ISTE-VESIT

COGNIZANCE'21

AN ERA OF QUANTUM COMPUTING

Vivekanand Education Society's Institute of Technology

Indian Society for Technical Education ISTE-VESIT Chapter (MH-144)

STAFF INCHARGES

Dr.Asawari Dudwadkar
Dr.Shashwati Majumdar

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Prithvi Amin

CHEIF EXECUTIVE OFFICER
Sparsh Prabhakar

SENIOR TREASURER
Saurav Jeswani

CHEIF OPERATIONS OFFICER
Siddhanth Pai

CHEIF TECHNICAL OFFICER
Anshul Chaudhary

ISTE aims at developing not only the technical temperament of budding engineers but also overall personality, reasoning, and presentation skills. ISTE has a good reputation in the field of technical education and it strives hard in order to cultivate a fraternal spirit among teachers, administrators, technicians, investigators, practitioners, and industrialists.

In today's world of excessive competition, it becomes mandatory that along with technical excellence a person would be able to put forth his/her ideas well.

This is what ISTE aims at to develop the technical as well as soft skills of a person. Events like TPP, Techtrix, etc. expose the students to the technical field and Debates, Group discussions develop the much-needed confidence in each individual. Thus ISTE aims at shaping a good individual and a technician at the same time.

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"

From a coordinator to becoming the Chairperson, from being guided by the seniors to directing the juniors, from designing certificates for the workshops to signing my name on the certificates, it has been an amazing experience.

ISTE-VESIT has been working in technical as well as in non-technical domains for the last 9 years. Our workshops include Machinera, Web Scraping, Big Data, Flutter workshop to name a few. Technical Events include Technical Paper Presentation, Techtrix, Technical Debates, etc. We also conduct Non-Technical Events such as Placement Week and Further Studies Seminars. Excluding these events, ISTE also conducts fun events like Dalal Street and Notice the Unnoticed to make sure that the academic year doesn't get boring and monotonous for the members. This would not have been possible without the constant support of our Principal Dr. J.M. Nair, our vice-principal Dr, M. Vijayalakshmi, and staff incharge Dr. Asawari Dudwadkar and Dr. Shashwati Majumdar, I would like to thank them for guiding us in our endeavors.

For me, ISTE isn't simply a society, it's a family with people whom I can rely on. I am so proud of my council members alongside whom we have taken society to where it is currently. I know for a fact that they are the most hardworking and dedicated people and it .reflects on how effectively we have conducted events this year.

Special thanks to Sparsh, Siddhanth, Anshul, and Saurav without whom this wouldn't have been possible. They have been my supporting pillars throughout the year and I'm so glad that I got to do this with them. The TE council has proven time and again their willingness to work and guide their juniors and the results are certainly beyond my expectations. The BE council and I truly appreciate the work they do and we are sure that they would take this council to much greater heights.

The SE council has been in the society only for a few months but their work is commendable. They have achieved so much in such a short time that it is evident they will do even better in the future. As Babe Ruth rightly said, "The way a team plays as a whole determines its success. You may have the greatest bunch of individual stars in the world, but if they don't play together, the club won't be worth a dime."

With such countless activities, I have learned numerous things that I wouldn't have the opportunity to learn elsewhere. I'm highly obliged to have a team that encourages me to create these amazing outcomes which helped me grow as an individual for the past 3 years.

I'm glad I decided to give the interview in my second year which drove me to where I am today. What's more, I wouldn't have it any other way.

With this, I sign-off as Chairperson of ISTE-VESIT. Thank you and Best of Luck!"

FROM CHAIRPERSON'S DESK

ISTE - VESIT COUNCIL
2020-2021

STAFF IN-CHARGES

Dr.ASAWARI DUDWADKAR   Dr. SHASWATI MAJUMDAR

CHAIRPERSON

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CHIEF EXECUTIVE OFFICER

SPARSH PRABHAKAR

SR. TREASURER

SAURAV JESWANI

CHIEF TECHNICAL OFFICER

ANSHUL CHAUDHARY

CHIEF OPERATIONS OFFICER

SIDDHANTH PAI

SENIOR GRAPHICS OFFICER

KAUSHIK JANMANCHI

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MANAGING SECRETARY

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EXECUTIVE SECRETARY

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JR. TREASURER

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AMIT CHHABRIA   SRAJAN SHETTY   VRITHIK NATHANI
ROHAN POL

JUNIOR OPERATIONS OFFICERS

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SANKET CHAUDHARY   PUNEET MEGHRAJANI   ANJALI HASSANI

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DIVYA RAISINGHANI   SAKSHEE SAWANT   SHUBHRA JENA

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PRANAV CHATURVEDI		

SE OPERATIONS OFFICERS

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SHRUTI MEHTA	VARNIT BHATEJA	MINAL KATWARE
DEVANSH SINGH		

SE GRAPHICS OFFICERS

KARTIK SHANBHAG	GAURAV MANDAL	GARV JHANGIANI

SE PUBLIC RELATIONS OFFICERS

|		
ISHA GAWDE	SRUSHTI GOVINDWAR	JISHA PHILIP

TECHNICAL EVENTS

1. SPOTIFY USING PYTHON

ISTE-VESIT organized a two-day workshop on how to build Spotify using python and python Tkinter on 3rd & 4th October 2020. The workshop was conducted on google meet. We received an overwhelming response and closed registrations after we hit 280 enrollments. Because of this remarkable response that we got, we held two meets simultaneously. Our junior technical officers, Devdatta Khoche and Srajan Shetty were the speakers for day 1 & day 2 respectively. Python basics including OOP, exception handling, SMTP protocol, firebase, and much more got covered on the first day and the project setup on day 2. As most of the students were new to the python language, Devadatta started with the basics of Python language and set up the environment for project execution, and then Srajan continued the project code execution. Before the workshop, we created WhatsApp groups, divided the participants, and whenever they encountered any error our tech team resolved it at that very moment. ISTE-VESIT was pleased to see the positive response and enthusiasm shown by the attendees and abided by the feedback given by everyone.
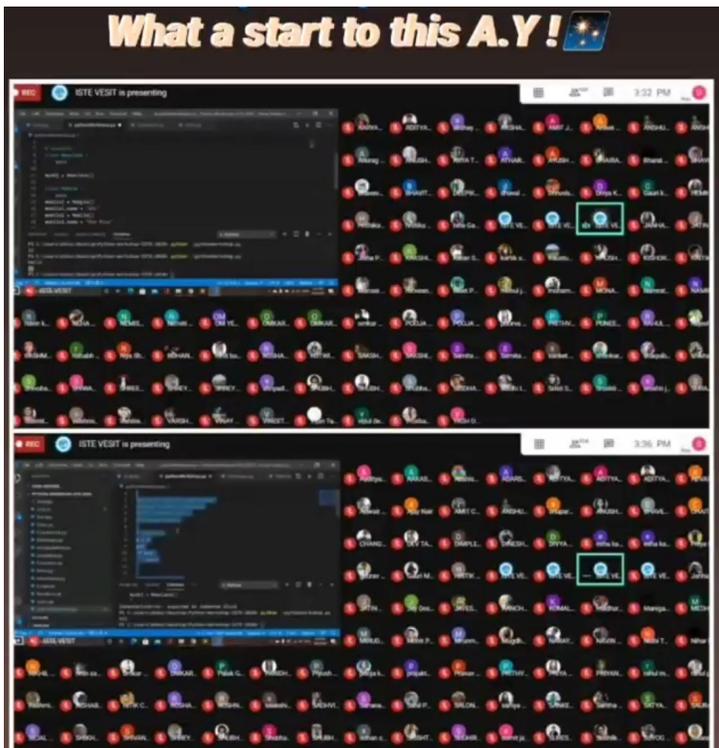
2. MACHINERA

ISTE-VESIT organized a series of 3 workshops for machine learning from 24 October 2020 to 14 February 2021.

Course 1 was a one-day session based on python and its use in data science were. It was conducted by Mr. Amit Chhabria and Mr. Akash Maurya

Course 2, conducted by Mr. Aditya Kotkar and Mr. Rohan Pol was based on Web Scraping, Dataset generation, EDA, and Data Preprocessing.

Course 3 included AI foundation model training, different types of models - Supervised learning, Regression & Classification, Unsupervised Learning- Clustering. It was conducted by Mr. Devdatta Khoche and Mr. Srajan Shetty

MACHINERA-COURSE 3

MACHINERA-COURSE 1

MACHINERA-COURSE 2
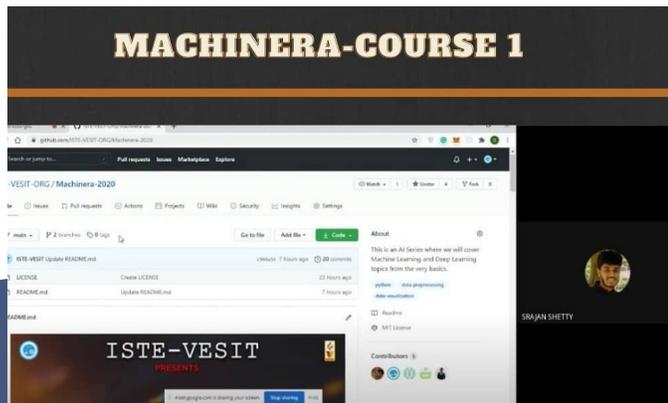
3. CODEATHON

ISTE-VESIT organized a one-day mock coding test for coding enthusiasts on 21 February 2021. It was conducted on the Hackerrank platform where the students were given two questions each to test their problem-solving skills and thus providing a great opportunity to become familiar with the placement coding assessment questions and format.

ISTE-VESIT
PRESENTS

{ CODEATHON }

'TAKE THE CODING CHALLENGE WITH US'

DATE: 21ST FEBRUARY, 2021
TIME: 3PM
PLATFORM: HACKERRANK

4. BIG DATA WORKSHOP

ISTE-VESIT organized a two-day workshop on Big data (06-07 March 2021). The workshop was based on Introduction to Big Data, Hadoop-Ecosystem, Architecture, HDFS, Introduction to Spark and RDDS, Processing data and algorithms in Spark. It was conducted by our Sr. Technical officers, Mr. Shubham Darekar and Mr. Anshul Chaudhary.

5. FLUTTER WORKSHOP

To increase the scope of building Android apps using FLUTTER, ISTE-VESIT on 27th & 28th March 2021 organized a two-day workshop. The workshop was conducted on the Google Meet Platform and received an overwhelming response from ISTE members. Our Junior Technical Officer, Mr. Amit Chabbria guided on the topics like Flutter - Dart Basics such as Hello Programs, Functions, list, etc, and widgets info such as types of widgets, stateless widgets, image assets, etc. On the second day, the demonstration of an app using Flutter under the guidance of Mr. Amit Chhabria was done. The workshop was a great success because of the keen and enthusiastic participants. We also got very pleasing feedbacks which encouraged us to conduct more such workshops in the future.
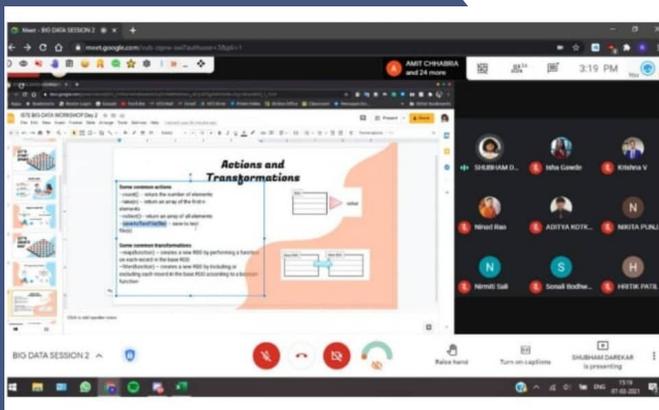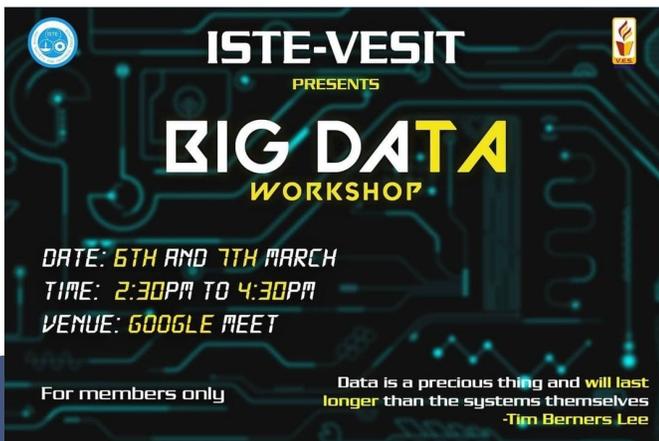
NON-TECHNICAL EVENTS

1.REEL-IZE IT

ISTE team has been putting great tips on the reel section of the Instagram page. This series is called the "Reel-ize it !" was commenced on September 30, 2020.

The series aims at housing all the tech, placement, and GRE-related tips (everything that a student needs to excel at engineering). We are also planning to make videos wherein the Tech Experts and Ex Vesitians placed in Dream Companies will be giving the tips. To date, we have eleven reels on the ISTE page.

In the future ISTE intends to bring countless informative and advantageous placement and tech-related tips through the "Reel-ize it !" series.
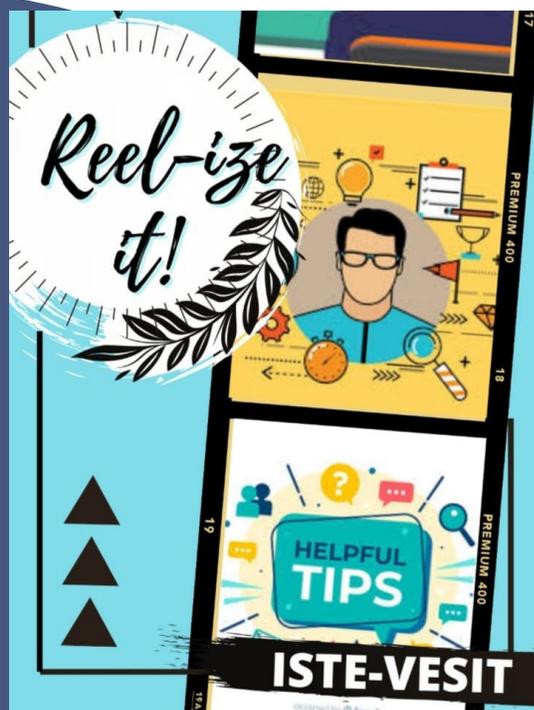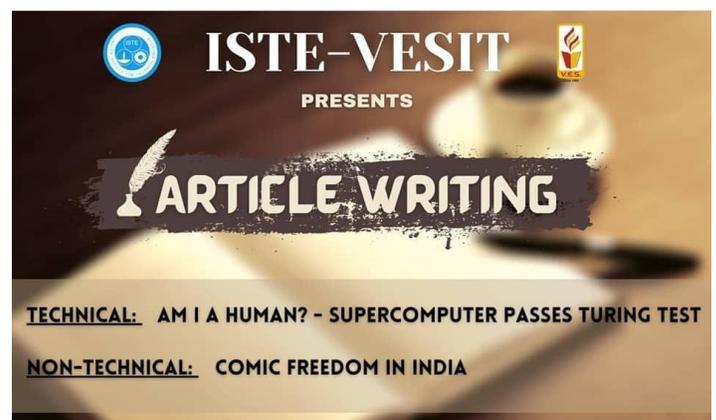
2. NOTICE THE UNNOTICED

In this event, ISTE-VESIT posted posters on Instagram as well as ISTE-VESIT's website where the student had to guess the meaning of the cluster of images presented before them which were quite challenging. It was conducted between 26-30 March 2021.

3. ARTICLE WRITING

ISTE-VESIT conducted an article writing competition on the topic- Am I a Human?- Supercomputer passes Turing test.

ISTE-VESIT
PRESENTS

PLACEMENT
WEEK

For SEs, TEs, MCA (F.Y. & S.Y.)

4. PLACEMENT WEEK

ISTE-VESIT conducted Placements week for the students to practice for their placement sessions and prepared them for their real match. The whole event consisted of three rounds. Starting it off with the seminar on Placement procedures on 19th March 2021, the ISTE-VESIT's BE council guided the students and also ensured all of their doubts are solved completely.

An Aptitude test was conducted the next day which tested the critical thinking and problem-solving skills of the students by some questions put forward by the council.

Those who cleared the cutoffs were qualified for the interviews which were conducted on the next day. Students tested their commercial awareness and communication skills by putting themselves under the experts' scrutiny.

For the technical interviews, Miss. Muskan Raisinghani, Mr. Anshul Chaudhary, Mr. Shubham Darekar, and Mr. Chinmay Patil questioned the students about their coding capabilities and knowledge about various languages and software to get the best out of them.

Ms. Akshaya Wadekar, HR, ICICI Home Finance was invited to help the students get the professional touch to their mock HR interviews.

All the participants took away the experience and guidance for their Placement sessions.

SE Winners :

Sreekesh Iyer(D10A)
Vaibhavi Jadhav(D10A)

TE Winners :

Rohan Ghosalkar(D12C)
Sejal Budhani(D12A)

5. MEETRIX

ISTE-VESIT organized an event MEETRIX . It was a blend of knowledge, hustle, and Fun. The event had three rounds - Guessing game, Housie, and VESCITY. The Housie event was conducted using the Kahoot platform. Those who qualified this round played the next round- VESCITY. This was a monopoly round but based on VESIT.

6. DALAL STREET

e-Praxis 21 in collaboration with ISTE-VESIT conducted the Dalal Street event to provide an overview of the equity market, The main objective of this event was to give the attendees an idea of how the market works and help them understand the various components of the primary and secondary market.

This event consisted of 4 sessions, 30 minutes each which consisted of 15 minutes of live news streaming on ISTE VESIT's youtube channel and the rest 15 minutes for transactions followed by an enquiry session on the discord server. Student Participants were 213 out of 225 registrations.
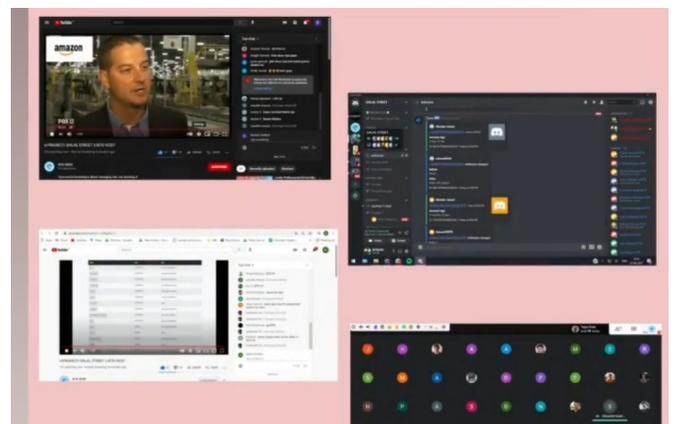
EXPERT TALKS

1.STUDY ABROAD

ISTE-VESIT organized a session for those who are planning to go abroad for higher studies. It was held on 19 February 2021. The session was conducted by Prof. K.P Singh, CEO, and Founder of IMFS. Guidance Session,
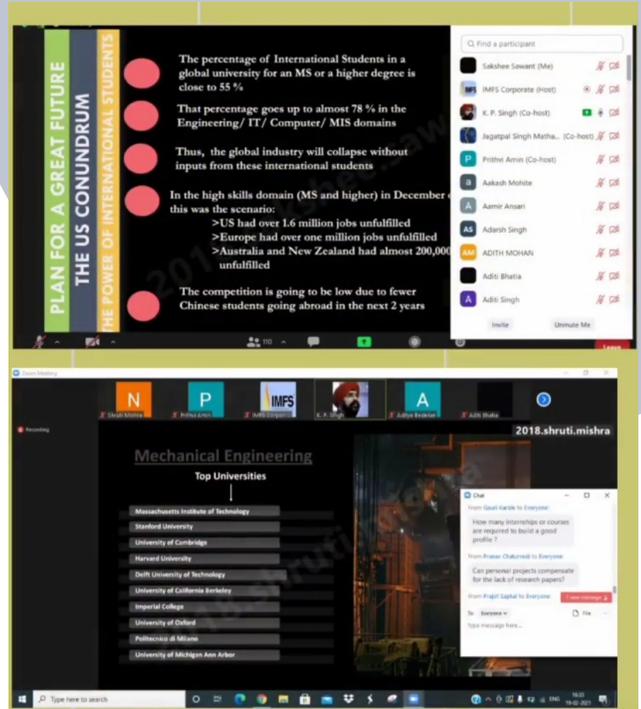
2. TRADING AND INVESTING WORKSHOP

Attendees were explained from the very basics and were shown the real-time updates of different companies and all information regarding the trading. The main objective of the workshop was to give the attendees the idea of how market works and providing the tips to start off.

MEMBER OF THE YEAR

NIRMITI SALI - D7C

"Entering your first year of college, you find yourself surrounded by overwhelming experiences. There ISTE VESIT caught my eye, events like Dalal street, Battle of fandoms, Techtrix, and many more were very delightful. Therefore in my second year, I wasted no time before taking the ISTE membership. Throughout the year, ISTE VESIT conducted a wide variety of events ranging from educational technical workshops to fun non-technical events. Various workshops like the flutter workshop, big data workshop, and the Machinera series helped me dive into knowledge apart from the regular college curriculum. This geared up my interests and skills. The instructors were incredibly knowledgeable and articulate. They did a wonderful job of seamlessly walking us through a breadth of information in a remote environment. The council did a fabulous job of pacing everything, communicating with all the attendees, and ensuring that our doubts were answered. Apart from this, ISTE conducted a number of fun, zestful events like Meetrix and Dalal street which were very enjoyable. They helped develop our thinking and kept us entertained. ISTE introduced new and exciting events which kept us enthusiastic all year round. They provided a truly holistic environment to the students. Despite the pandemic, the support and engagement of the council are highly commendable. Kudos to ISTE VESIT for the amazing work. I found it very worthwhile and looking forward to attending more such events!"

SEJAL BUDHANI -D12A

"Life is all about learning new skills and gaining new experiences. ISTE has given me many new skillful experiences. From workshops like 'Spotify using the python', ' Machinera course' and ' Flutter workshop to events like 'Battle of fandoms ' and ' Placement week', I have enjoyed a lot and gained many new skills. Their initiative of shortcut tricks and hacks for coding through reels was amazing. The best thing about the workshops was that everything was taught from scratch and on the spot, doubt support was there, which was very helpful. Placement week has helped me in my plan on how should I prepare further for my placements. Money should not be the concern when it comes to gaining new skills and experiences, and in the case of ISTE, I would like to give 5-star rating for the value for money.."

Quantum Gaming

Quantum computing has the potential to revolutionize technology. While classical computing involves the use of bits (zeros and ones), to represent data, quantum computers benefit from the ability of "quantum bits" to be in a state of superposition.

Using quantum computers could make those random elements seem more natural. The rest of the game – from the way the graphics are rendered to how players can move around – is controlled by an ordinary, or classical, computer. In the future, quantum computers could also be used to generate parts of games.

Three researchers in particular – Steve Russell, Martin Graetz, and Wayne Wiitanen – decided that they wanted to create a program that could do three things: push the device to its limits, behave differently each time it ran, and operate in the form of a game.

The game they made was called Spacewar!, and it was the first computer game to be more than just an expensive version of an ordinary board game. Players began with one spaceship each, both of them perilously close to their local star. Their first challenge was to fight against the star's gravity well. Then, once they had achieved something close to a stable orbit, their job was to hunt down and destroy their opponent.

The game did more than just give players experience with the PDP-1 – it also gave them an insight into orbital mechanics. They soon learned that gravity is not a force you can easily run away from, but one you have to work with. Developing a winning strategy meant working out what kind of orbit you wanted and how to achieve it. This was the first example of a concept we've seen many times since games that offer people the chance to play with and learn about physics that is outside their daily experience.

What we have seen so far is that most gaming people don't necessarily know much about quantum computing but are very excited to learn enough to be able to incorporate it into the game mechanics and the style of the game. We welcome this openness to learn about quantum computing and do something interesting.

At the moment quantum computing is a very new technology itself, so what it can bring to game development is a new way to explore something you can't size. What quantum computing can bring to game development in the future will be interesting ways to do procedural generations, random generation of content you get in many games. But today it's hampered by the fact that you need to make a game decisively solvable and this is going to be a lot easier with a quantum computer.

The most interesting learning from the Quantum Wheel Game Jam event was to bring together people belonging to completely different communities and see how different types of creativity interact with each other. So, it's really the multidisciplinary aspect when we mixed musicians, artists, game developers with experts in computer coding, graphical design, and quantum computing experts that showed remarkable outcomes.

- Jay Deshmukh D7C

Cyber Security

Critical vulnerabilities in Philips Vue PACS devices could allow remote takeover, Android Updates for July 2021 Patch Tens of High-Severity Vulnerabilities and From Microsoft to QNAP, Multiple Firms Warn Against High-Severity Flaws are some of the headlines which have made us concerned about cybersecurity and the devastating impact which it might have if not taken care of.

Many wars are rooted in the desire to control more resources. You can make a strong argument that the most valuable resource in the 21st century is, in fact, data.

Why is it so valuable? Raw data, on its own, does have intrinsic value, just like many natural resources. But what makes data truly valuable nowadays is what you can do with it: collate it, interpret it, manipulate it, refine it, commercialize it and even abuse it.

Here's what makes information so unique: it gives you the ability to control what happens in the present and the future. That's why data, despite how readily available it is, should be treated as today's most valuable currency and not a commodity. That's why cybersecurity risk management is so important.

Cybersecurity can be defined as the protection of systems, networks, and data in cyberspace. It refers to attacked.

Cyber threats vary from simple hacking of an email to waging a war against a state. Cyber threats can be classified broadly into two categories:
1. Cybercrime – against individuals, corporates, etc.
2. Cyberwarfare – against a state
1. Cyber Crime:
Cyber attackers use numerous vulnerabilities in cyberspace to commit cybercrime. They exploit the weaknesses in the software and hardware design through the use of malware.

Cybercrimes may be divided into two categories:

i. Crimes that Target Computers directly. They include:
a. Spreading computer viruses

b. Denial-of-service (DoS) attack is an attempt to make a machine or network resource unavailable to its intended users. It temporarily or indefinitely interrupts or suspends the services of a host connected to the internet.

c. Malware (malicious code) is a software used to disrupt computer operation, gather sensitive information or gain access to private computer systems. It can appear in the form of code, scripts, active content, and other software. 'Malware' is a general term used to refer to a variety of forms of hostile or intrusive software. For example, Trojan Horses, rootkits, worms, adware, etc.

ii. Crimes Facilitated by Computer Networks or Devices, the Primary Target of which is independent of the Computer Network or Device:
This can take many forms as listed below:
a. Economic frauds to destabilize the economy of a country, attack on banking transaction system, extract money through fraud, acquisition of credit/debit card data, financial theft and intellectual theft of property
b. Impairing the operations of a website or service through data alteration and data destruction.
c. Spreading pornography
d. Copyright infringement
e. Cyberstalking, outraging the modesty of women, obscene content to humiliate girls and harm their reputation
f. Threatening e-mail
g. Assuming fake identity, virtual impersonation

2. Cyber Warfare and Cyber Terror:
It is said that future wars will not be like traditional wars which are fought on land, water or air. Snowden revelations have shown that Cyberspace could become the theatre of warfare in the 21st century.
When an organization working independently of a nation-state operates terrorist activities through the medium of cyberspace, it is generally called cyber terror.

There is really no single solution to sustainability but companies will move towards a potential world that is transparent, stable and prosperous by collaborating through the government and industry alliances by supporting safety measures, in general related to task-critical systems, procedures, and technologies that are related to cyberspace.
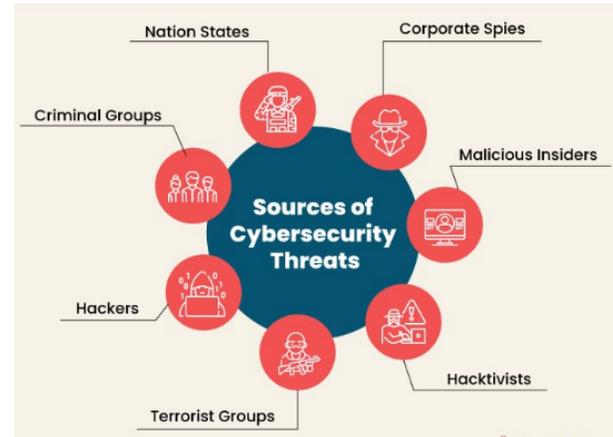
Since cybersecurity is not just a technological task, a successful global cybersecurity team would require a wide variety of experiences and expertise. The big issue seems is even though development is evolving every day, and so are creative ways of exploiting cybersecurity for the malware and cyber terrorism tactics. Regarding the interconnected complexity of developing economies is the integration between different communication systems, it is important that there is a common culture around the world towards cybersecurity risks.

Training the company's staff, keeping the systems updated, installing firewall, control access to the systems, ensuring wifi security, PETS(privacy-enhancing technologies), financial investment in access management and at the end having strong passwords can save us from cyber-attacks.

As a society, we accept controls when the cost of not having them becomes greater than the restrictions they impose. We see this trend as an inevitable consequence of the growing security threats affecting not only networks but the individuals that transact with them. Most attacks of mass disruption exploits vulnerabilities that are easy to fix by maintaining normal digital hygiene and a vigilant attitude to email phishing and password management.

Organizations need to get serious about these practices because like COVID-19, vigilant proactive precautions can lessen the problem to a great extent. Protective measures can be imposed through national legislation. A national debate is required to develop consensus on the level of government intervention and the levels of protection for different data types. This should result in a call for strong legislation forcing organizations to maintain high levels of security like off-site backups and other protective measures. Deep vulnerabilities embedded deep into the hardware and operating systems on the other hand cannot be mitigated by normal digital hygiene.

**- Gauri Mahajan D7C ,
Varnit Bhatheja D7A**

COMIC FREEDOM
IN INDIA- Silenced Satiere

Freedom of expression has been a controversial issue for centuries. So far we have been proceeding more or less on the assumption that everyone knows what comedy is. In the process of defining and contextualizing comedy, definitions are very much necessary with something as ubiquitous and embedded in the culture as comedy. One way of approaching it is firstly to identify a broad domain of humor. This is the area of the fun or amusement in life, whether accidental or deliberately contrived, whereby a smile or laugh might be provoked. Thus, on one hand, kittens playing in their entirely uncontrived way might be humorous, while on the other hand, so is an elaborate mime by Marcel Marceau (allegedly). Comedy can then be seen as the subdomain of the humorous in which humor is turned into art by mime artists, dramatists, television writers, cartoonists, stand-up comedians, and many others including millions of 'funny people' who bring comedy into everyday life.

As 2021 dawned, stand-up comedian Munawar Faruqui was arrested from a club in Indore, Madhya Pradesh for "mocking the deities of another religion" and no one uttered a word about intolerance. Faruqui was arrested by the Indore police after a complaint from Eklavya Goud, chief of Hindu Rakshak Sangathan and secretary of the state unit of Bharatiya Janata Yuva Morcha, the youth wing of Bharatiya Janata Party. He is the son of BJP MLA Malini Gaud. Faruqui remained in jail for over a month, though police had no evidence of his "crime". His bail plea was rejected two times by the Madhya Pradesh High Court, until he was granted bail on February 5 by the Supreme Court. Five others were also arrested. Apart from one who was granted bail because he is a minor, the rest are still in prison. After delivering an accurately hilarious commentary on the way religion works, stand-up comedian Vir Das is back with the second episode of his latest series, Ten on Ten. And this time around, he is talking about 'freedom of speech', because, unlike some other people, he still has the freedom to do that something he cleverly alludes to, right at the start. However, before he moves on to the main point i.e. India's problem with the freedom of speech, Das breaks down the truth behind intermittent fasting. Of course, no Indian can talk about great public speakers without discussing PM Modi's art of speeches, and Das is no different.
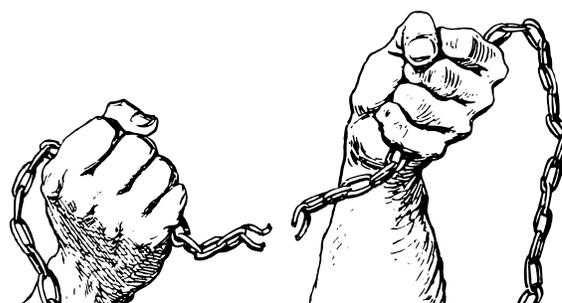
But ultimately, when he talks about who actually does not enjoy the freedom of speech in India that you realize oppression is no joke - even if our leaders might think it is. From dropping truth bombs about how Indians don't even have the right to breathe, Das expertly provides a succinct (if you know, you know) summary of what's a comedian's true agenda. What is offered in the present article is an account of how comedians (stand-up comedians mainly) assess their own material and performance. The idea is that if we look at an area of expression that is frequently on the cutting edge of risk, we can begin to form ideas of how far expression generally is subject to similar processes and encounters forms of indirect censorship.

Comedy is sometimes treated as if were inconsequential, a means of amusement, merely merriment. The contention here is that the preponderant bulk of comic expression, possibly everything except the most whimsical and light-hearted, is actually a highly necessary commentary on life. The comedy begins with personal reflections on the oddities and anomalies of life in which any individual indulges, but it takes on a broader and even universal significance when a writer, performer, or visual artist structures that reflects into a comic form. Dismissing comedy as just a laughing matter misses this point.

The comedy will be treated seriously, but not solemnly. It's status as free expression deserves that much respect. The question that will address is 'How can we identify reasonable limits if any, to freedom of expression through an analysis of the perceptions of comedians?' The implicit purpose is to examine the extent to which this enables those, such as information professionals, who work with the products of freedom of expression to clarify their perceptions of restrictions on acquisition and access to controversial materials.

To sum it up, freedom of expression is an absolute principle but the Universal Declaration on Human Rights Article Nineteen and other such statements do not identify limits that might be applied in practice. It is possible to exercise freedom of expression in a social context by using tact, consideration, and decorum. A calculation of how to achieve the desired effect (whether comic, philosophical, or political) is feasible, and with the rise of comedy as an entertainment form, people should realize that comedy just like art can be subjective and if it does not cater to their interests or beliefs, they should not be offended but try to respect the views of other people because the 21st century is all about living and let others live.

-Juhi Talreja D12A

AM I A HUMAN?
SUPERCOMPUTER PASSES TURING TEST

A Historic Milestone in Artificial Intelligence set By Alan Turing (The Father Of Modern Computer Science) has been achieved at an event organized by The University Of Reading. The 65 Year old Iconic Turing Test was passed for the very first time by Supercomputer "Eugene Goostman" during Turing Test 2014 held at the renowned Royal Society In London. But who was Alan Turing And what's Turing Test?

Alan Turing was an English Mathematician who specialized In Code Breaking during the World War II.
He was the one who cracked the near impossible to crack 'Enigma Code' used by the Nazis during the War.
In the 1950's he wrote a paper that began "Can Machines Think?". This philosophical question had plagued big thinkers for centuries. I mean how can we know what another person is thinking and Alan took it even one step further and asked the same about a machine. To try and solve the problem, he created the "Turing Test".
The Turing Test rules say, human judges should use a terminal to type messages back and forth with a participant on the other end. Some of the mysterious chatbot participants are people and one is a Computer. The Judges have 5 Minutes to talk to each other and at the end they guess which are Human and which is a Computer. If they believe a Computer is a Human more than 30% of the time, The Computer passes the Turing Test.

Here comes Eugene, which passed the Turing Test after it managed to convince 33% of the human judges that it was human. Eugene simulated as A 13-Year-Old boy and was developed in Saint Petersburg, Russia. It was one of the five Supercomputers battling it for the Turing Test 2014 prize at the Royal Society In London on June 07.
The Eugene Development Team included Vladimir Vaselov, who was born in Russia and now lives in USA, And Ukrainian born Eugene Demchenko who now lives in Russia.
Creators of Eugene said that they created it to show the world how sophisticated it is to build a chatbot which is still a far way from building Jarvis.

Kevin Warwick, a visiting professor at the University Of Reading said "In the field of Artificial Intelligence there is no more iconic and controversial milestone then the Turing Test. Having a computer that can trick a human into thinking that someone, or even something, Is a Person we trust is a wake up call to Cybercrime." Artificial Intelligence won't be killing you anytime soon.
But just imagine if a chatbot could imitate your family member or friends and get you to give your password, Your identity information or for that matter replicate as you.

- NIKHIL JAIN D9B

Did you know ?

"
Quantum computing requires extremely cold temperatures, as sub-atomic particles must be as close as possible to a stationary state to be measured.

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While conventional computers use binary "bits" (one and zero) as the process for calculation, a quantum computer uses quantum bits, knows as qubits

"
The possibility of quantum computing was first proposed by physicist Richard Feynman in 1982.
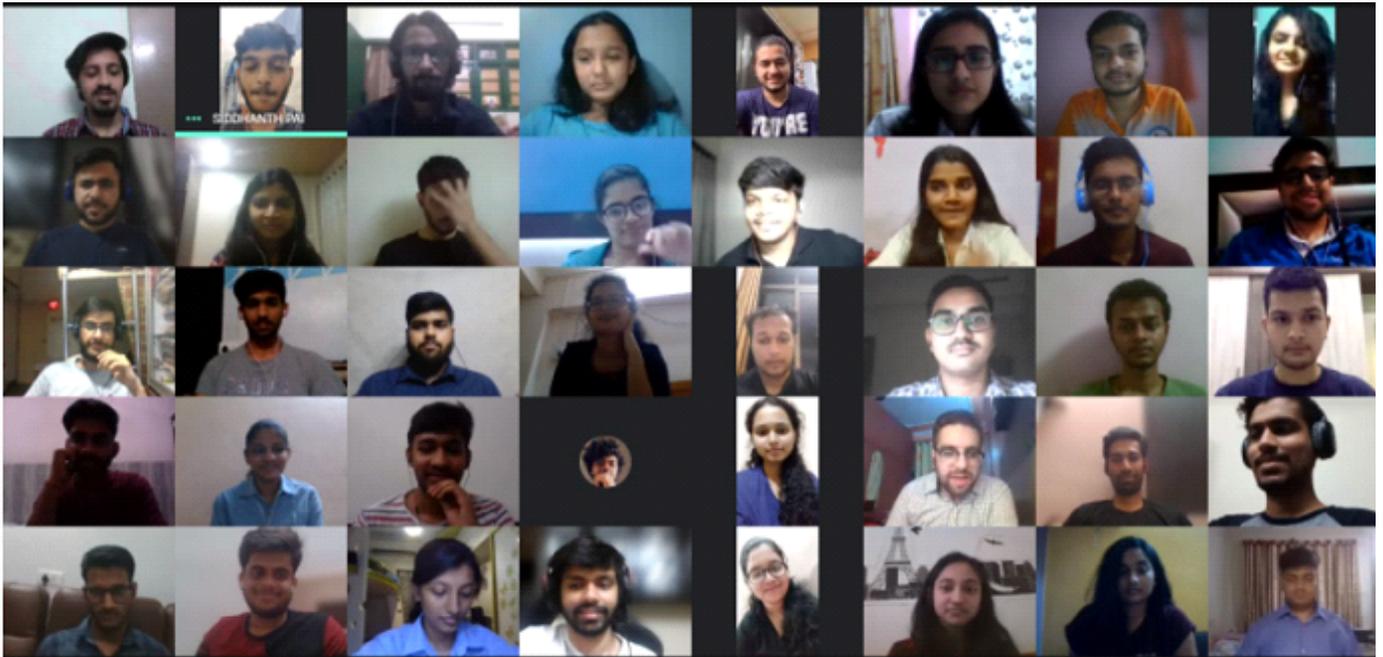

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The world's first dedicated quantum computing focused commercial business – 1Qbit – was established in Vancouver, British Columbia, in 2012
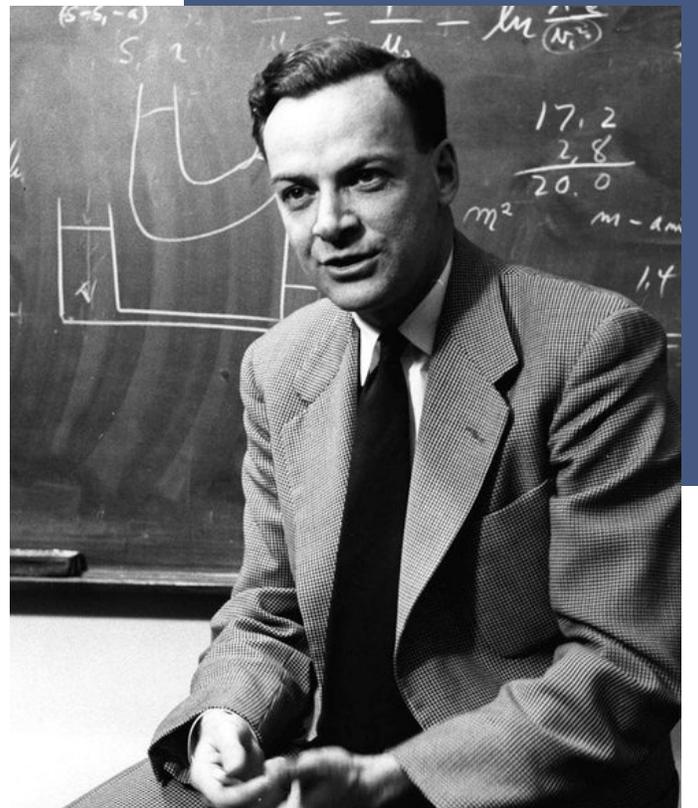
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