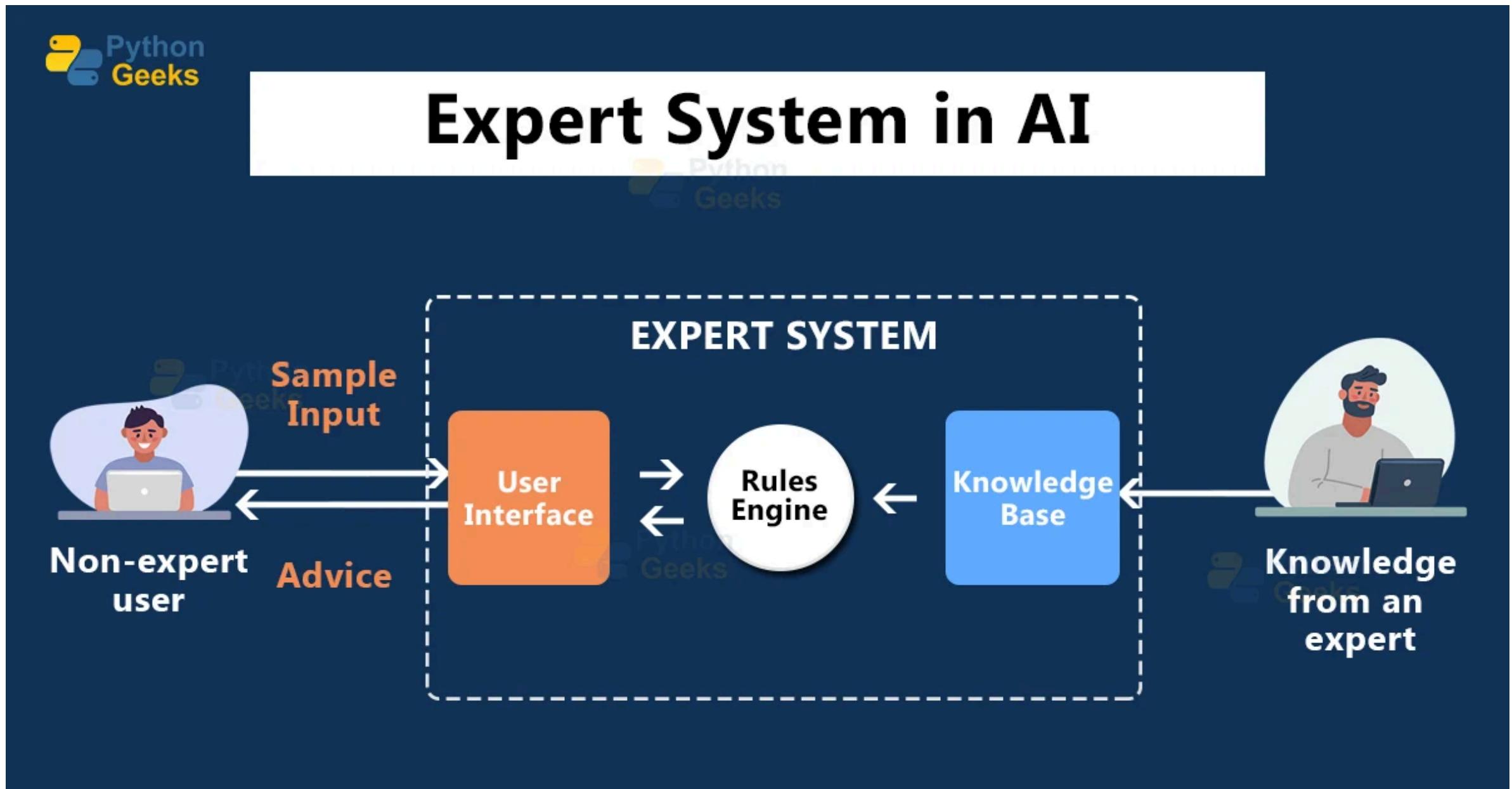


# Robotics



Early robots were built to follow instructions and interact with their environment.

# Expert Systems



In the 1970s and 1980s, expert systems were created to help doctors and engineers with decisions.



## AI Winter

AI faced setbacks in the 1970s and late 1980s due to limited computing power and high expectations.

# Today and Future

AI is now part of everyday life, and research continues toward more general and powerful systems.

