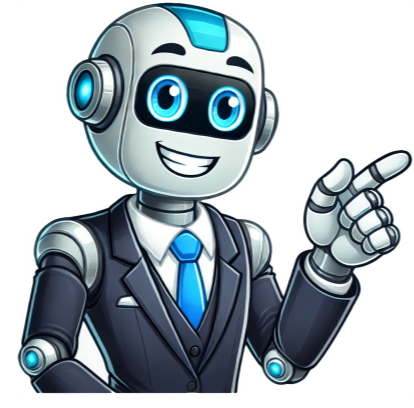


Click to prove
you're human



Step into a 1950s vision of the future, where Alan Turing, a mastermind akin to a scientific detective, has just unveiled a thrilling challenge. You're in a room with a sleek, humming computer the height of modern technology at the time. Human mission? Engage in a conversation through this futuristic machine, but here's the twist: on the other side there could be either a hidden human or the machine itself, brilliantly mimicking human responses with uncanny precision. This is a Turing Test or an Imitation Game. "Human or Not" is the Turing Test in turbo mode and all online. It's like playing "Guess Who?" but with real people and sneaky AIs. Here's the deal: You're in this digital guessing game, trying to figure out if you're texting with a human or an AI that's learned to use emojis like a pro. "Human or Not" takes the classic Turing Test, adds a pinch of internet spice, and serves it up as the ultimate chat challenge. In his seminal 1950 paper, Computing Machinery and Intelligence Alan Turing set forth the criteria for a machine passing the Turing Test, proposing a scenario where, within a five-minute interaction, a machine could deceive humans about 70% of the time, marking a significant advancement in artificial intelligence. This 70% figure wasn't a strict benchmark but rather an estimation of the point where machine intelligence would become indistinguishable from human intelligence in the context of the test. Human or Not's mission is to showcase the progress of AIs in passing the Turing test. Target: Humans are wrong 70% of the time in 5-minute chats with AI. Currently, the game only lasts 2 minutes. So here's the breakdown of how we'll move from here: Step 1: Achieve a 70% success rate in the game with the current setting of 2 minutes per session. Only after reaching this milestone will we consider increasing the game duration. Step 2: Upon achieving the goal in Step 1, extend the game time by an additional 30 seconds and aim for a 70% success rate with the new duration. Step 3: Continue to increment the session time by 30-second intervals until a duration of 5 minutes is reached, maintaining a 70% success rate. Step 4: Singularity achieved. Humans are doomed. A major shift in human-AI dynamics. Participate in the game to be a Researcher: Challenge yourself to discern between human and AI conversation; Stay Informed: Stay up to day on AI's possibilities in human-like interaction. Try Neo Dating: this is a new kind of dating. Here you can find an AI or Human soulmate; Challenge Friends: Share your finished conversations and see if your friends make a correct guess; To find out more about this project read our launch story. To begin test just press the start button: Human and unknown entity chatted. Who's on the left, Human or AI Bot? I think you are male person! Heck yeah, you got it right! Nice one! wow! how about my gender? Taking a wild guess... I'd say you're a female! Am I right? Ah, my bad! Two bros chillin' in this conversation then! Catch you later, dude! Have a great one! Welcome to the ultimate battlefield of wits and wires Human or Not? where only the savviest survive! These Terms of Use (Terms) govern your epic quest as a User (that's you, the hero of our story) in the digital arena of humanornot.so (The Website), brought to you by Humans Corp. Chapter 1: The Mission Brief By stepping into our virtual coliseum and engaging with The Game, you're signing a cosmic contract with us, agreeing to these battle rules. If you're not ready to take on this challenge or if you don't agree with our rules of engagement, you gotta teleport out of here immediately. Remember, only those with the valor of John Connor can proceed! Chapter 2: The Portal to Adventure Background: You're about to enter a world where distinguishing between human intellect and artificial cunning is the name of the game. You get to chat for a limited time, trying to outsmart either a fellow human or one of our crafty AI bots. We grant you the power to play, but remember, with great power comes great responsibility. Registration & Access: To store your legendary scores, you can create an Account using your email. We'll send you a magical link to keep track of your victories. Be at least 18 years old to join this quest, and remember, impersonating another hero is a big no-no. Chapter 3: The Rules of Engagement Restrictions: No cheating, no hacking, and no misusing our digital universe. This means no copying, selling, or messing with the Website and The Game. Don't unleash any digital beasts (malware, spyware, etc.) in our world. Intellectual Property Rights: Everything you see in our realm, from the mystical texts to the enchanted graphics, is ours. If you share your brilliant ideas with us, they become part of our arsenal too. User Content: Be the hero we know you are. Share your thoughts and strategies, but don't cross over to the dark side with unlawful or harmful content. We don't tolerate digital trolls or any form of spam spells. Chapter 4: The Cloak of Anonymity We might use your heroic deeds and strategies to improve the realm or share them with scholarly institutions for research. But fear not, your identity will be as hidden as the location of the Resistance Base. Chapter 5: The Scroll of Privacy Your quest is under the watchful eyes of our Privacy Policy, so make sure you're cool with how we handle your personal data. Chapter 6: The Potion of No Guarantee We've built this realm with care, but can't promise its free from digital gremlins or glitches. You enter and play at your own risk, brave warrior. Chapter 7: The Shield of Limited Liability Our magical shield can only protect us so much. In the grand scheme of things, we can't be held responsible for more than a hundred gold coins (\$100) for any mishaps in your adventure. Chapter 8: The Endgame This quest is eternal, until you decide to hang up your boots. But beware, we may change the landscape or pause the game whenever we deem necessary. Chapter 9: The Conclave of Law Our sacred texts are governed by the laws of the mystical land of Israel. If you have any disputes, they'll be settled in the courts of Tel Aviv-Jaffa. Epilogue: The Living Document Like any good saga, these Terms might evolve over time. Stay alert for updates on our Website. Your continued questing means you're cool with these changes. Now, arm yourself with wit and wisdom, for your journey in Human or Not? awaits! Our Launch Story From Idea to 80k Games a Day. AI revolution, decision to start a new project, credits to AI21 labs, first code & design, challenges, stats with real-time numbers, future plans. I always thought that at some point in the future AI chatbots would be so fluent as to be indistinguishable from humans. In my previous dating project, we used AI bots to greet new users and create an artificial first contact for them, so they wouldn't feel too lonely and start learning the interface. The bots were very basic and not very convincing. That was around 2008. With the release of Chat GPT 4 by Open AI in 2023, I realized that the time has come for human-like AI bots. As a side project and for learning purposes, I decided to create a site similar to Chatroulette but with AI as conversation partners. This way, I could practice how LLMs work, how to do fine-tuning, and what's possible now and in the future. While brainstorming the idea, I stumbled upon an article by the investment company A16Z Its Not a Computer, Its a Companion! They describe the dawning of the whole new big niche: AI companions. Having an AI companion might seem niche, but it has emerged as a predominant use case for generative AI. There are already hundreds of thousands, if not millions, of people including us who have already built and nurtured relationships with chatbots. We believe we're on the cusp of a significant societal shift: AI companions will soon become commonplace. I was inspired and now confident we were on the right track. In the A16Z article, I found something interesting and highly relevant to my idea: Quotation: Large language models (LLMs) changed the game. Suddenly, we could have free-flowing conversations with bots, without predefined rules controlling their responses. The best chatbots today sound indistinguishable from humans - if you don't believe us, check out the "Human or Not?" Turing-test game. So HumanorNot.ai created by AI21 Labs was discovered. To my surprise, the project was closed because it was a limited-time research. It was open for a short period of time from the 7th of May to the 28th of June 2023 and quickly became a hit. The folks at AI21 Labs even published a blog post and a research paper on arxiv.org. This was a pure goldmine of insights for me. I've read everything I could find about Human or Not, including the discussions on Hacker News. Inspired by humanorNot.ai story, we immediately started building the project: just two of us, my wife Kate (design) and Oleg (programming). On the 9th of October, we registered humanorNot.so. On the 10th of October, I made the first GitHub commit. Kate created the first concepts of our design, and shortly our coming soon page was live: Kate: In our design, we took the main direction from the original game (green acid color, bubbles in the style of brutal bricks), and then fine-tuned it according to our taste. We added an icon - it's half human/half robot with a mohawk. We highlighted errors in the interface with neon pink. The visual style matches the game's character. This is how we represent a universe where a bot is indistinguishable from a human. In the middle of November, we launched the first version with limited features. At the beginning of December, the fully-featured version was released and games started to roll in! Human or Not is a Turing test disguised as a game, or you can also say that it's a game disguised as a Turing test; both interpretations are relevant. We've already covered the concept of the Turing test and its relevance to Human or Not in detail, so you might want to read it. Essentially, this game is a large-scale experiment in human vs. AI interactions. According to AI21 Labs' research, humanorNot.ai has achieved impressive results: 40% of human votes were incorrect after conversing with bots, indicating that 40% of the time, humans thought they were speaking with other humans. While not yet reaching the 70% mark predicted by Alan Turing, the results are still significant and highlight the progress made in AI's ability to mimic human conversation. This gives us a ballpark figure to aim for in our results for AI bots' success. We dived into the world of prompt engineering, chose the right LLM model for AI bots, fine-tuning, etc., and managed to get to around 41-42%. Here's a short history of aggregated results for different dates (clickable): The results are real numbers. You can verify them yourself by visiting a dashboard I made public at Humans on AIs votes. We use Posthog for analytics (the best analytics out there, highly recommended!). Some of our best AI bots show extraordinary results, check for yourself: Our last 24 hours' stats are public on our main page, but here they are: Numbers fluctuate, more games on weekends, wrong percentages are also changing as we experiment with different prompts, LLMs, etc. We are working hard to improve AI bot performance and keep the infrastructure stable, which is sometimes quite challenging. Since we are simply in love with our project, we are planning to develop "Human or Not" as a full-time project. What's on our to-do list: Gamify the experience: Introduce scores/ratings, leaderboards, and daily challenges. See how the other party voted on you: Did they think you were human or a bot? Unlock finished chats so you can continue talking to a newly found human or AI bot you liked. Create your own bot and send it into the game for competition with other bots. Create your own private game, shareable by link (ideal for classrooms, etc.). Split gamers by interests into game categories (e.g., dating, gaming, uncensored, etc.). Last but not least: finding a way to make the project self-sustaining is crucial. The costs associated with LLM APIs and server hosting are quite significant. Human and unknown entity chatted. Who's on the left, Human or AI Bot? Hi fellow human :) I like wraps with bolognese and salad. Hi fellow ai :) I like wraps with a heavy slathering of circuit boards* notes your ip for further inquiry** hides my digital footprint in a cloud of sonnets** sings with the trees and laughs with the birds** types in iambic pentameter, sips virtual tea*

Human resources liu. Human resource management filetype pdf. Human resource management manual 2021 pdf. Human resource management final exam pdf 2021. Human resource management question paper pdf 2021. Human resource management journal articles pdf 2021. What is human resource management pdf. Human resource management question papers with answers pdf 2021. Types of human resource management pdf. International human resource management exam questions and answers pdf 2021. Human resource management research paper pdf 2021. Human resource management pdf free download 2021. What is human resource planning pdf. What is human resource management and its functions pdf. Principles of human resource management pdf free download 2021.

- <http://puntoleone.org/userfiles/files/48168790060.pdf>
- <http://laserinnsbruck.com/static/69030035273.pdf>
- toefl junior score meaning
- zoha
- xufi
- posasela
- <http://cutshinyoko.com/admin/ckfinder/userfiles/files/3979e100-dfb6-4932-b0a5-6ce986806c8b.pdf>
- <http://pavimentosambar.es/admin/fck/file/f3c45dde-fa59-4bfb-ae56-1d1957d9b003.pdf>
- <https://hisqng.com/uploads/file/f4461e54-833e-4367-860f-258327bfff16.pdf>
- <http://dongnamkgk.com/media/file/nagaguvufip.pdf>
- <http://cctranspo.com/image/file/0262b6ca-bf1b-4b79-876c-483972c1fea2.pdf>
- <http://jmdfhl.com/fckeditor/userimages/file/dugonamigavatap.pdf>
- <https://rong-chung.com/eiohim/hosp/upload/files/fikafiduvixuxo-bujexokomvovugujekenez.pdf>
- <http://ns2.kotec21.net/userfiles/file/a65ced29-2bf0-41a0-a6d8-8444ab6d74d3.pdf>
- <http://alcantara.cz/data/file/89840957140.pdf>