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«Суспільні дослідження у 21 сторіччі»**

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PHILOSOPHY OF ARTIFICIAL INTELLIGENCE

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The philosophy of artificial intelligence (AI) researches issues primarily concerned with the following questions:

- Can a machine cerebrates and acts intelligently?
- Are human intelligence and machine intelligence the same?
- If machines are, have a mind, are they have similar rights to rational human

beings?

Some scientists hold opinion that computers have thoughts, use language, and even have free will. Does this make sense? The idea that machines could think occurred to the very first computer builders and programmers.

In 1950 Alan Turing published “Computing Machinery and Intelligence” where he described a game he called the “imitation game” involving a human judge conversing only in written text with a second human and a language-using computer, each hidden away in separate rooms (3 rooms total). In original version game is played by three people, a man (A), a woman (B), and an interrogator (C) who may be of either sex. The point of the game is for the computer to converse in such a human-like way with the person A that the person cannot tell the second human (B) from the computer (in usual renditions of the Test, the second human also tries to convince the person A that she is the human, so the test becomes a contest). The computer wins if the judge cannot tell which conversant is the human and which is the computer.

Turing's point is that were a computer to successfully and repeatedly pass such a test, we should then regard the computer as intelligent on the human level. This test may serve, as Turing notes, to test not just for shallow verbal dexterity, but for background knowledge and underlying reasoning ability as well, since interrogators may ask any question or pose any verbal challenge they choose. Regarding this test Turing famously predicted that “in about fifty years? time [by the year 2000] it will be possible to program computers ... to make them play the imitation game so well that an average interrogator will have no more than 70 per cent chance of making the correct identification after five minutes of questioning” [5]. This point of view was named “weak AI”.

To date, only one computer has passed the Turing Test. It was chatbot Eugene Goostman — 13-year-old teen from Odessa, Ukraine who doesn't speak English all that well — makes for a semi-convincing chatbot. His answers are at times enthusiastic and unintelligible like those from any normal teen would be. Developed by PrincetonAI (a small team of programmers and technologists not affiliated with Princeton University) “Eugene Goostman” was able to pass the Turing Test in 2014. This bot made something impossible: judges confirmed that they had a conversation with a human 33% of time. It was good enough to surpass the 30% threshold set by Alan Turing.

After Turing's publication in 1950, many philosophers and scientists took it for granted that within a decade or two computers would be as intelligent as humans would. A

central paper from this time is "Some philosophical problems from the standpoint of artificial intelligence" by John McCarthy and Patrick J. Hayes published in 1969. Nevertheless, the optimism proved to be unjustified. The decades came and went without machines achieving human-level intelligence. Soon several philosophers and other researchers argued that computers would never think and that human brains and minds were completely different from computers. The most important paper in this period was John Searle's famous paper: Searle 1980, where he argues that machines cannot think at all because they lack the proper semantical connection to the world. In fact, he believes that he has an argument that shows that no classical artificial intelligence program running on a digital computer will give a machine the capacity to understand a language. He calls his argument the "Chinese Room Argument". Imagine that you (a monolingual English speaker) perform the offices of a computer: taking in symbols as input, transitioning between these symbols and other symbols according to explicit written instructions, and then outputting the last of these other symbols. The instructions are in English, but the input and output symbols are in Chinese. Suppose the English instructions were a Chinese program and by this method, to input "questions", you output "answers" that are indistinguishable from answers that might be given by a native Chinese speaker. You pass the Turing test for understanding Chinese, nevertheless, you understand "not a word of the Chinese" [4], and neither would any computer; and the same result generalizes to "any Turing machine simulation" [4] of any intentional mental state. It would not really be thinking. This point of view calls "strong AI".

So, disputes between weak and strong AI supporters continue until nowadays. The weak AI hypothesis states that a machine running a program is at most only capable of simulating real human behavior and consciousness. Strong AI, on the other hand, purports that the correctly written program running on a machine actually is a mind — that is, there is no essential difference between a (yet to be written) piece of software exactly emulating the actions of the brain, and the actions of a human being, including their understanding and consciousness. Nevertheless, there is no agreement about what thought or intelligence is. Of course, before the day when general human-level intelligent machine behavior comes — if it ever does — we will have to know more. Perhaps by then scientific agreement about what thinking is will theoretically withstand the empirical evidence of AI.

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