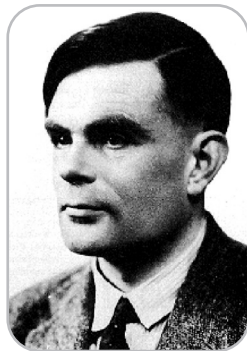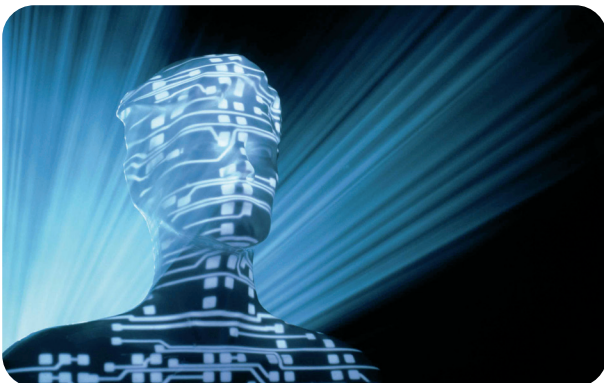# Artificial intelligence

Par. 1 – Artificial intelligence, or AI for short, is one of the most exciting areas of robotics. AI is a combination of computer science, physiology, and philosophy. It is a broad topic, consisting of different fields with a common denominator: the creation of machines that can "think".

Par. 2 – Within this fascinating area there are three main schools: trying to model what humans do, trying to do what people do but easier and better, and trying to build new tools with "fantastic" capabilities.
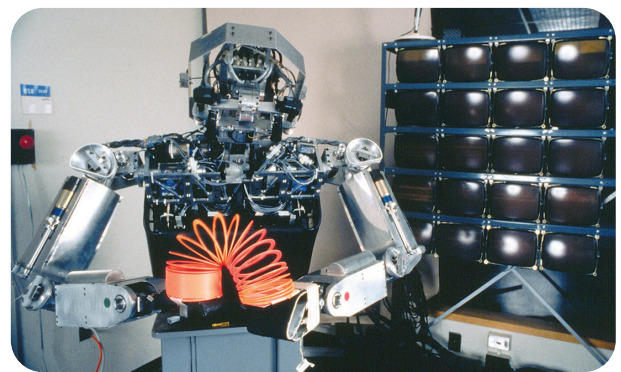
Par. 3 – The three schools all agree on one point: trying to build machines that model what humans do. So AI researchers try to enable computers and machines to mimic human intelligence and sensory processing abilities, and model human behaviour with computers to improve our understanding of intelligence.
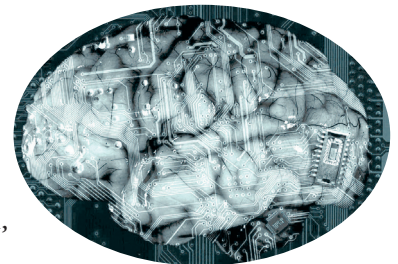
Par. 4 – Perhaps the best way to measure the intelligence of a machine is the test of the British computer scientist Alan Turing (*Computing Machinery and Intelligence*, 1950). He stated that a computer would deserve to be called intelligent if it could deceive a human into believing that it was human.

Par. 5 – Over the last decades the number of AI researchers has grown from a dozen to thousands of engineers and specialists; and from programs capable of playing chess to systems designed to diagnose disease. Advanced-level computer languages, as well as computer interfaces and word-processors owe their existence to the research into artificial intelligence.

Par. 6 – Nowadays the many branches of AI research include machine learning, inference, cognition, knowledge representation, problem solving, case-based reasoning, natural language understanding, speech recognition, computer vision, and artificial neural networks. The advancements in the quest for artificial intelligence have affected, and will continue to affect our jobs, education, and lives.

to affect: *influenzare*
branch: *ramo, settore*
broad: *ampio*
case-based: *basato su casi reali*
chess: *scacchi*
to deceive someone into believing something: *far credere a qualcuno*
to deserve: *meritarsi*
disease: *malattia*
to mimic: *imitare*
to owe: *dovere*
quest for: *ricerca di*

1 📄 **Label the paragraphs choosing from the list below.**

Par. 1: ☐   **a.** Schools of thought

Par. 2: ☐   **b.** Present and future developments

Par. 3: ☐   **c.** Definition of AI

Par. 4: ☐   **d.** Recent developments

Par. 5: ☐   **e.** Robot's intelligence test

Par. 6: ☐   **f.** The aim of science

2 **Find in the text the equivalents of the following Italian words and expressions.**

1. Uniformarsi: ....

2. Di gran lunga maggiori: ....

3. Imitare: ....

4. Diagnosticare: ....

5. Malattia: ....

6. Essere in debito di: ....

3 ✏️ **Complete the following sentences.**

1. AI is a branch of science whose aim is ....

2. The three schools within this science agree on one point: ....

3. Alan Turing stated that a computer would deserve to be called intelligent if ....

4. Advanced-level computer languages owe their existence to ....

5. The number of AI researchers has grown from ....

6. The many branches of AI research include ....