**ARTIFICIAL INTELLIGENCE**

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**Intelligence ??** has been defined in many different ways including as one's capacity for logic, understanding, self-awareness, learning, emotional knowledge, planning, creativity, and problem solving.

What is Artificial Intelligence ??

AI is a field which attempts to build intelligent machines and tries to understand intelligent entites.

HISTORY :

The modern history of AI begins with the development of stored-program electronic computers.

**1956 :**

Dartmouth Conference :

John McCarthy (“father of AI”) organizes conference

A month of brainstorming in VT

Talent and expertise of others interested in machine intelligence

Biggest gain: Field now called Artificial Intelligence

Demonstration of the first running AI program, the Logic Theorist (LT) written by Allen Newell, J.C. Shaw and Herbert

**1952-62**

Arthur Samuel (IBM) wrote the first game-playing program, for checkers, to achieve sufficient skill to challenge a world champion. Samuel's machine learning programs were responsible for the high performance of the checkers player.

**1958**

John McCarthy (MIT) invented the Lisp language

Still used today

**1962**

* First industrial robot company, Unimation, founded.

**1963**

Start of DoD’s Advanced Research Projects

MIT receives 2.2 million dollar grant from US govt. to research Macine-Aided Cognition (AI)

From Department of Defense

US wants to stay ahead of Soviet Union

**1968**

Microworld Program, SHRDLU Created

SHRDLU part of microworlds project –research & programming in small worlds

When confined to small subject matter, computer programs can solve spatial & logic problem

**1972**

PROLOG Language Revealed

General logic programming language

Represented as facts and rules

Developed in France

Remains one of most possible programming languages today

**1991**

AI Military Systems Used Effectively in DESERT STORM

Used in missile systems, heads-up-displays, etc.

AI truly put to the test

**2000’s**

* Interactive robot pets (a.k.a. "smart toys") become commercially available, realizing the vision of the 18th cen. novelty toy makers.
* Cynthia Breazeal at MIT publishes her dissertation on Sociable Machines, describing KISMET, a robot with a face that expresses emotions.