Al Development Timeline

Charles Babbage
designs the Analytical
Engine, an early
mechanical generalpurpose computer.

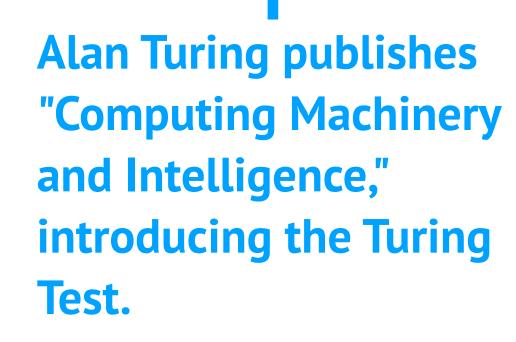
1836

Arthur Samuel developed a program to play checkers, which is the first to ever learn the game independently.

1952

John McCarthy created LISP, the first programming language for AI research, which is still in popular use to this day.

1958



1950

John McCarthy, Marvin
Minsky, Nathaniel
Rochester, and Claude
Shannon organize the
Dartmouth Conference,
coining the term "Artificial
Intelligence."

1956

Arthur Samuel created the term "machine learning" in a speech about teaching machines to play chess better than the humans who programmed them.

Al Development Timeline

Edward Feigenbaum and Joshua Lederberg created the first "expert system" to replicate the decision-making abilities of human experts.

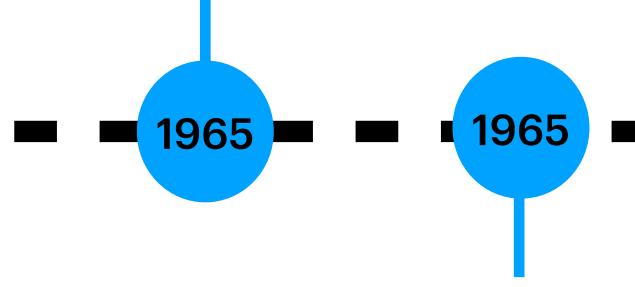
The first AI winter begins as funding and interest decline due to unmet expectations.

The resurgence of Al interest due to expert systems like MYCIN (medical diagnosis) and DENDRAL (chemical analysis).

1980

IBM's Deep Blue defeats world chess champion Garry Kasparov.

1997



1972

Marvin Minsky and
Seymour Papert publish
Perceptrons, highlighting
limitations in neural
networks.

David Rumelhart,
Geoffrey Hinton, and
Ronald Williams publish
the backpropagation
algorithm, revitalizing
neural networks.

1986

Joseph Weizenbaum created the first "chatterbot" (later shortened to chatbot), ELIZA, a mock psychotherapist, that used natural language processing (NLP) to converse with humans.