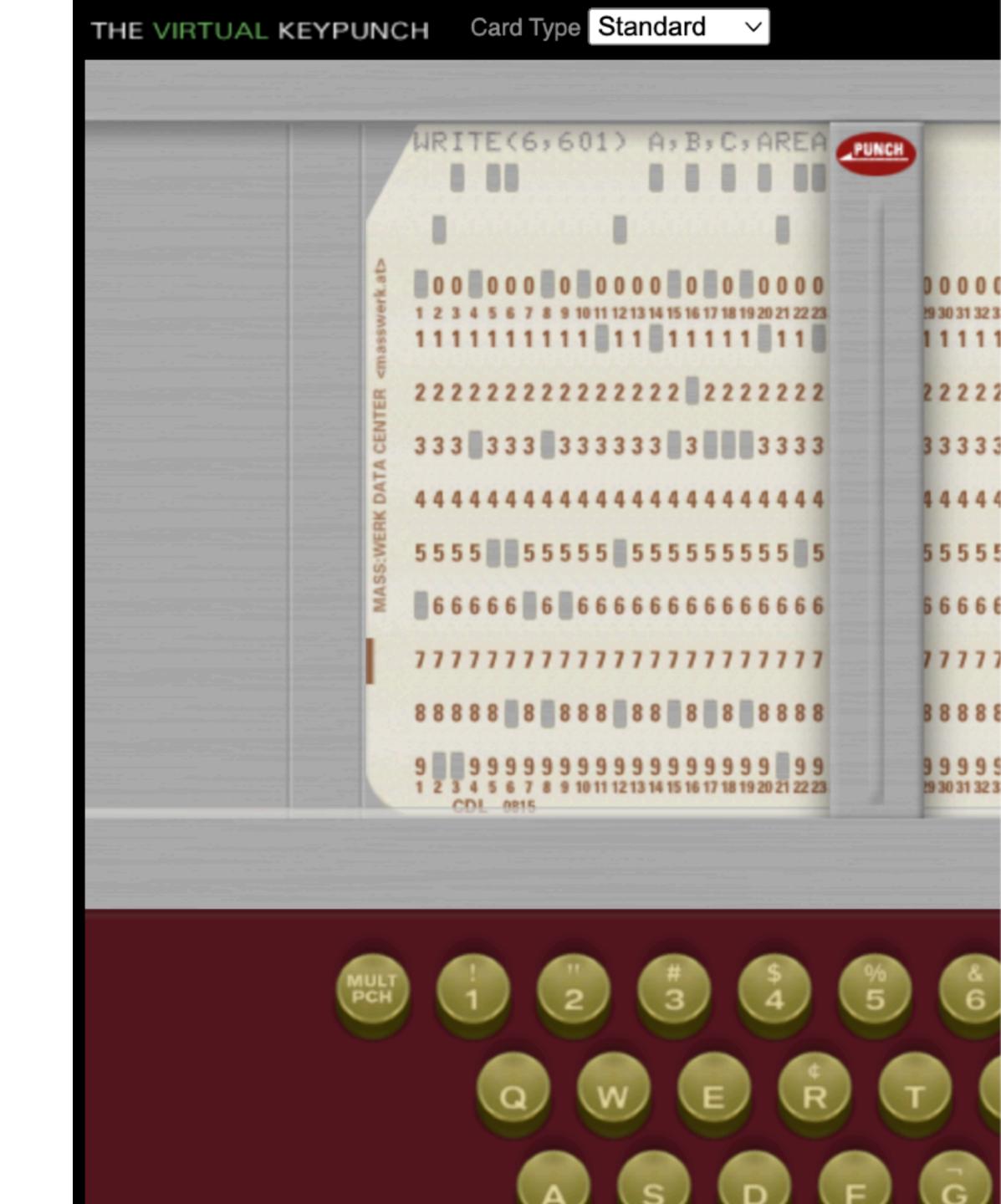
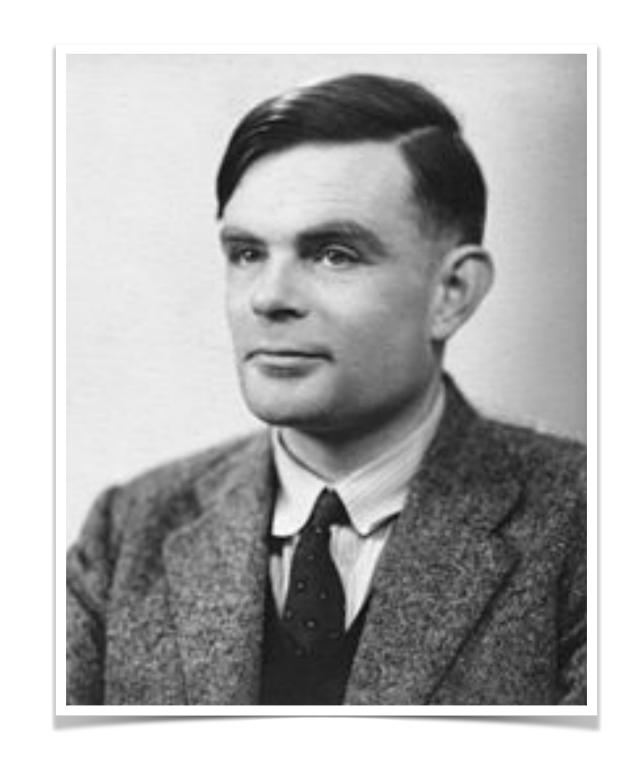
History How did we get here?

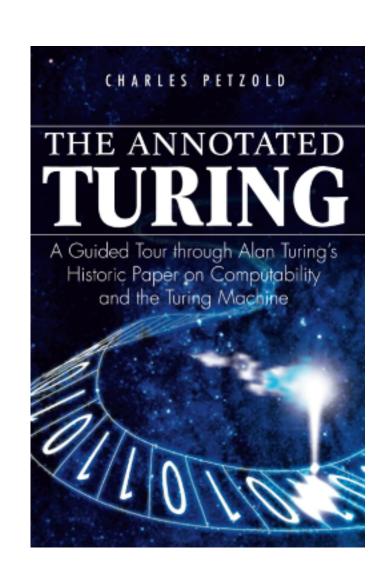
- Founders
- Timeline

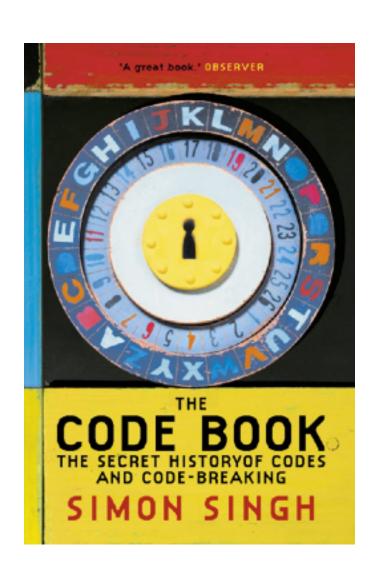


Alan Turing

A Turing Machine is a theoretical construct that captures the essence of abstract symbol manipulation, i.e. computing. This invention inspired the founding of Computer Science and started the discussion about the possibility of thinking machines.









Al Development Timeline

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

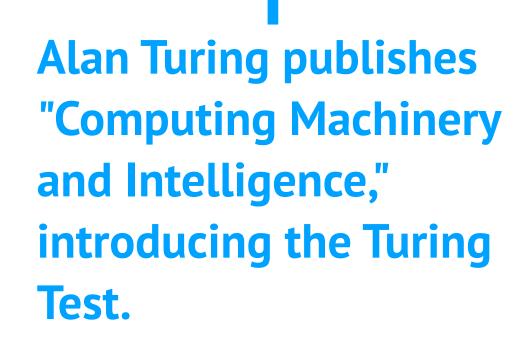
1836

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.