

Historical Milestones in AI and ML

History Of Artificial Intelligence · Answer Key · 20 Questions

1. What was the first program to successfully beat a human professional player in a game of Go, achieving this feat in 2016?

- A) AlphaGo**
- B) DeepBlue
- C) Chinook
- D) Watson

2. Which 1950 paper by Alan Turing introduced the 'Imitation Game' as a test for machine intelligence?

- A) Computing Machinery and Intelligence**
- B) The Logic of AI
- C) The Turing Hypothesis
- D) Machines That Think

3. What is the name of the first autonomous vehicle to successfully complete the DARPA Grand Challenge in 2005?

- A) Stanley**
- B) Ghost rider
- C) TerraMax
- D) Sandstorm

4. In 1956, which academic event is widely recognized as the birth of AI as an official field of study?

- A) Dartmouth Workshop**
- B) Stanford AI Conference
- C) MIT Symposium
- D) Princeton AI Seminar

5. Frank Rosenblatt developed which foundational neural network architecture in 1958, capable of pattern recognition?

- A) Perceptron**
- B) Backpropagation
- C) Convolutional Network
- D) Recurrent Network

6. What was the first chatbot, created by Joseph Weizenbaum between 1964 and 1966, designed to simulate a psychotherapist?

- A) ELIZA**
- B) PARRY
- C) ALICE
- D) SHRDLU

7. Which AI system developed by IBM became the first to defeat a reigning world chess champion in a match under tournament regulations in 1997?

- A) Deep Blue**
- B) Deep Thought
- C) Fritz
- D) Stockfish

8. What is the name of the first expert system, developed in 1965 to identify unknown organic molecules based on mass spectrometry data?

- A) DENDRAL**
- B) MYCIN
- C) XCON
- D) MACSYMA

9. Which machine learning algorithm was famously used by the 'DeepMind' team to achieve human-level performance on Atari 2600 games in 2013?

- A) Deep Q-Network**
- B) Support Vector Machine
- C) Random Forest
- D) K-Means Clustering

10. Who coined the term 'Artificial Intelligence' in his 1955 proposal for the Dartmouth Summer Research Project?

- A) John McCarthy**
- B) Marvin Minsky
- C) Herbert Simon
- D) Allen Newell

11. What was the first AI program to demonstrate a 'learning' capability by playing checkers, written by Arthur Samuel in 1952?

- A) Samuel Checkers-playing Program**
- B) CheckersBot
- C) AlphaCheckers
- D) The Checkers Engine

12. Which neural network architecture, introduced by Yann LeCun in 1989, became the first practical application of backpropagation for handwritten digit recognition?

A) LeNet

B) AlexNet

C) ResNet

D) VGG

13. What was the first natural language processing system created by Terry Winograd in 1970 that could manipulate virtual objects in a 'blocks world'?

A) SHRDLU

B) DOCTOR

C) LUNAR

D) BABEL

14. In 2012, which deep convolutional neural network won the ImageNet Large Scale Visual Recognition Challenge by a massive margin, sparking the deep learning boom?

A) AlexNet

B) Inception

C) GoogLeNet

D) ZFNet

15. Which 1974 breakthrough by Paul Werbos was the first to propose the use of backpropagation for training artificial neural networks?

A) The Werbos Thesis

B) The Delta Rule

C) The Feed-Forward Discovery

D) Gradient Descent Paper

16. What was the first robot, developed by Waseda University in 1972, to demonstrate a human-like humanoid interface?

A) WABOT-1

B) ASIMO

C) CB2

D) QRIO

17. The 'Perceptron' was proven to have severe limitations in performing XOR operations in which 1969 book by Minsky and Papert?

A) Perceptrons

B) The Society of Mind

C) AI: A Modern Approach

D) Machines and Intelligence

18. What is the name of the first AI to win the game 'Jeopardy!' against human champions in 2011?

A) Watson

B) DeepQA

C) BlueBot

D) Brainy

19. Which algorithm, formalized in 1986 by Rumelhart, Hinton, and Williams, became the standard for training multi-layer perceptrons?

A) Backpropagation

B) Evolutionary Algorithms

C) Genetic Programming

D) Reinforcement Learning

20. What was the first computer program to prove a mathematical theorem, developed by Allen Newell and Herbert Simon in 1956?

A) Logic Theorist

B) Theorem Prover I

C) Principia Prover

D) MathMachine