First AI Symposium
Nov. 24 – 27, 1958

The UK National Physical Lab (NPL) at Teddington held the first international symposium on AI with the title "Mechanisation of Thought Processes".

John McCarthy [Sept 4] presented "Programs with Common Sense," probably the first paper to employ logic to represent information, and the first to propose common sense reasoning ability as key to AI. Marvin Minsky [Aug 9] spoke on 'Artificial intelligence and heuristic programming'; Frank Rosenblatt covered Perceptrons [July 7]; Oliver Selfridge [May 10] described 'Pandemonium: a paradigm for learning,' and Warren McCulloch's [Nov 16] talk was entitled 'Agatha Tyche: of Nervous Nets, the Lucky Reckoners'. The proceedings were published in 1959 as a two volume set of nearly 1000 pages.

The very first "workshop" on AI, which introduced the term, was held in Dartmouth beginning on [June 18] 1956.

Andreas Raab
Born: Nov. 24, 1968;
Rostock, East Germany
Died: Jan. 14, 2013

Raab was a major contributor to the Squeak [April 14] platform (a dialect of Smalltalk), including a GUI called Tweak. He was also involved in the Croquet 3D virtual world project which places an emphasis on collaborative based upon replicated computation and a peer-based messaging protocol.

danah boyd (Danah Michele Mattas)
Born: Nov. 24, 1977;
Altoona, Pennsylvania

boyd authored "It's Complicated: The Social Lives of Networked Teens" (2014) which looked at issues such as identity and culture among the young on social networks. Contrary to the opinion of much of the media, she concluded that kids are pretty much coping.

danah boyd (2008). Photo commissioned by boyd. CC BY-SA 4.0.

Fortune magazine later called her "the reigning expert on how young people use the Internet."

She decided to spell her name in lowercase so as "to reflect my mother's original balancing and to satisfy my own political irritation at the importance of capitalization."

iMesh
Nov. 24, 1999

Version 1.02 of the iMesh file sharing/social network hybrid was released.

Though the application was "pre-beta", it quickly became popular due to a number of pleasant features. These included "swarming" – the ability to retrieve the parts of a file from more than one source, thereby reducing its download time. It also introduced a "resume" feature for dealing with interrupted downloads.

iMesh operated the first "RIAA-approved" P2P service, which it set up after the RIAA (Recording Industry Association of America [Feb 4; Sept 8]) sued it for encouraging copyright infringement.

Downloads were limited to a database of 15 million licensed songs and videos, and any attempts to download copyrighted material were blocked through the use of acoustic fingerprinting. This didn't seem to affect the site's growth, and by 2009 it was the third most popular music subscription service in the US.

On June 9, 2016, iMesh suddenly shut down their service. Their support page read "Due to changes in the music industry we regret to inform you that iMesh will no longer be available."

A related matter (perhaps) was that the site had been hacked in 2013, with approximately 50 million accounts exposed. The data was put up for sale on the dark web-based marketplace "The Real Deal", in mid 2016.

BadTrans Released
Nov. 24, 2001

The BadTrans computer worm was disseminated via email messages which exploited a vulnerability found in older versions of Microsoft's Outlook. The worm installed a keystroke logger before transmitting duplicates of itself to the addresses contained in the victim's address book. In this respect, it was similar to the Nimda worm released two months earlier [Sept 18].

The keystroke logger sent data to free e-mail accounts set up at Excite, IJustGotFired.com, and Yahoo, which, within 24 hours of the virus's release, received well over 100,000 messages.

BadTrans likely got its name from the well-known error message "File data corrupt: probably due to a bad data transmission or bad disk access."

The Case of the 500-mile Email
Nov. 24, 2002

Trey Harris posted a bug story to the group sage-members. It begins:

> I was working in a job running the campus email system some years ago when I got a call from the chairman of the statistics department.

> "We're having a problem sending email out of the department."

> "What's the problem?" I asked.

> "We can't send mail more than 500 miles," the chairman explained.

> I choked on my latte. "Come again?"

> "We can't send mail farther than 500 miles from here," he repeated. "A little bit more, actually. Call it 520 miles. But no farther."

> "Um... Email really doesn't work that way, generally," I said, trying to keep panic out of my voice."

The solution is related to the fact the light travels just over 500 miles in 3ms. The full story can be found at `https://www.ibiblio.org/harris/500milemail.html`

Sony Pictures Hack
Nov. 24, 2014

Sony suffered one of the largest hacks in corporate history, when individuals calling themselves "The Guardians of Peace" reported that they had stolen over a 100 TB of confidential information from the company. They also dispatched malware to erase large parts of Sony's computer infrastructure (everything on 3,262 of the company's 6,797 PCs and 837 of its 1,555 servers, according to reports in *Fortune* magazine).

Then the hackers began uploading new Sony movies online, sensitive information such as passwords and executives' salaries, and juicy Hollywood tittle-tattle. Thousands of the Sony emails were passed to Wikileaks [Oct 4].

Most people believed the attack was in retaliation for the pending release of Sony's anti-North Korean comedy "The Interview", and that the perpetrators were affiliated with the North Korean government. Others believed that disgruntled former Sony employees might be to blame, especially considering the complexity of the hack.

North Korea denied any involvement, but nevertheless praised it as a "righteous deed."

In 2015, Sony Pictures set aside $15 million to deal with the attack, and Sony co-chairperson Amy Pascal stepped down.