Abstract

The field of computer science has revolutionized every field of human endeavor. With the use of cleverly designed programs, computers have improved the quality and speed of productivity. Computers have become very useful machines, executing smart ideas rapidly. Artificial Intelligence seeks to take computing to further heights, building machines which do not just execute smart ideas, but think up smart ideas. This paper considers two recent achievements in the field of Artificial Intelligence, by rating their performance, in line with the goal of artificial intelligence.

References

Artificial Intelligence – Now and the Future

- Merriam-Webster (2014)
- Shannon, C. E. (1950) "Programming a Computer for Playing Chess".


- MIT (2009) "Introduction to AI Techniques, Game Search, Minimax, and Alpha Beta Pruning;", SP. 268, page 15,
- Youtube (2011)
- Building Watson: An Overview of the DeepQA project, pp. 77
- Turing, A. (1950) "Computing Machinery and Intelligence;&quot;, Mind LIX (236): pp 433–460
- Singh, V. K. & Gupta, A. K. (2009) "Applied Computational Intelligence and Informatics;&quot; SACI &apos;09. 5th International Symposium pp. 545 – 550
- Schweizer, P. (1998) &apos;The Truly Total Turing Test&apos;, Minds and Machines 8, pp. 263–272
Intelligence, pp. 1-32

Index Terms

Computer Science  Artificial Intelligence

Keywords

Artificial Intelligence  Watson in Jeopardy  Deep Blue