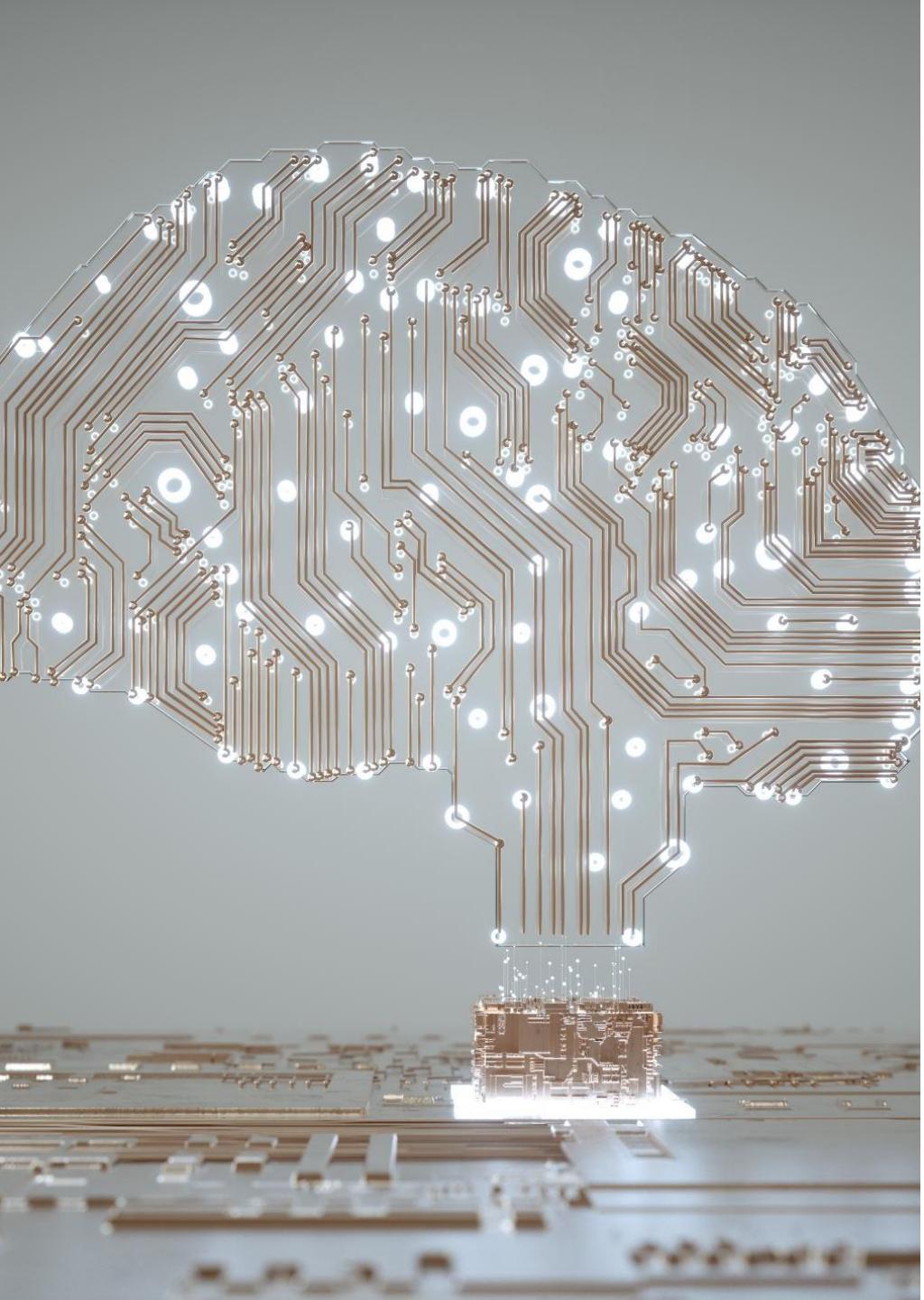




TIANYI ZHANG

# History of Artificial Intelligence

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# AI Definition

- A branch of computer science dealing with the **simulation of intelligent behavior** in computers.
- AI is defined as the capability of a **machine to imitate intelligent human behavior**
- Examples:
  - Visual perception
  - Speech recognition
  - Decision-making
  - Dialogue generation

# AI Quotes

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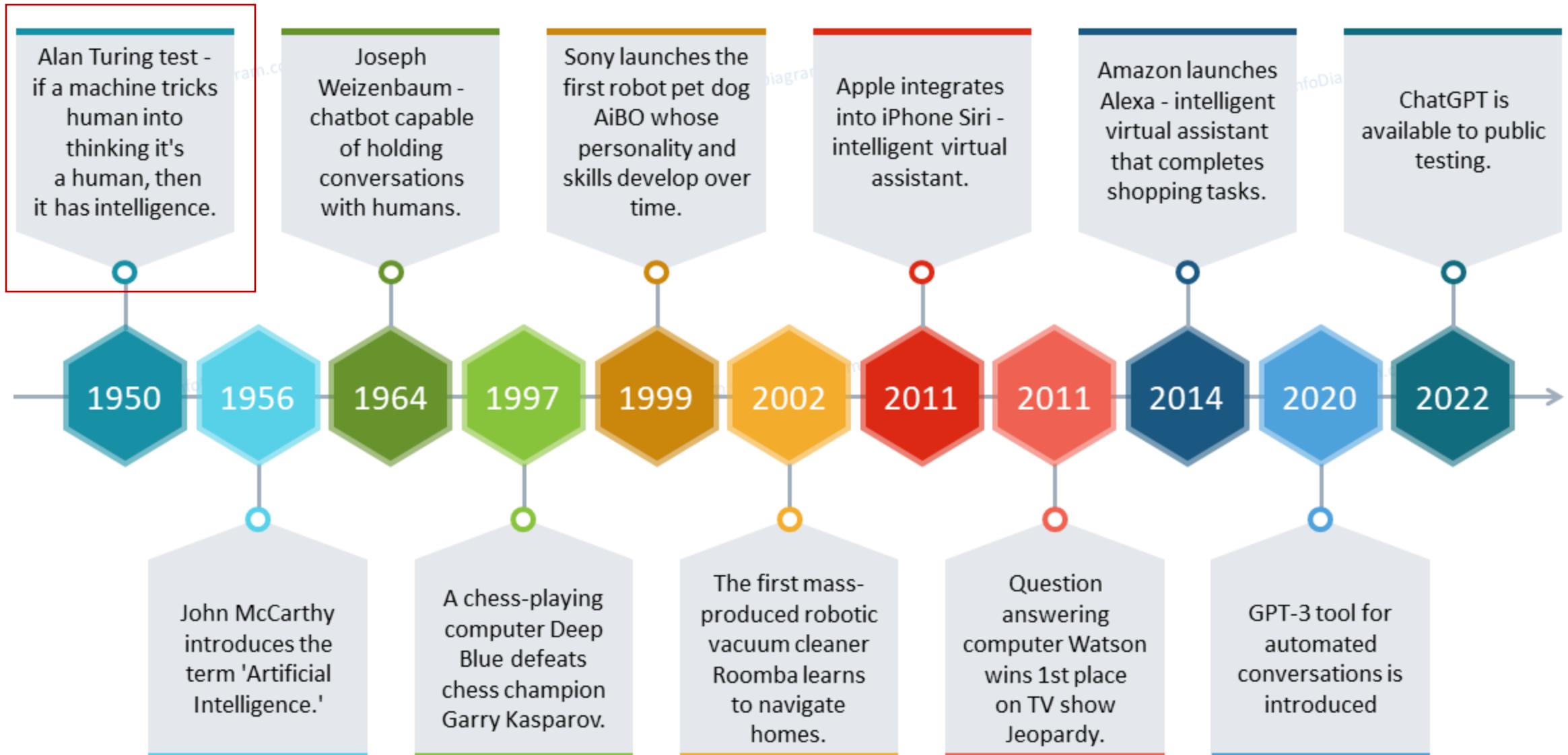
“AI will do all the things that we can do. Not just some of them, but all of them.”

Ilya Sutskever  
Former Chief Scientist of OpenAI

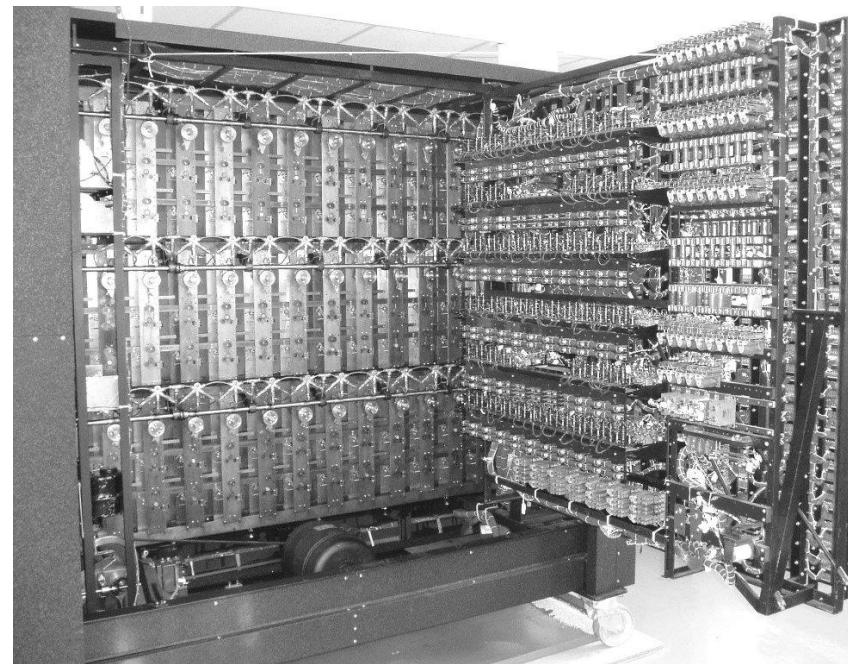
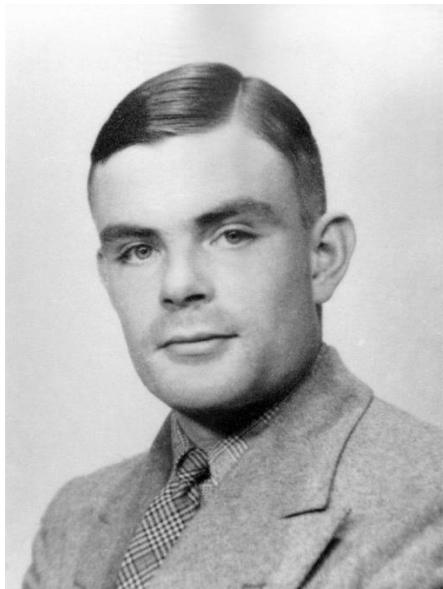
“What’s really important is putting humanity at the center.”

Fei-Fei Li  
Stanford Artificial Intelligence Lab Director

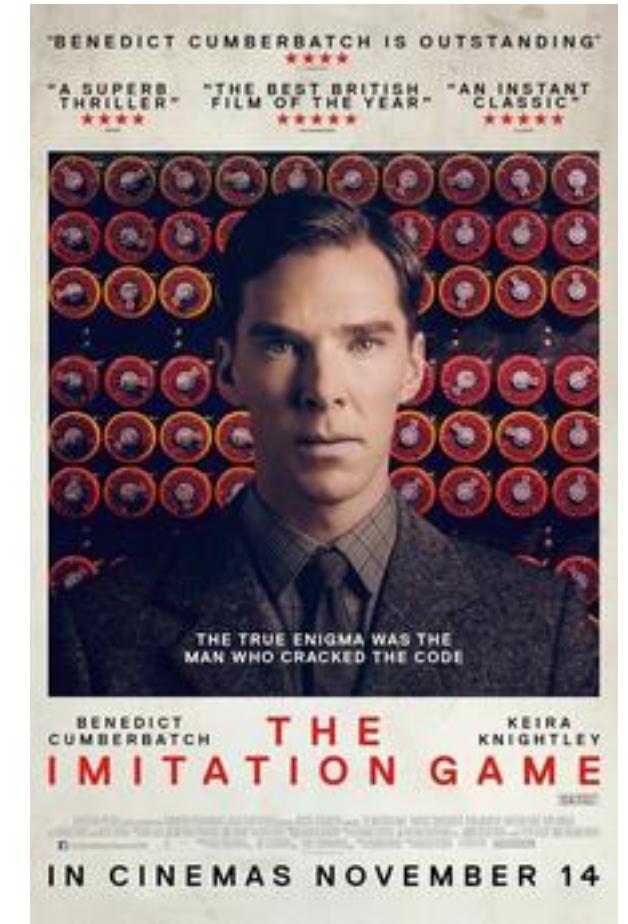
# Artificial Intelligence Development History Timeline



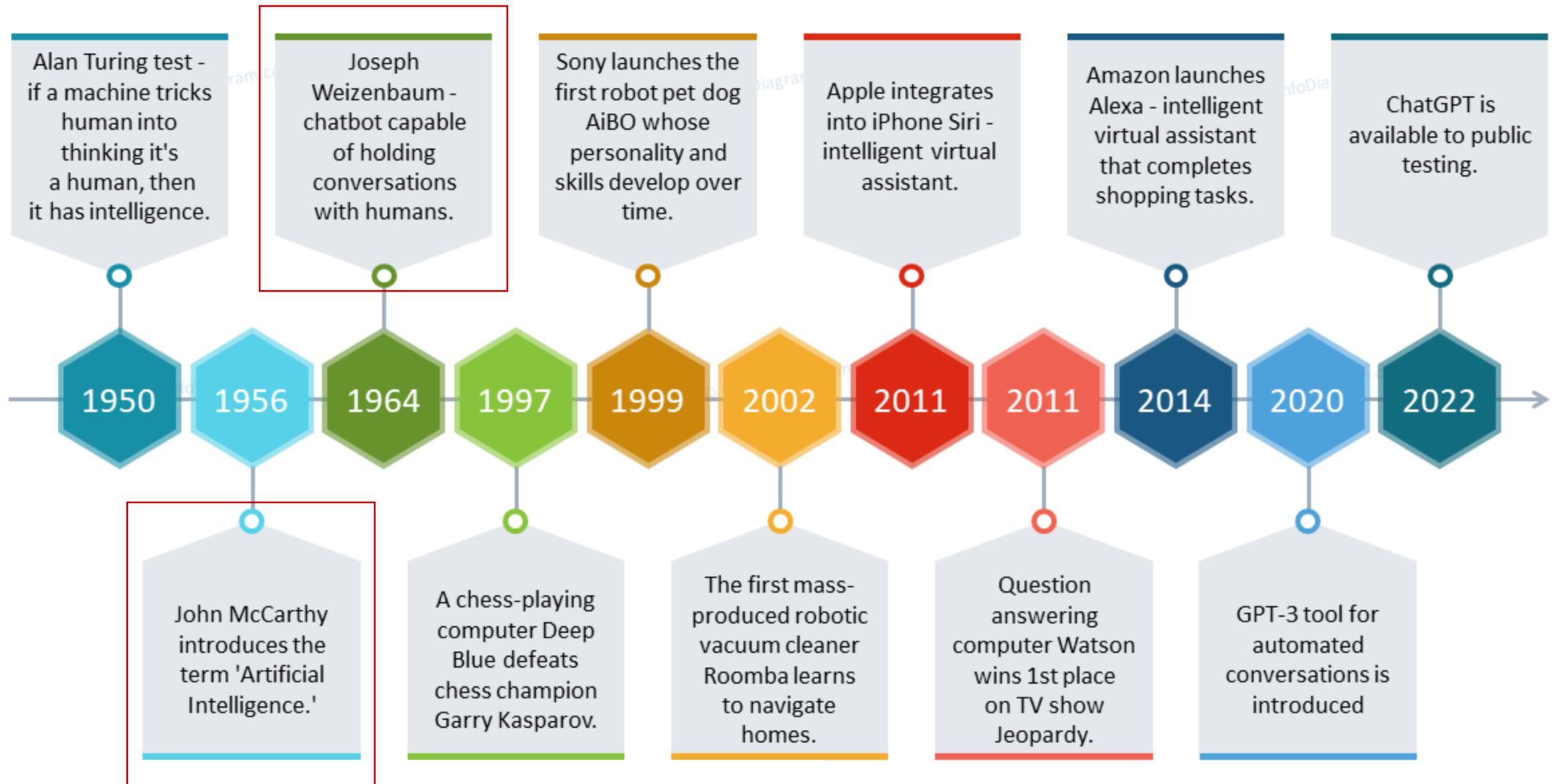
# Alan Turing



**Bombe:** an electromechanical machine used to crack the German Enigma code in WWII.



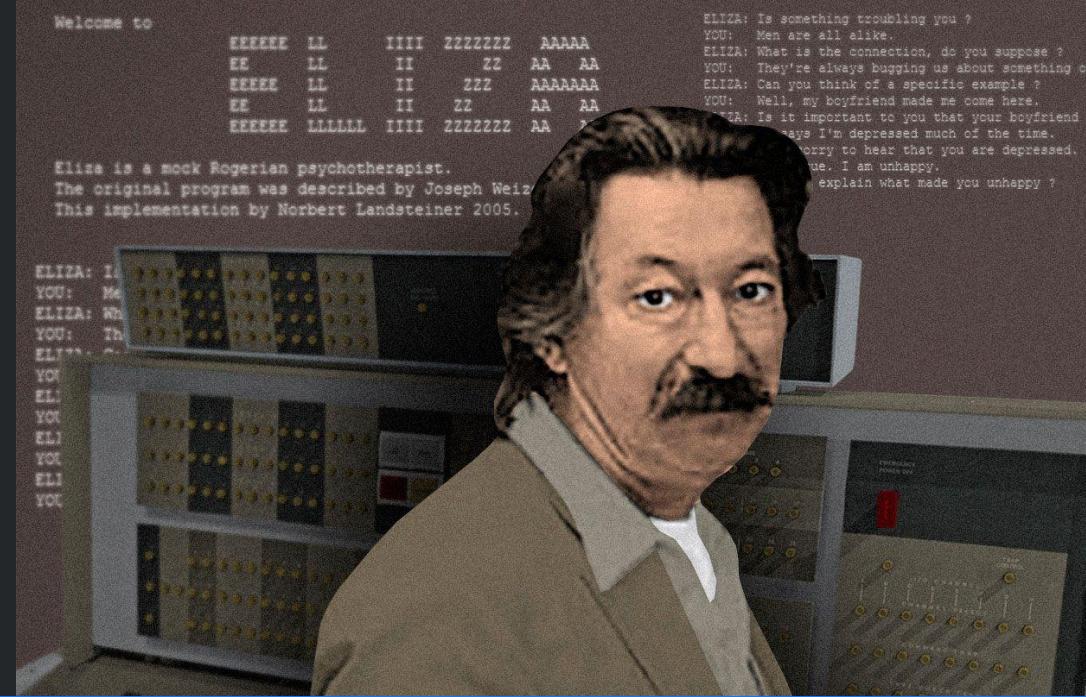
# Artificial Intelligence Development History Timeline



```
Welcome to  
EEEEE LL IIII ZZZZZZ AAAAA  
EE LL II ZZ AA AA  
EEEEE LL II ZZZ AAAAAAA  
EE LL II ZZ AA AA  
EEEEE LLLLLL IIII ZZZZZZ AA AA
```

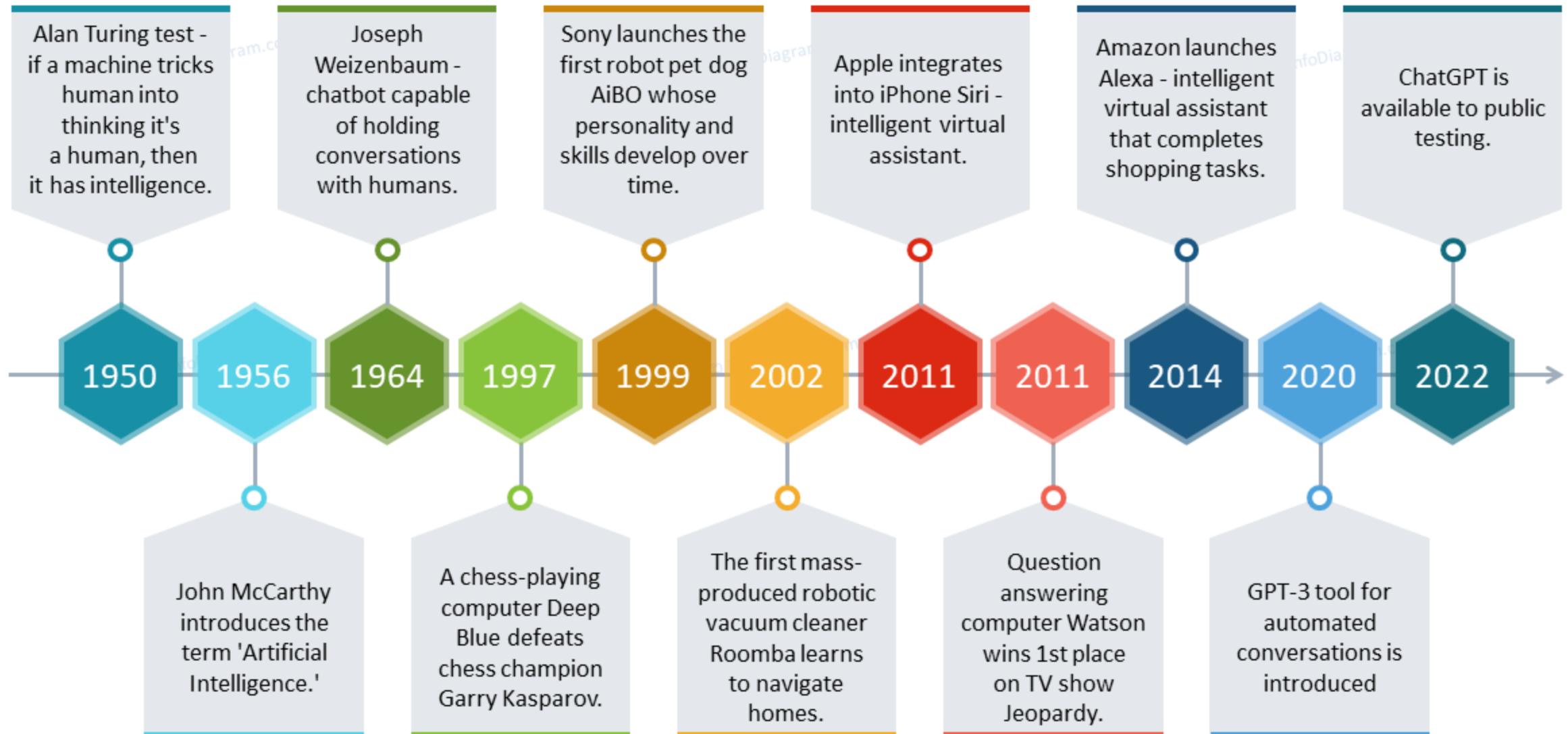
Eliza is a mock Rogerian psychotherapist.  
The original program was described by Joseph Weizenbaum in 1966.  
This implementation by Norbert Landsteiner 2005.

```
ELIZA: Is something troubling you ?  
YOU: Men are all alike.  
ELIZA: What is the connection, do you suppose ?  
YOU: They're always bugging us about something or other.  
ELIZA: Can you think of a specific example ?  
YOU: Well, my boyfriend made me come here.  
ELIZA: Is it important to you that your boyfriend made you come here ?  
YOU: He says I'm depressed much of the time.  
ELIZA: I am sorry to hear that you are depressed.  
YOU: It's true. I am unhappy.  
ELIZA: Can you explain what made you unhappy ?  
YOU:
```



# Joseph Weizenbaum

# Artificial Intelligence Development History Timeline





# Main Takeaways

- Artificial Intelligence didn't appear overnight; it grew slowly over decades.
- Technological progress is not always linear, breakthroughs often come after long periods of slow development, setbacks, and renewed ideas.