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A brief history of Chatbots



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We are in the age, where the intelligent machines have arrived. There are number of new kinds of machines and software available which are collectively know as Bots. Bots are the computer program which simulates human conversation through voice commands or text chats or both.

Present-day development in machine learning algorithms, such as deep learning and neural networks which perform AI tasks like *Image Recognition*, *Natural Language Generation*, *Speech Recognition* and *Text to Speech Synthesis*, which has gained momentum in human's journey towards the technological singularity.



One of the ultimate goal in the field of AI is to build computer systems that can have human-like conversations with users. Recently there are advances in AI technologies, which has got us closer to achieving this goal.

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Origin of Chatbots



Image Source: AI news

1. **ELIZA**: It is considered to be the first chatbot in the history of Computer Science which was developed by **Joseph Weizenbaum** at Massachusetts Institute of Technology (MIT). It was in 1994 that the term ‘Chatterbot’ was coined. ELIZA operates by recognizing key words or phrases from the input to reproduce a response using those keywords from pre-programmed responses. For instance, if a human says that ‘My mother cooks good food’. ELIZA would pick up the word ‘mother’, and respond by asking an open- ended question ‘Tell me more about your family’. This created an illusion of understanding and having an interaction with a real human being though the process was a mechanized one.
2. **ALICE**: It was developed in 1995 by Richard Wallace. Unlike Eliza, the ALICE chatbot was able to use natural language processing, which allowed for more sophisticated conversation. It was revolutionary, though, for being open-source. Developers could use AIML (artificial intelligence markup language) to create their own chatbots powered by ALICE.

3. **JABBERWACKY:** Jabberwacky is a chatterbot created by British programmer Rollo Carpenter. Its stated aim is to “simulate natural human chat in an interesting, entertaining and humorous manner”. It is an early attempt at creating an artificial intelligence through human interaction. The stated purpose of the project was to create an artificial intelligence that is capable of passing the Turing Test. It is designed to mimic human interaction and to carry out conversations with users. It is not designed to carry out any other functions. Unlike more traditional AI programs, the learning technology is intended as a form of entertainment rather than being used for computer support systems or corporate representation. Recent developments do allow a more scripted, controlled approach to sit atop the general conversational AI, aiming to bring together the best of both approaches, and usage in the fields of sales and marketing is underway. The ultimate intention is that the program move from a text based system to be wholly voice operated-learning directly from sound and other sensory inputs. Its creator believes that it can be incorporated into objects around the home such as robots or talking pets, intending both to be useful and entertaining, keeping people company.
4. **MITSUKU:** Mitsuku is a chatbot created from AIML technology by Steve Worswick. It claims to be an 18-year-old female chatbot from Leeds, England. It contains all of Alice’s AIML files, with many additions from user generated conversations, and is always a work in progress. Her intelligence includes the ability to reason with specific objects. For example, if someone asks “Can you eat a house?”, Mitsuku looks up the properties for “house”. Finds the value of “made_from” is set to “brick” and replies “no”, as a house is not edible. She can play games and do magic tricks at the user’s request. In 2015 she conversed, on average, in excess of a quarter of a million times daily.

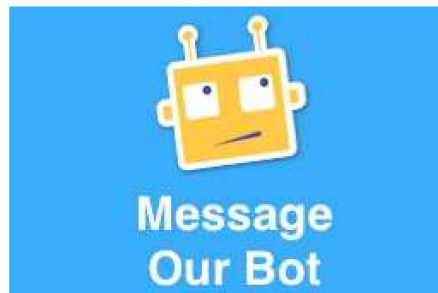
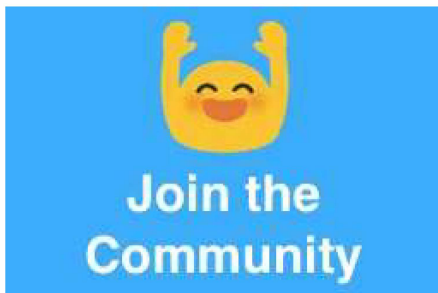
Research in AI has given rise to various conversational interfaces in machine learning and natural language processing. Over the last few years, there has been an exponential growth of tools to design, mock, build, deploy, manage, and monetize chatbots.

References:

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2. https://en.wikipedia.org/wiki/Artificial_Linguistic_Internet_Computer_Entity

3. <https://en.wikipedia.org/wiki/Mitsuku>

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