Reading: Early AI Technology

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The genesis of AI, as we know it today, begins in the classical age, when the Ancient Greeks told of the god Hep robots to assist him in his workshop. In 13th Century Bagdad, an inventor named Al-Jazari built a water-power orchestra that worked by the means of a rotating drum with pegs that operated levers to create different mus depending on the position of the pegs. This could be considered the first example of a programmable machin words, a computer.

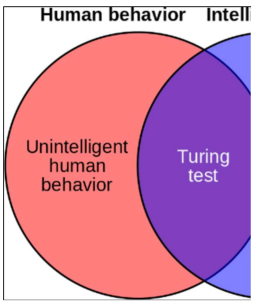
In the centuries that followed, automata, or moving mechanical devices made to imitate the actions of a living created by inventors and mathematicians like the mechanical lion designed and built by Leonardo da Vinci, me The Musician, The Draughtsman, and The Writer-- created by Swiss watchmaker and mathematician Pierre Jaq the Euphonia-- a machine that could draw, write, speak, sing, and laugh-- built by Joseph Faber over 25 years.

Not only did these inventions astound and delight audiences, but they also pushed technology forward by making automated and programmable mechanism complex each time as well as more accessible by a wider group of people.

The modern age, with its widespread use of electricity, brought us the first electromechanical computers, starting with the Turing Machine (hypothesized by A 1939) and quickly evolving into the code-breaking machines of WWII like Z3, ENIAC, and Colossus. Alan Turing is widely considered the father of modern AI as The Imitation Game, which examined whether machines can think, led to his development of the Turing Test, which assesses a machine's ability to produce int behavior indistinguishable from that of a human.

Turing posited that if a machine could conduct a conversation that is tantamount to human dialogue, moreover, could be mistaken for human communicatior reasonable to say that the machine is thinking.

Although robots had been the stuff of only fantasy, fiction, and film—Isaac Asimov published his Three Laws of Robotics in 1942 (the first full-scale, programm robot, an android, was not made until the early 1970s at Waseda University). Even before the technology existed to support the idea of killer-robots and the ri machines, futurists were discussing the roles and ethics that surrounded new technology.



From the 1950s onward, computer scientists worked to develop technology that would not only interact with humans but also be mistaken for humans. British computer scientist Arthur Samuel worked for decades to perfect the machine learning of a computer checkers game so that it could legitimately challenge a human amateur player.

For more insight into the genesis of modern artificial intelligence, watch the 1961 documentary produced in part by MIT called "The Thinking Machine" in the next section. Although it was filmed in black and white and does not have the flashy production value of today, it is an excellent framework for the philosophy, hopes, and fears for the future of AI.

Post your queries on **Questionsly** and interact with AI mentors through one-one chat option.

Video: The Thinking Machine - MIT 1961

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