

# The development of Artificial Intelligence

Artificial Intelligence (AI) is a computer's ability to think and learn without the need of commands.



AI



**FACIAL RECOGNITION** used to be something that was thought to be unachievable and extremely difficult, till 2001 when it was first used, and now it has become part of our everyday life. This has been further developed into iris and fingerprint recognition. These advancements are typically used to provide security and have also started to appear in mobiles and other technologies.

Also used in social medias such as Snapchat to apply various filters.

**SELF DRIVING CARS** were also something that seemed farfetched but now has made appearance since 1987. Since then, many of the leading motor companies have made attempts to improve this initial prototype. Although it is still controversial about the ethical issues such as what to do in a case of emergency, it is still in development and is bound to keep improving.



The Chinese game of Go is a lot more complex than chess, and for the first time in March 2016, a computer beat a world champion. It was a program created by Google DeepMind by taking a database of professional games and to train a computer to predict player moves in any given situation.

AlphaGo runs on Google's cloud computer network and uses 1930 processors along with 280 GPUs.



There's another arising issue on AI which is that 'can the decision made by AI be trusted?' But the new 'Black box' concept allows transparency, showing how the decisions are made using the inputs and outputs provided.