

CS/ENGRI 172, Fall 2002

11/15/02: Turing's "Imitation Game" Paper

Contents

Alan Turing. Computing Machinery and Intelligence. *Mind*, New Series, 59(236), October 1950, pp. 433–460. Available on the web at

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

through the JSTOR repository, to which Cornell University has access through the Library Gateway.

The version here was downloaded from <http://www.loebner.net/Prizef/TuringArticle.html>, which did not preserve the original formatting of the article.

Reading Assignments

This is the first of the papers we will be discussing during the week of Monday December 2. We are distributing the paper now because you currently don't have a homework assignment to work on, so you should have time to go over the reading carefully.

Notes

Turing's paper is a seminal work in the philosophy of artificial intelligence. It also touches on a number of the topics we have investigated in the course, such as Turing machines, natural language processing (and its AI-completeness), and machine learning.

However, some of the passages in the paper reflect the times in which it was written and the idiosyncracies of the author, and would not be appropriate/acceptable in a modern research publication.