

Enclosed are two classic, and very accessible (i.e., “readable”), papers constituting the reading for the week of April 30th (most likely May 4). We would like to have a heavily interactive discussion of these readings, so please be prepared to participate in class regarding your responses to these papers.

The first paper is Turing’s “Computing Machinery and Intelligence”, *Mind* 49:433-460 (1950), electronic access enabled through Cornell via the URL

<http://links.jstor.org/sici?sici=0026-4423%28195010%292%3A59%3A236%3C433%3ACMAI%3E2.0.CO%3B2-5>. It

is a seminal essay in the philosophy of artificial intelligence, and also touches on a number of topics we have investigated in this course, including Turing machines, natural language processing, and machine learning. *Focus on:* the definition of the “game” and the main arguments pro and con as to its utility. We recommend you ignore passages that reflect the times in which the paper was written and/or the idiosyncracies of the author, especially those that would be inappropriate in a modern research publication.

The second paper is an “unedited, penultimate draft” of Searle’s “Minds, Brains, and Programs”, *Behavioral and Brain Sciences* 3(3):417–457 (1980), available online at

<http://www.bbsonline.org/documents/a/00/00/04/84/bbs00000484-00/bbs.searle2.html>. It is an influential critique of Turing-test like proposals. *Focus on:* the third through fifth pages.