IT-504
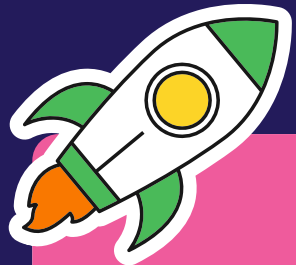# Aritficial Intelligence
TURING TEST
Developed by Alan turing in 1950.

Introduction

Turing Test is used to determine whether or not machines can think intelligent like a human.

Methodology

There will be a human Interrogator on one side of the wall and Another side a machine and human. The human interrogator sends one question and the same response back and the Human can't be able to distinguish that is call method of turing test .

Application

Turing completeness can be measured for a system of instructions, based on how they can simulate a Turing machine. For example, a programming language that can theoretically express all tasks accomplishable by computers is said to be Turing complete.

Conclusion and Future Scope

The standard interpretation of the imitation game is defended over the rival gender interpretation though it is noted that Turing himself proposed several variations of his imitation game. The Turing test is then justified as an inductive test not as an operational definition as commonly suggested. Turing's famous prediction about his test being passed at the 70% level is disconfirmed by the results of the Loebner 2000 contest and the absence of any serious Turing test competitors from AI on the horizon. But, reports of the death of the Turing test and AI are premature. AI continues to flourish and the test continues to play an important philosophical role in AI. Intelligence attribution, methodological, and visionary arguments are given in defense of a continuing role for the Turing test. With regard to Turing's predictions, one is disconfirmed, one is confirmed, but another is still outstanding