

# TOPWAY

# 大学英语

上海交通大学

钦寅 审订



## 4级 考试优化阅读

考法优化 破解考官命题思路的黑箱

叶常青 主编



### 710分 新题型

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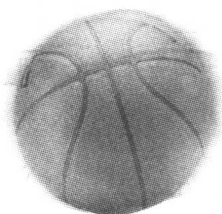
# TOPWAY 大学英语

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## 4级 考试优化阅读

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# 前言

英语阅读理解是大多数考生最没有把握、最恐惧和最难以攻克的题目,而它在大学英语 4 级考试所占分值高达 35%,马虎不得!

为了帮助考生迅速提高英语阅读水平,《大学英语 4 级考试优化阅读》应运而生,为急需提高阅读能力的考生带来了福音。

## 选材优化 4 级阅读题材一网打尽

本书一共有 20 个单元的阅读训练,每套训练都有 4 篇阅读题(题量等同于一份 4 级试题的阅读部分),分别设计成“快速阅读理解”、“篇章词汇理解”、“传统阅读理解”这 3 种考试题型。这些训练题与 4 级真题、样题相比,不仅文章长度相当、难度吻合、考查形式类似,而且考法十分接近。同时,每篇阅读理解都注明了字数和建议答题时间,便于考生进行如同考试实战的训练。

更重要的是,这 20 套阅读训练的文章主题涉及社会、文化、经济、科技、文学、政治、宗教、法律、医学、地理、生物等方面,与 4 级阅读主题高度近似。通过这 80 篇阅读文章的训练,考生就能对 4 级阅读的题材范围有个总体的认识,从而能够了解、熟悉甚至合理而有效地预测 4 级考试篇章的主题内容。

## 考法优化 破解考官命题思路的“黑箱”

结合对历年阅读真题的潜心钻研成果,加上对 4 级考试命题规律的剖析和理解,本书对每道题目的设计都力求切合考试的命题精神。考生经过反复训练,就能逐渐熟悉出题者的考查角度和形式,把握 4 级考试的命题和规律;这好比打开了考官命

题思路的“黑箱”，能够帮助考生透过题目看穿出题意图，大大提高答题的正确率。

## 点评优化 一针见血 远胜废话连篇

### 一、化英为中，清晰明了

在使用英语阅读应试图书时，很多考生都有这种感觉：解析常常大量引用英语原文，解释是中英文夹杂的长篇大论，一道题的解析甚至比全文的翻译还要长。读这样的解析犹如在做另一篇更长、更难、更烦的阅读题，考生的耐性饱受考验，苦不堪言。本书的[解题思路]摒弃了这一得不偿失的解析方法，杜绝大量引用英语原文的做法，而是用精练的中文进行解析，只保留原文中的英文关键词/词组。考生读起来不仅感觉思路清晰，而且对题目的理解也十分容易。

### 二、划线点评，直指要害

本书所有的阅读文章(包括篇章很长的“快速阅读理解”)都给出了准确、流畅的译文，同时给解题的关键句加上了下划线，标明其对应的题号，帮助考生迅速剔除无关信息，沙里淘金，萃取答题精华。

### 三、化繁为简，一语中的

题目的解析越长越好吗？未必！解析要做到冗长并不难，难的是要“到位”。综观林林总总的英语阅读辅导书，解析大多繁长不堪，一大堆无关紧要的东西往往湮没了重点。有的解析根本没有解释到点子上，纯粹是用“长”来掩饰其“不到位”。这样的解析，读完了还是令人迷惑不解。本书的“解题思路”内容力求短小精悍、一针见血，把重点放在“到位”二字上。为了达到这个目标，本书进行了一而再、再而三的修改和提炼，孜孜不倦方成寥寥数语，却能让考生茅塞顿开、豁然领悟。

### 四、画龙点睛，触类旁通

考生进行训练，为的不只是学会解答这些训练的题自，而是要学会解题的方法。本书的“解题思路”概括总结每一类题的性质、解答方案，或者剖析这类题的命题陷阱。让考生能够触类旁通，在学会解答一道题的同时，学会解答一类题。

从选材优化、命题优化到点评优化，《大学英语4级考试优化阅读》为需要攻克阅读堡垒的考生开辟了道路！



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## Revival of A ford nter 目 录

The revival of the Ford Motor Company in the United States is a story of the struggle of a man against the odds. It is a story of the triumph of the American spirit over the adversity of the world. The Ford Motor Company is a company that has made a name for itself in the world. It is a company that has made a name for itself in the world.

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# Unit 1

## Passage 1

[字数:1154 建议答题时间:12.5 分钟]



### Artificial Intelligence (AI)

We often don't notice it, but artificial intelligence (AI) is all around us. It is present in computer games, in the cruise control in our cars and the servers that route our email.

#### Mischievous robot

In June 2002, a robot called Gaak gave an alarming demonstration of its independence. It made a dash for freedom from an exhibit at the Magna science centre in Rotherham. Gaak crept along a barrier until it found a gap and squeezed through. Having left the building, it reached Magna's exit by the M1 motorway before it was discovered.

#### What is AI?

So, can a machine behave like a person? This question underlies artificial intelligence (AI), the study of intelligent behavior in machines. In the 1980s, AI research focused on creating machines that could solve problems and reason like humans.

One of the most difficult problems in artificial intelligence is that of consciousness. A consciousness gives us feelings and makes us aware of our own existence. But scientists have found it difficult getting robots to carry out even the simplest of cognitive tasks.

Creating a self-aware robot with real feelings is a significant challenge faced by scientists hoping to imitate human intelligence in a machine.

Since the early 1990s, researchers have concentrated on developing smaller, independent robots instead of trying to recreate human intelligence. The model for many of these machines is insect intelligence, which is—in its own way—very sophisticated.

### Supercomputer

When it is completed in late 2004, the world's most powerful computer will be ASCI Purple, built by IBM. It is expected to carry out 100 trillion operations per second (or 100 teraflops). A supercomputer with double this processing power is expected within the next two years. It is being built to replace ASCI White—formerly the world's most powerful computer—which occupies a space the size of two basketball courts at the Lawrence Livermore National Laboratory in Livermore, California.

A spokesman for IBM said that ASCI Purple was approaching the processing power of the human brain. But some scientists believe our brains can carry out around 10,000 trillion operations per second. HAL, the supercomputer that rebels against its human handlers in the film *2001: A Space Odyssey* (1968), is a bold reference to IBM. The letters H, A and L, precede I, B and M in the alphabet.

### Turing Test

In 1950, mathematician Alan Turing devised a test to identify whether a machine displayed intelligence. In the Turing Test, two people (A and B) sit in a closed room, while an *interrogator* (询问者) (C) sits outside. Person A tries to fool the interrogator about their gender, while person B tries to assist the interrogator in their identification. Turing suggested a machine take the place of person A. If the machine consistently fooled the human interrogator, it was likely to be intelligent.

### Film stars

The possible dangers posed by intelligent machines have inspired countless science fiction films. In *The Terminator* (1984), a computer network attacks the human race in order to achieve control. This network then manufactures intelligent robots called "Terminators" which it programs to destroy human survivors.

In *The Matrix* (1999) and *The Matrix Reloaded* (2003), a machine enslaves humanity, using people as batteries to power its mainframe. Steven Spielberg's *AI: Artificial Intelligence* (2002) paints a more sympathetic view of artificial life, depicting sensitive robots that are abused by brutal, selfish human masters.



## **Man and machine**

### **Smart games**

One place where artificial intelligence has found a natural home is in the development of computer games. AI in computer games is becoming increasingly sophisticated as consumer appetites for better, faster, more challenging games grows. In games, AI is often present in the opponents you play against, or in allies or other team members.

### **From circuit board to chess board**

In 1997, then world chess champion Garry Kasparov played against IBM's Deep Blue supercomputer—and lost. After six games, the mighty Kasparov lost 2.5 to 3.5 to the silicon upstart. In February 2003, Kasparov saved some credibility for humanity by drawing against the Israeli-built supercomputer Deep Junior. Kasparov went on to draw 2–2 against US company X3D Technologies' supercomputer X3D Fritz in November 2003, proving that the human brain can keep up with the latest developments in computing (at least in chess).

### **Social skills**

Despite these entertaining applications, the original point of AI research was to create machines that could understand us. At the Massachusetts Institute of Technology (MIT), scientists have designed a robot called Kismet that can have realistic conversations with people. Kismet is capable of seven different facial expressions and can vary the tone of its voice. It also adjusts its gaze and the direction of its head towards the person it is speaking to.

### **Hey DJ**

Scientists at HP have designed an electronic DJ. The “hpDJ” selects beats and baselines from its memory bank and mixes them. Its makers say it could be made to react to the mood of clubbers.

### **Almost human**

At the University of Texas, Dallas, researchers have designed a lifelike human face capable of 28 facial movements, including smiling, sneering, frowning its brow and arching its eyebrows. It could be used to put a human face to the artificial brains of the future.

### **Robot future**

### **Building bridges**

A computer program developed at Brandeis University in Massachusetts has

learnt how to design and build bridges, cranes and tables all by itself. It reinvented support structures such as the cantilever and the triangle without prior knowledge of them.

### **Fraud detecting**

Credit card companies use a computer program called The Falcon to detect card fraud. The Falcon works by constantly updating a profile of how customers use their credit cards. It then looks for uncharacteristic patterns of credit card use in the data.

### **Roving eyes** (流盼的目光)

A robotic head built by a Scottish robotics company can determine a woman's attractiveness. It works by examining faces to determine how "feminine" or "masculine" they are. It doesn't work in reverse because men's appeal is supposedly not based as much on looks. Perhaps jokingly, researchers say it could be put to use as an artificial receptionist.

### **Consumer gadgets**

Robots designed for the consumer market and employing very basic forms of AI have become increasingly popular in recent years.

Sony's Aibo robot dog behaves like a puppy when it is first activated. But it "learns" new behavior as it spends more time with its human owner.

### **Air ware**

A software program called FACES could stop mid-air collisions between planes. When tested in a flight *simulator* (模拟器), the software prevented a pile-up between 35 planes sharing airspace.

### **Brave new world**

Over the coming century, breakthroughs in nanotechnology, the science of ultra-small machines constructed at the molecular level, may help us build more sophisticated machines that are more compact.

We may also see breakthroughs from scientists who are experimenting with connecting biological cells to silicon circuits—a phenomenon called wetware.

1. The technology of artificial intelligence was first developed during the 1980s'.
2. Artificial intelligence mainly studies how to create machines that could solve problems like humans.
3. ASCI White, as big as two basketball courts, is the most powerful computer in the world.
4. A scene of human being enslaved by computers had appeared in a film called *AI*.
5. Scientists had invented computers that could play musical instruments.

6. The Falcon is a computer program designed to find out uncharacteristic use of credit card.
7. Consumers tend to welcome toys programmed with some form of artificial intelligence.
8. In the early 1990s', the research of artificial intelligence had been replaced by the development of \_\_\_\_\_.
9. More and more complicated artificial intelligence will be found in computer games because consumers desire \_\_\_\_\_ games.
10. The phenomenon of wetware refers to \_\_\_\_\_.

## Passage 2

[字数:230 建议答题时间:8 分钟]



The word Yoga itself comes from an ancient Sanskrit word meaning “union”. What kind of union do you think the word refers to? Why would people want to have this kind of experience?

Students of Yoga often study for as long as 20 years before becoming 11, or Yogis. They learn many different 12 exercises. These exercises are designed to put the students in good physical condition. Then they can concentrate on deep religious thoughts without physical 13.

Many Yoga exercises 14 putting the body into difficult position. Some of them are very hard to learn. Have you ever tried to 15 your legs over one another? This is one of the 16 Yoga positions. It is called the lotus position. Most people find it difficult to stay in that position for even a few minutes. But Yogis train themselves to remain in the lotus position for hours or even days. They are taught to 17 the physical discomforts of holding these positions. Other exercises and 18 teach concentration. Yogis feel this is the key to 19 inner peace. This kind of concentration is called meditation.

Yogis and many other people practice meditation. They claim that it makes them feel relaxed and 20. Some people say that it makes them feel better—just as good exercise does. But other people say that meditation helps them feel much closer to God.

- |                |                |                |              |
|----------------|----------------|----------------|--------------|
| A. discomforts | B. basic       | C. finding     | D. peaceful  |
| E. rules       | F. overcome    | G. physical    | H. enforcing |
| I. involve     | J. intimate    | K. masters     | L. external  |
| M. fold        | N. interaction | O. elaborately |              |

# Passage 3

[字数:325 建议答题时间:6.5 分钟]



An “apple polisher” is one who gives gifts to win friendship or special treatment. It is not exactly a *bribe* (贿赂), but is close to it.

All sorts of people are apple polishers, including politicians and people in high offices—just about everybody. Oliver Cromwell, the great English leader, offered many gifts to win the support of George Fox and his party, but failed.

There are other phrases meaning the same thing as “apple-polishing”—“soft-soaping” or “buttering-up”. A gift is just one way to “soft-soap” somebody, or to “butter him up”. Another that is just as effective is flattery, giving someone high praise—telling him how good he looks, or how well he speaks, or how talented and wise he is.

Endless are the ways of flattery. Who does not love to hear it? Only an unusual man can resist the thrill of being told how wonderful he is. In truth, flattery is good medicine for most of us, who get so little of it.

We need it to be more sure of ourselves. It cannot hurt unless we get carried away by it. But if we just lap it up for its food value and nourishment, as a cat laps up milk, then we can still remain true to ourselves.

Sometimes, however, flattery will get you nothing from one who has had too much of it. A good example is the famous 12th century legend of King Canute of Denmark and England. The king got tired of listening to the endless sickening flattery of his *courtiers* (朝臣). They overpraised him to the skies, as a man of limitless might.

He decided to teach them a lesson. He took them to the seashore and sat down. Then he ordered the waves to stop coming in. The tide was too busy to listen to him. The king was satisfied. This might show his followers how weak his power was and how empty their flattery.

21. Which of the following activities has nothing to do with “apple-polishing”?

- A. A boy tells his girlfriend how pretty she looks.
- B. An employee tells her boss how good he is at management.
- C. A knight is said to be of limitless power by his followers.
- D. A teacher praises her students for their talent and wisdom.

22. What does the writer want to prove with Cromwell's example?

- A. Everybody can be an apple-polisher.  
B. Cromwell was not a good apple-polisher.  
C. George Fox and his party were not apple-polishers.  
D. There are people who don't like being apple-polished.
23. Which of the following statements about flattery is true according to the writer?  
A. Too much flattery can carry us away.  
B. Flattery is too empty to do people any good.  
C. Flattery can get you nothing but excessive pride.  
D. Flattery is one of the ways to apple-polish people.
24. King Canute of Denmark and England took his followers to the seashore because \_\_\_\_\_.  
A. he was sick of his normal life  
B. he disliked being overpraised any more  
C. he wanted them to realize how wise he was  
D. he wanted them to see how weak he was as a king
25. The author thinks that flattery can do good to those who \_\_\_\_\_.  
A. are politicians or in high offices  
B. lack confidence  
C. are really excellent  
D. think highly of themselves

## Passage 4

[字数:364 建议答题时间:7 分钟]



So many of us hold on to little resentments that may have stemmed from an argument, a misunderstanding, or some other painful event. Stubbornly, we wait for someone else to reach out to us—believing this is the only way we can forgive or *rekindle* (重新激起) a friendship or family relationship.

An acquaintance of mine whose health isn't very good recently told me that she hasn't spoken to her son in almost three years. "Why not?" I asked. She said that she and her son had had a disagreement about his wife and that she wouldn't speak to him again unless he called first. When I suggested that she be the one to reach out, she resisted initially and said, "I can't do that. He's the one who should apologize." She was literally willing to die before reaching out to her only son. After a little gentle encouragement, however, she did decide to be the first one to reach out. To her amazement her son was grateful for her willingness to call and offered an apology of his own.



As is usually the case when someone takes the chance and reaches out, he wins. Whenever we hold on to our anger we turn "small stuff" into really "big stuff" in our minds. We start to believe that our positions are more important than our happiness. They are not. If you want to be a more peaceful person you must understand that being right is almost never more important than allowing yourself to be happy. The way to be happy is to let go and reach out. Let other people be right. This doesn't mean that you're wrong. Everything will be fine. You'll experience the peace of letting go as well as the joy of letting others be right. You'll also notice that as you reach out and let others be "right" they will become less defensive and more loving toward you. They might even reach back. But if for some reason they don't that's okay too. You will have the inner satisfaction of knowing that you have done your part to create a more loving world and certainly you'll be more peaceful yourself.

26. In the sentence "Stubbornly we wait for someone else to reach out to us...", the phrase "reach out" is closest in meaning to \_\_\_\_\_.  
A. offer help  
B. be in pursuit of  
C. offer an apology  
D. offer one's hand
27. According to the passage, the author's friend never spoke to her son for three years because \_\_\_\_\_.  
A. she had got an argument with her daughter-in-law  
B. she had disagreed about her son's marriage  
C. she had got an argument about her daughter-in-law  
D. she had disliked her son's wife for many years
28. By telling the story about a mother and her son, the author wants us to learn that \_\_\_\_\_.  
A. it's fine to be the first one to apologize  
B. his friend is very stubborn  
C. if taking the chance we'll all win  
D. position is more important than happiness
29. Which of the following is NOT the reason for people to be unwilling to apologize first?  
A. People believe that they are always right.  
B. People always wait for others to offer an apology first.  
C. People consider the position more important than happiness.  
D. People want to get an inner satisfaction.

30. The purpose of the passage is to \_\_\_\_\_.  
A. instruct the readers how to apologize  
B. teach the readers how to gain inner peace  
C. inform the readers the importance of being forgiving  
D. tell the readers to reach out first when there is resentment

## 参考译文划线点评

## Passage 1

## 人工智能

我们通常并没有加以注意,但是,我们四周都已是人工智能了。它出现在计算机游戏、汽车导航控制以及帮助收发电子邮件的服务器中。

## 淘气的机器人

2002年6月,一个名为嘎卡的机器人做出了一个让人吃惊的举动,表现出它有自主性。它在罗瑟汉姆的Magna科技中心展出时,猛冲了出来,要争取自由。嘎卡先是沿着屏障爬行,找到一个缺口后就挤了出去,离开了大厦后,它来到了Magna的M1高速公路出口,然后才被人们发现。

## 什么是人工智能?

那么,机器能不能像人一样行动呢? [1]/[2]这个问题成为了人工智能——机器智能行为研究——的基础。20世纪80年代,人工智能的研究着眼于如何创造能够处理问题并且像人一样思考的机器。

人工智能领域最难解决的问题之一就是“意识”。意识给予我们感觉并使我们了解自我的存在。但科学家发现难以让机器人进行哪怕是最简单的认知行为。

要创建一个具有自我认知并有真实感受的机器人是希望机器能模拟人类智能的科学家们所面临的重大挑战。

[8]20世纪90年代初以来,研究人员放弃了重现人类智能的努力,转而集中于发展体积更小、能独立行动的机器人。许多这些机器模拟的原型是“昆虫智能”,而这就其自身来说就已经非常精密了。

## 超级计算机

由IBM生产的ASCI Purple将于2004年底完成,届时它将是世界上最强的计算机。根据预测,它可以每秒进行一百万亿次运算。运算能力是这台机器的两倍的超级计算机预计于之后两年内问世,[3]它用来取代一度是世界上最强的计算机ASCI White——一台占地面积相当于两个篮球场的机器,现正在加利福尼亚州利弗摩尔的劳伦斯·利弗摩尔国家实验室里运行。

IBM的一位发言人声称,ASCI Purple的运算能力已经接近人类大脑水平。但有些科学家认为,我们的大脑每秒能进行一百万亿次运算。1968年的一部电影《2001



年太空漫游》中背叛了其人类操作者的超级计算机名字叫 HAL,这是对 IBM 大胆的影射。在字母表里面,H、A、L 分别排在 I、B、M 的前面。

### 图灵测试

1950 年,数学家艾伦·图灵设计了一个能够辨别计算机是否具有智能的测试。在图灵测试中,两个人(A 和 B)坐在一个封闭的房间里,而问话人(C)则坐在房外。A 会尽力诱使问话人搞错房内两人的性别,同时 B 则在他们辨别性别的过程中设法帮助问话人。图灵提出以一台机器代替 A 的位置,如果这台机器能一直愚弄问话人,这台机器就可能具有智能。

### 电影明星

智能机器引起的潜在危机引发人们创作了不计其数的科幻电影。在《终结者》(1984)当中,一个计算机网络为了得到世界的控制权向人类发起了进攻。然后这个网络制造出智能机械人“终结者”,并向其输入杀死所有人类生还者的程序。

[4]在电影《黑客帝国》(1999)及其续集《黑客帝国 2》(2003)中,一台机器征服了人类,并以人体为电池向其主机供应能量。史蒂文·斯皮尔伯格的电影作品《AI 人工智能》(2002)通过描述有情感的机器人遭到残忍自私的人类主人虐待的故事,对智能生命给予更多的是同情。

### 人类和机器

#### 智能游戏

人工智能在计算机游戏的开发中自然而然地找到了安身立命之处。[9]随着消费者对更好、更快、更具挑战性的计算机游戏需求的不断增加,游戏中的人工智能也越来越复杂。游戏中,人工智能常常以你的对手,或是你的盟友,甚至是队伍中的其他成员的身份出现。

#### 从电路板到棋盘

1997 年,那时的国际象棋世界冠军加利·卡斯帕罗夫对决 IBM 的超级计算机“深蓝”——结果输了。在 6 局过后,强大的卡斯帕罗夫以总分 2.5 比 3.5 输给了这位硅板新贵。2003 年 2 月,卡斯帕罗夫与以色列生产的超级计算机 Deep Junior 战成平手,为人类挽回了一点自信。2003 年 11 月,他继续以 2 比 2 与美国 X3D 科技公司的超级计算机 X3D Fritz 战平,证明了人脑起码在象棋比赛中能够与最先进的计算机技术相抗衡。

#### 社交技巧

尽管有这些娱乐上的用途,人工智能研究最初是想创造出能够理解我们的机器。美国麻省理工学院的科学家已经设计出一个叫 Kismet 的机器人,它能够像普通人一样跟人对话。Kismet 能够呈现 7 种不同的面部表情,还能改变说话的声调。它还能调整目光,把头转向说话的对象。

#### 嗨! DJ

[5]美国惠普公司的科学家设计出了一台电子 DJ。这位“惠普 DJ”能从自己的存储器中提取节拍和基线,然后混合成曲。其制造者称,可以让这位 DJ 对指挥者的



情绪做出反应。

### 模拟人类

在美国达拉斯的德州大学,研究人员设计制作了一张生动逼真的人脸,它能够做出 28 种面部动作,包括微笑、讥笑、皱眉和弓眉。用它可以给未来的人工大脑装一张人脸。

### 机器人的未来

#### 建桥

马萨诸塞州布兰迪斯大学开发的一个计算机程序学会了如何独立地进行设计,建桥梁,造起重机和做桌子。它设计发明了悬臂和三角形等支撑结构,但在此之前,它并不具备这些知识。

#### 识破欺诈行为

[6]信用卡公司利用一个叫“猎鹰”的计算机程序侦察信用卡诈骗。这个程序可以不断更新有关用户使用信用卡的数据,并从中找出不寻常的信用卡使用情况。

#### 灵动的眼睛

苏格兰的一家机器人技术公司制造出的一个机器头能够判断女性魅力。它能够观察人的脸部,判断它有多少“女人味”和“男人味”,从而确定某位女性的魅力有多大。但它不适用于男士,因为男性的魅力不那么依赖外貌。研究者半开玩笑地说,也许这个机器头还能胜任人工前台接待员的工作呢。

#### 给消费者的小玩意

[7]近年来,为消费者市场开发的采用了非常基本的人工智能形式的机器人越来越受欢迎。

索尼公司的 Aibo 机器狗初次启动时行为就像一只狗崽,但它在和主人的生活中能“学会”新的行为。

#### 空中先知

一个名为 FACES 的计算机程序能够防止空中飞机相撞。在一个飞行模拟器中做试验时,这个程序能够安排 35 只飞机共享空域而不会相撞。

#### 大有作为的新天地

在即将来临的新世纪里,纳米技术上的突破以及在分子级制造超微机器的技术可以帮助我们制造出更精密、更小的机器。

[10]我们还可以看到,科学家正在做试验将生理细胞与硅电路板连接在一起——这一现象被称为“湿件”——这种技术也会取得突破。



## 解题思路

### 1. [答案]NG