

FROM BEATS TO BITS

pool of human knowledge

From BEATS to BITS. This transaction comes from The World Wide Web text, published by Communications of the ACM, August 1994. That sees the Web, not only, as a "pool of human knowledge" but also, as a "vast sea of human knowledge". The machine's humanization has begun a more and more truth in our days. Machines acquires feelings, Intelligence and can even have relationships with humans. They're almost humans, in fact, they were built by humans to act like humans so they could solve problems faster and better - than humans. These devices were taught to communicate as a human being, almost like an "imitation game." Once more, here comes the question — What would happen if we could take some samples from this,"pool" and analyze the water?



"Instead of asking if a computer can think, Turing replaced that question with one that could be answered: can a computer **communicating** over a teleprinter, fool a person into believing it is human?"

"(...) that actual **human-computer dialog** using language, could take place.

"It might be urged that when playing the 'imitation game' the best strategy for the machine may possibly be something other than **imitation of the behaviour** of a man."

"The idea behind digital computers may be explained by saying that these machines are intended to carry out any **operations which could be done by a human** computer.

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"I propose to consider the question, "**Can machines think?**" This should begin with definitions of the meaning of the terms "machine" and "think." The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words "machine" and "think" are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning and the answer to the question, "Can machines think?" is to be sought in a statistical survey such as a Gallup poll. But **this is absurd.**"

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"Another important result of preparing our machine for its part in the imitation game by a process of teaching and learning is that "**human fallibility**" is likely to be omitted in a rather natural way."

"The client sends a **request** off to the server, often a completely different machine in some other part of the world, and within (typically) a second, the related information, in either hypertext, plain text or multimedia format, (...)"

"Evolution of objects from being principally human-readable documents to contain more machine-oriented semantic information, allowing **more sophisticated processing:**"

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"These arguments take the form, "**I grant you that you can make machines do all the things** you have mentioned but you will never be able to make one to do X". Numerous features X are suggested in this connection. I offer a selection:

Be kind resourceful, beautiful, friendly (§6(5)), have initiative, have a **sense of humour** (tell right from wrong, make mistakes (§6(5))), **fall in love** (enjoy strawberries and cream (§6(5))), make someone fall in love with it, learn **from experience** (§7), use words properly, be the subject of its own thought (§6(5)), have as much diversity of behaviour as a man, do something really new (§6(6)). (Some of these disabilities are given special consideration as indicated by the section numbers.)"

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"We now ask the question, "What will happen when a machine takes the part of A in this game?" Will the interrogator decide wrongly as often when the game is played like this as he does when the game is played **between a man and a woman?** These questions replace our original, "Can machines think?"

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